Catan

Scenario and Variant Guide

Version 2017-1

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A part of Kelvin’s Random Collection – <http://kelvsyc.wordpress.com>

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Foreword

*Catan* has always been considered the gateway game to a wide variety of European style boardgames, and the defining board game of this generation. Its sales have exceeded what many computer games ever hope to achieve over their lifetimes, and is proof that board gaming is still alive and well when you have a good game, in an age when entertainment and social experiences almost always mean being around an electronic device of some sort.

Over the many years since *Catan* has graced gaming audiences, we’ve seen imitations, fan-made experiences, and many other works made in tribute to it. *Catan* has been the subject of many works in academia, and is wellknown for its educational value in education, business, and applicability in the field of artificial intelligence. It is every bit deserving of its worldwide success, for a simple board game about life in the era of Vikings on an island near the Azores.

This guide was born from the fact that there are many ways to play the game. When it was released in 1995, a fully-modular board game provided immense amounts of replayability, but in the more than 20 years since, we’ve had many ways of expanding upon that experience, in both big and small packages. They’ve been published in English, in its native German, or even in different languages entirely, as *Catan* reaches an ever-expanding worldwide audience. These rules have been tweaked and altered throughout the eras, and it’s difficult to catalogue and keep track of just how big this world of *Catan* truly is.

The Guide takes its sources from many official sources over the years, from game manuals, supplementary material such as the namesake book of *Das Buch zum Spielen*, the *Catanism* blog and the newsletter it replaced, and most of all, the fans that have made various small changes that have been adopted by the creators themselves. Yet in the end, we are only settling a small part of a very big world, and the Guide, however comprehensive it may be, is only a place to start your journey. There are so many ways to play, and our experience will be different every time. And in the end, this is a key reason why *Catan* has remained popular for so long, and will continue to do so for many years to come.

## Foreword to Version 2017-1

It has been eight years since the first public release of the *Catan Scenario and Variant Guide*, and six years since the last revision of the Guide was released. *Catan* has found its largest audience yet, and the world of *Catan* has ever gone larger. The 2017-1 edition of the Guide marks the third time the entire Guide has been rewritten from the ground up: everything from the formatting, graphics, and textual content has been rewritten from scratch, using primary sources and previous versions of the Guide as a starting point. There have been so many changes in the Guide that a version history alone does not do it justice.

In the six years that the Guide has been lying dormant, I had been away from the community, and generally not playing a whole lot of *Catan*. While I still do not play *Catan* as extensively as I had in the past, the main reason for coming back to the Guide was due to some discussions with the backers of a failed Kickstarter campaign that I had been a part of, and an old email that I had found in my former feedback mailbox. During the time spent rewriting the Guide, I found a new appreciation of the Guide from all corners of the fan community, from English speakers that were both new and veterans of Catan, to a surprisingly receptive German language community that sometimes tends to look down upon English language work.

The Guide has always been a labor of love, and I’ve spent months and months of work dotting every “i” and crossing every “t” in order to make everything in the Guide just right. Having said that, it is still well short of my original plans for the Guide. There were a number of things that I had hoped to include, but could not, for various reasons. Still, rest assured that the Guide will remain comprehensive for the immediate future.

I’d like the time to give thanks to the various online people that have convinced me to write the original versions of the Guide, and those who have submitted corrections over the years. I would also like to thank the people I have played with and against in various board game nights, and finally, the people who have, over the past months, sent in feedback and wanting to help contribute to the Guide. The amount of support for what is and always will be a fan project is overwhelming, and the feeling that, at the end of it all, the work is appreciated, is always wonderful.

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# The First Island

*Catan*. The first island is what made the game famous, and the rules should be all too familiar to anyone who has played a single game. Who knew that in the years that an obscure (and fictional) island located off the coast of the Azores would become so popular so quickly, and that there would be so many different interpretations on life there?

This section of the Guide deals with the base game and its extension. So, why a section dedicated to the base game? Even something as simple as the base game has seen many variations. From versions of the game with limited customizability (for example, strips of hexes rather than individual hexes), recommended player setups changing over the years, to the construction of the game components (the English version retaining wooden pieces when international editions making the switch to plastic pieces). This section of the Guide seeks to outline these kinds of changes, as well as some of the changes to the core rules that have been made in the many years since the game has been released.

Since Catan was first released in 1995 as *The Settlers of Catan* (only in the 5th edition has the name been officially shortened to *Catan*), there has been five major English language editions (1995, 1996, 1997, 2007, 2015), and four major German language editions (1995, 2003, 2006, 2010); the English language editions have been deliberately different from the international releases that, for the most part, are based on the German language editions. For the most part, the English language game components are compatible with their international counterparts, but with small details.

Amongst one of the defining features of *Catan* is its customizability. This is primarily due to the fact that the board is built up from hexes and number tokens. Such modularity is rarely seen in other board games. Here’s a little bit of combinatorics to show how customizable the base game can be:

* There are 1680 ways to arrange the harbors in a 3-4 player game, if hexes and number tokens are ignored. There are 15120 ways to arrange the hexes in a 5-6 player game, again ignoring hexes and number tokens.
* If we follow the rules for laying out number tokens (counterclockwise, in a prescribed order, starting in one corner of the board), you will have 244,432,188,000 different ways to arrange the terrain hexes and number tokens, ignoring harbor placement. In a 5-6 player game, you get 74,027,205,049,823,625,600 ways of arranging hexes and number tokens, also ignoring harbor placement. (The orders of magnitude difference is explained due to the fact that not only are there greater numbers of hexes and number tokens, but also the fact that the 5-6 player board loses some of the 3-4 player board’s rotational symmetry, resulting in three distinct ways to place number tokens given a hex layout.)
* Given the fact that there are 18 ways to arrange the hexes relative to the harbors in a 3-4 player game and 22 ways in a 5-6 player game, you would have 7,391,629,365,120,000 possible 3-4 player setups and 24,624,409,487,773,330,819,584,000 possible 5-6 player setups. And this is still with the constraint given by the number token placement rule…

### The Game Frame

Up until the 4th edition, the base game did not have a frame to hold the hexes together and provide a stable surface for roads and settlements to sit on. Frame pieces were introduced in the 3rd edition *Seafarers and Cities & Knights*, and details about those frames will be covered in their respective sections in the Guide.

Prior to the 4th edition, the game board was accompanied by nine ocean hexes and nine hexes depicting the harbors. Together, they formed a ring around the island, with harbor hexes alternating with ocean hexes, and the harbors being oriented such that they faced the longest possible line of hexes. The base game extension adds two additional ocean hexes and two additional harbor hexes to complete the ring around the island. This setup was also used in the *Catan* 15th anniversary edition, which uses 4th edition rules.

The frame, starting with the 4th edition base game, consists of six pieces that are identical in shape. Each frame piece contains a tab and a slot, so that when assembled, the interlocking tabs and slots will hold the frame together. Printed on one side of each piece is a pre-printed coastline and harbors, while the opposite side has neither. In general, the base game uses the obverse side of the frame pieces, while the expansions use the reverse side.

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|  | Pictured on the left are the obverse sides of the six frame pieces. The tabs are on the left end of the piece, while the slots are on the right end. Each tab and slot is numbered, with tabs being numbered from 1 at the top and 6 at the bottom, and slots being the next lower number; the first piece has its slot labeled 6. The frame is assembled by matching the frame and the slot together, meaning that these six pieces are arranged clockwise to form the frame.  Also included with the frame are small markers that may be used to cover each of the pre-printed harbors, allowing for the harbors themselves to be rearranged as players see fit. Unlike the harbor hexes of the earlier editions, the orientation of the harbors is enforced by the frame.  The requirement that each harbor faces the longest possible line of hexes, as is the case with earlier editions, is also endorsed by the frame: note how the six harbors that are not located on the three rotational axes (and thus facing five hexes) are always oriented such that they face a line of four hexes rather than a line of three hexes if they were turned 120 degrees. |
|  | The base game extension comes with four frame extension pieces of identical shape, meant to accommodate the board, which is two hexes wider. All four of these pieces have preprinted coastlines and harbors on the obverse, while they are in plain blue on the reverse, as in the base game. Amongst the four frame pieces are two pieces without harbors, and one piece each with a wool and a 3:1 harbor. Like the base game, harbor markers are provided for the two harbors so that the harbors may be rearranged as the players see fit.  In the recommended setup, the two blank harbors are positioned between the portions of the frame between the tab and slot marked 2 (between two 3:1 harbors), as well as between the tab and slot marked 6 (between the ore harbor and a 3:1 harbor). The wool harbor is positioned between the tab and slot marked 3 (between the brick and lumber harbors), and the 3:1 harbor is positioned between the tab and slot marked 5 (between the grain and ore harbors). Note that this does (by necessity) violate the principle that each harbor faces the longest possible line of hexes. (There are two points on the frame where this occurs: the new wool harbor and the existing grain harbor.) |

Note that despite having the same overall shape and having the same pre-printed harbors, the frame pieces between English and international versions of *Catan* are not compatible with each other, due to the fact that the tabs and slots on each piece are of different shapes. The relative thicknesses of the English and international components are comparable, so an English language frame should be roughly level with hexes from international editions. That being said, thicknesses may vary between the base game and its expansions, or between different editions of the base game.

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| The assembled frame for 3-4 player play. Harbors may be fully customized by placing small harbor tokens on top of the pre-printed harbors. | The assembled frame for 5-6 player play. Note the uneven distribution of harbors, and the fact that the pre-printed harbor locations do not allow for harbors to face the longest line of hexes all of the time. |
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| Because the 3rd edition uses harbor hexes and ocean hexes, players are able to make symmetrical 5-6 player harbor layouts. Pictured here is an equivalent, using the reverse sides of the frame pieces. The harbors may be placed using the base game’s harbor tokens, or equivalently the harbor pieces from *Seafarers*. | |

### Hexes

From the beginning, there has always been six types of terrain: hills, fields, forest, mountains, pasture, and desert, and the distribution of the hexes has remained the same. Although earlier editions used a plain back for the hexes, starting with the English 4th edition, all hexes in the base game now have a blue back, so that their reverse sides may be used as ocean hexes in scenarios. To date, only a select few scenarios have actually required the use of the back of a hex, however; there are generally enough hexes provided with the base game and the relevant expansions for setup.

Additionally, starting with the English 4th edition (and in international editions from around the same time as well), the artwork on each hex is different, even amongst those of the same type. Additionally, hexes provided in extensions and expansions also use different art from those of the base game, ensuring that no two hexes are alike. Starting with the 5th edition, all artwork is oriented in the same direction.

Each of the land hexes is depicted on a pale yellow background; the yellow, to some extent, assist in making the edges between hexes more visible. This yellow is also found on the edges of the frame pieces, marking the exterior of the board.

### Board Pieces

Although the base game has always included 19 land hexes, and the base game extension another 11 land hexes, some editions of *Catan* have tried to limit the board setup so as to make setting the board easier at the expense of variability. These are generally mass-market versions of the (3-4 player) base game, and were developed as such to avoid the effort in setting up each hex, number token, or harbor individually while leaving the game relatively balanced. Mass-market versions of *Catan*, as such, are formally incompatible with any expansions or extensions (even though almost all of *Cities & Knights* and some scenarios in *Traders & Barbarians* can be used with a mass-market board), though the parts can be used to play a *Catan Geographies* series scenario, which only require the pieces and not the board.

Mass-market versions of Catan differ from the base game proper in that their board materials are different (often plastic imitations of traditional wood pieces), the art on cards are non-standard, in addition to having a fixed board providing benefits that the base game does not offer, such as a scoring track.

#### Catan: Portable Edition

Originally titled *The Settlers of Catan Travel Edition, Catan: Portable Edition* was a miniaturized version of the base game released in 2002, with art consisting of smaller versions of the base game graphics of the time (that is, the German 1st edition or the English 3rd edition). Unique amongst the mass-market editions is that the number tokens are fixed, though the hexes (aside from the desert hex) and harbors were fully customizable. All game pieces except for the robber were pegs that could be secured onto the board due to the fact that there were holes between each of the hexes.

In 2008, concurrent with the release of *Catan Board Game: Family Edition*, the travel edition was renamed *Catan: Portable Edition*, with artwork updated to match the English 4th edition graphics; otherwise the board remains the same.

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| The board layout of *Catan: Portable Edition*. Note the positioning of the two harbors on the left are different from their usual position one edge over: this was a decision made to fit the board into a smaller size box. |

Although the fixed number tokens limit variability somewhat, Catan: Portable Edition retains full harbor customization and virtually no restrictions on hexes. There are 12,864,852,000 ways to arrange the hexes, and 1680 ways to arrange the harbors, for a total of 20,583,763,200,000 ways to arrange the board, which is amongst the largest for Catan setups with limited variability.

#### Capcom Catan

One of the earliest mass-market versions was released in 2002 by video game publisher Capcom for the Japanese market. *Catan* was first introduced to the Japanese market in 1998 by video game publisher TrySoft (under the fully-translated name *Catan no kaitakusha-tachi*, as opposed to the shortened *Catan* name), and was merely a straight import of the international version. (The current licensee of the *Catan* brand in Japan, GP Inc., localizes the international version under its original name, though possibly with different packaging. The name *Catan no kaitakusha-tachi Standard-ban* is used to differentiate the newer edition from the original TrySoft edition.) The practice of video game publishers having interest in board and table games is not a new concept in Japan; the largest manufacturer of traditional Japanese card games is Nintendo, better known outside of Japan for their video games.

While *Catan* was under Capcom’s control in Japan, there was a mass-market version of *Catan* using entirely original artwork, using a single board piece for the coastal hexes and another for the interior hexes; both pieces fit inside a two-piece frame that recreated the general shape of the ocean and harbor hexes, and as such provided the harbors. (The same artwork was used in a PlayStation 2 version of *Catan* developed by Crea-Tech and distributed by Capcom, as well as a version for the Nokia N-Gage.) This version is sometimes known as “Capcom *Catan*”, to differentiate it from other mass-market editions.

The two-piece frame was not an interlocking frame, but the frame was double-sided, with each side having the same harbors but in different locations. Reportedly, a number of different harbor configurations were available, but the one shown in the Guide appeared in most promotional photos.

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| The front of the four-piece board used in Capcom *Catan*. On the real board, the number tokens were oriented so that they faced the exterior of the board. Furthermore, the frame was shaped like a set of connected hexagons, rather than as shown in the graphic, which tries to match its shape with the base game frame. | The back of the four-piece board. This side did not have any pre-printed number tokens, and a set of number tokens was provided with the game. The harbors are a rearrangement of the harbors on the opposite side, so the distribution of harbors remained the same regardless of which side was used. |

Surprisingly, using only the front side of the coastal hex ring and the interior hex piece (but allowing both the front or back sides of the frame), there are 864 ways to arrange the board in Capcom *Catan*, which is more than what the current mass-market editions allow. If the pre-printed number tokens on the front side of the board were to be disregarded, allowing for either side of the coastal hex ring and interior hex piece to be used, and the number tokens were distributed as in the base game (in alphabetical order, starting at any corner hex), this makes for 20736 possible board arrangements.

#### Catan Standard

In 2004, Capcom partnered up with Japanese puzzle maker Hanayama to produce a second mass-market edition of *Catan*, known as *Catan Standard*, as well as a travel edition counterpart, known as *Catan Portable*. *Catan Standard* is sometimes known as “Capcom-Hanayama *Catan*”, to differentiate it from earlier editions. Also released around the time was a *Mega Man Battle Network* themed version of the game, with design elements from *Mega Man Battle Network 4: Red Sun and Blue Moon* (the latest game in the series at the time), known as *Rockman.EXE Catan Standard*. Aside from a unique scenario called NetBattle, this was identical to *Catan Standard*. (More information about the NetBattle scenario and the specific *Mega Man Battle Network* theme changes can be found in its section of the Guide.)

*Catan Standard* offered a full set of 19 hexes and a set of number tokens, and its frame consists of six pieces that are identical aside from its tabs and slots. Three of the pieces have tabs on both ends, and depict two harbors, while the other three pieces have slots on both ends, and have one harbor on them. In essence, *Catan Standard* aimed to be both a mass-market edition of the game, and also as a replacement for the base game: the sizes of the hexes also match that of the international edition of the game, though the shape of the tabs and slots of the frame pieces meant that the frame pieces were incompatible.

The hexes themselves are slightly different from those of the international versions; each corner of a hex has a small cutout so to allow for settlement and city pieces to be secured onto the board in the intersections; the settlement and city pieces have a small peg to facilitate this as well; roads and the robber piece are largely identical to their traditional wood counterparts. One additional change in *Catan Standard* is that development cards are almost always termed “chance cards”.

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| The six frame pieces of *Catan Standard*. The frame pieces in *Rockman.EXE Catan Standard* are identical, except that the positions of the lumber harbor and the 3:1 harbor are swapped. Furthermore, each frame piece from *Rockman.EXE Catan Standard* is also adorned with three characters from *Mega Man Battle Network 4: Red Sun and Blue Moon*. |

*Catan Standard* is almost as fully customizable as the base game, but the fact that harbors cannot be freely reassigned means that there are only 120 ways to assemble the frame. (This is identical to the 4th and newer editions of the base game, where there are six frame pieces; the only difference is that harbor tokens are included with the base game to cover the pre-printed harbors so that the harbors may be fully customized; this is not present in *Catan Standard*.)

#### Catan Portable

*Catan Portable* was a travel edition wherein all of its major components were held together by magnets. The game pieces for each player was a magnet, as were six pieces, each consisting of three hexes, with a hard-printed desert hex at the center of the base board. All of the 3:1 harbors are also hard-printed on the base board, and five magnetic harbor pieces were used to place the 2:1 harbors on top of the 3:1 harbors. Like *Catan Standard*, a themed version for the *Mega Man Battle Network* series of video games was also produced, and it was known as *Rockman.EXE Catan Portable*. Unlike its *Catan Standard* counterpart, however, the unique NetBattle scenario (also found in the Guide) is not playable in *Rockman.EXE Catan Portable*.

*Catan Portable* also included four magnetic building cost cards, which could hold the magnetic game pieces (settlements, cities, and roads) when they are not on the board. The actual game cards (resources and development cards) were of traditional Japanese size (small thin strips, as opposed to the relatively more squarelike cards). The Largest Army and Longest Road bonus cards continue to be more western card like in proportions.

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| The six board pieces *of Catan Portable*. The number tokens on the actual pieces are all oriented outwards. Each pre-printed number token is also printed with a letter, as in the base game, but confusingly, it is impossible to arrange the pieces such that the letters are arranged consecutively. Note that a set of magnetic number tokens is also included, to cover over the pre-printed number tokens for extra board variability. |

If the number tokens are disregarded, then there will be 174,960 ways to arrange the six board pieces (two possible layouts with the desert hex in the center, 120 ways to arrange the pieces relative to each other, and three ways that each piece may be oriented). Given that harbors may effectively be freely arranged (1680 combinations total), this makes for 293,932,800 possible ways to arrange the board.

#### Simply Catan

*Simply Catan*, as the name implies, was a mass-market version of *Catan* that both aimed to simply setup at the cost of variability, as well as the barrier to entry, in introducing simpler rules (though all of the parts necessary to play the base game are included). This version was published by SimplyFun Games in 2006, a publisher specializing in educational gaming.

The manner in which the setup was simplified was primarily twofold: one was the use of a set of five hex-strips rather than individual hexes, and the use of a fixed harbor layout. However, none of the hexes have pre-printed number tokens; hence a full set of number tokens was also provided. Neither of these are new: the spinoff game *The Settlers of Zarahemla* (a Mormon-themed version of the *Catan* base game, published in 2002 by religious game publisher Inspiration Games) also made the same design compromises. (*The Settlers of Zarahemla* adds an additional mechanic taken from the Cheops scenario, so the two are not immediately comparable to each other; *The Settlers of Zarahemla* also added two promotional development cards.)

Unique for English language releases is the use of the international version’s plastic pieces for the settlements, cities, roads, and the robber figure. Otherwise, all of the artwork is original to the game.

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| The five hex strips of *Simply Catan*. The strips are double-sided, with the reverse side being a rearrangement of the hexes on the front side. The side shown here is the one used in promotional photos. | The harbor layout of *Simply Catan*. The frame is a square board with a cut out for the hex strips, for which the harbors are printed. Also on the board are four building cost cards and space to place the resource and development card stacks. |

There are 6 ways to place the five-hex strip on the board, and 8 ways to place the four-hex strips next to the five-hex strips, and 8 ways to place the three-hex strips on the board. Combine that with the fact that the strips are double-sided, this means that there are 6144 ways to place the strips (half of the product of the numbers cited, given that the two three-hex strips, by virtue of having the same three hexes, must have at least one arrangement of hexes in common, and thus interchangeable). If number tokens are assumed to be placed in the same manner as in the base game, then this means that there are 36864 ways to arrange the board.

#### Catan Board Game: Family Edition

2008 saw the first English language mass market release by then-English language licensee Mayfair Games with *Catan Board Game: Family Edition*, in an attempt to break through to an American mainstream game market dominated by Hasbro and companies producing traditional board games.

Although the game is meant to be cheaper and meant to be distributed in toy stores, board game retailers also stocked the game alongside the base game, reducing its appeal. The components are smaller as a whole, and the game pieces were largely plastic imitations of the traditional wooden pieces. All of the art was original for the game, though the design of the pre-printed number tokens greatly resemble the design of the number tokens in the English 4th edition base game.

Like *Simply Catan*, the game board is a single large circular piece, which includes pre-printed harbors and a building cost card at each corner of the board.

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| The six pieces that form the board in *Catan Board Game: Gallery Edition*. Unlike other mass-market editions, these are single-sided pieces. | The layout of the harbors on the *Catan Board Game: Gallery Edition* board. |

Although there are many ways to fit the six board pieces on the board, the only officially endorsed way was to have the three larger pieces separated by the three smaller pieces. For each way to fit the pieces on the board, there are 768 possible board combinations (six ways to arrange the large pieces, two ways to arrange the two-hex strips, and each piece can be oriented in two ways).

#### Die Siedler von Catan: Einsteiger-Variante

2009 saw the release of a German mass-market version of *Catan*, geared towards first-time players. *Einsteiger-Variante* was only available exclusively from German discount retailer Penny, and did not use plastic components whatsoever: the player pieces and the robber were all from cardboard. The board itself consists of three large pieces with four hexes, three smaller frame pieces with no hexes, and seven individual hexes. All hexes had preprinted number tokens, and, uniquely, all of the frame pieces had slots; a set of six “double tab” pieces were needed to hold the frame together.

This was also the first mass-market version to include “Catan for Two” from *Traders & Barbarians*, which would continue with *Catan Compact Edition: Traveler*.

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| The front sides to the three large board pieces. Note that the distribution of the harbors in the top two pieces is different from their reverse sides; this means that in order to get a “legal” board layout, the two top pieces must be on the same side. | The back sides to the three large board pieces. Unlike the harbors, the hexes and number tokens are distributed such that the reverse side is a rearrangement of the hexes and number tokens from the obverse. |
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| The seven single tiles of *Einsteiger-Variante*, with their obverse sides in the top row and their reverse sides in the bottom row; the forest hex on the right is the same on both sides. It is noted that the arrangement of hexes with number tokens effectively “pairs up” the hexes, in that the reverse side of each pair is simply the pair with its number tokens swapped. Like the two frame pieces, in order to have a “legal” board layout, each pair of hexes must have the same side showing. (The reason why the third pair, the field hex and the desert, is arranged as such is not clear, given that a single double-sided field hex and a double-sided desert hex will suffice.) | |

Unique amongst mass-market editions is the fact that it is possible to construct boards that are not ordinarily possible in the base game, such as a board with two desert hexes. If we restrict ourselves to “legal” boards, then there are 40320 ways to arrange the single hexes, and 24 ways to arrange the large pieces relative to the single hexes, for a total of 967,680 possible ways to arrange the board.

#### Catan Family Edition and Catan Compact Edition: Traveler

The current mass-market version of *Catan* is represented by both *Catan Family Edition* (released in 2012) and *Catan Compact Edition: Traveler* (released in 2015). Both games are identical aside from the inclusion of “Catan for Two” from *Catan: Traders & Barbarians* in *Catan Compact Edition: Traveler*, and it can be said that *Catan Compact Edition: Traveler* acts as a “travel edition” to *Catan Family Edition* rather than the base game directly.

As noted on the *Catanism* blog, the decision to reuse the mass-market style board from *Catan Family Edition* for *Catan Compact Edition: Traveler* was a deliberate decision on the part of Benjamin Teuber (in his first formal role as a staff member at Catan GmbH in 2011): *Catan Compact Edition: Traveler* was born out of an attempt to remake the earlier *Catan Travel Edition* and combine it with a carrying case idea borne from their Japanese licensee (presumed to be GP Inc., who had released a version of *Catan* that included a rectangular carrying case with a handle, but never stated explicitly); the development of *Catan Compact Edition: Traveler* took many years, and many prototypes were submitted and rejected by Kosmos (the original publisher and official German language distributor of *Catan*).

Like *Catan Board Game: Gallery Edition* before it, *Catan Family Edition* uses plastic pieces that resemble the traditional wooden pieces, and the artwork is entirely original, though number tokens are inspired in part by the computer implementations of *Catan*, where the number tokens blend in with their associated hex. Similarly, *Catan Compact Edition: Traveler* takes from its predecessor in using game pieces that are pegs that can be fit into holes on the board. Uniquely, the holes for roads and the holes for settlements and cities are of different sizes, to ensure that pieces are placed correctly. Unique to *Catan Compact Edition: Traveler* is the use of a sealed dice cup to hold the dice: one of the main pieces of feedback during the development process was that the dice in *Catan Portable Edition* (or in the base game itself) could be easily misplaced.

Both games use a system of six pieces, with three “large” pieces depicting four hexes and three harbors, and three “small” pieces (two with two hexes, one with three) separating the three large pieces when fully assembled. The reverse (“B”) sides of each board piece is simply a rearrangement of the hexes and number tokens found on the obverse (“A”) side of the piece. *Catan Family Edition* has a system of tabs and slots, where the larger frame pieces have two slots and the smaller frame pieces having two tabs, to secure the frame*; Catan Compact Edition: Traveler* instead uses a series of clips to secure the board pieces to the board; they must be detached before the board may be folded and stored.

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| An exploded view of the six board pieces on their “A” side. The piece A1 is at the top, with each successive piece being numbered clockwise. | An exploded view of the six board pieces on their “B” side. B1 is at the top, with each successive piece being numbered clockwise. |

Note that the six pieces do not have to be arranged clockwise around the board, nor are all pieces required to be on the same side. This means that there are 768 possible setups of the board if rotations are taken into account (If the “1” piece is taken to be the top piece, then there are two ways that the “3” and “5” pieces can be arranged relative to the “1” piece, and there are six ways to arrange the even-numbered pieces relative to the oddnumbered ones. Finally, each piece can be placed on its “A” side or “B” side.) So, contrary to the game’s promotional material, *Catan Family Edition* technically has less variability than *Catan Board Game: Gallery Edition*, which it replaced; in essence, the reversibility of the board pieces in *Family Edition* offsets the fact that the pieces in *Gallery Edition* could be oriented in two different ways, and it does not take into account the fact that the pieces in *Gallery Edition* could fit on the board in different ways.

### Number Tokens

Number tokens are used to denote the production rolls which will cause the hex it is placed on to produce resources. Each resource-producing hex normally has a number token assigned to it at the start of the game, and, barring special rules, this assignment is in effect for the entire length of the game. As the name implies, number tokens are assigned a number based on the outcome of the two dice used in production roles, with the exception of 7, the most frequently occurring outcome.

In international editions, each number is printed on the center of a number token, with size roughly corresponding to its frequency (2 and 12 being smallest while 6 and 8 being largest; the 9 number token has an additional dot to differentiate it from the 6), while English versions up until the 5th edition used uniform size numbering and a series of dots underneath the number; the 5th edition uses both the variable font size and the dots underneath each number. In addition, consistent in all editions is the numbering of 6 and 8 in red, to show that they occur most frequently.

In the base game, each number token is assigned a letter from A to R, for the purpose of beginners’ setup. These letters are often found on top of the number in small print, though in the English 5th edition these are printed on the back of the number token instead. The base game extension includes a second set of number tokens, each labeled from A to Y, then Za to Zc, to accommodate its larger board.

The beginners’ setup has players place their number tokens in letter order, starting at one corner of the board and proceeding counterclockwise, skipping over hexes that do not produce resources. This generally places the number tokens such that the board layout is generally asymmetric, and has a relatively even distribution (in the sense that parts of the board are generally not more likely to have increased production over other parts.)

### The Game Pieces

Between different editions of the base game, the construction of the game pieces have largely varied. When originally released, all versions of *Catan* included wooden pieces, and these continue to be distributed with the English language 5th edition. However, since 2003, international editions of *Catan* have used plastic pieces, which the English language editions have not adopted outside of spinoff games. The 15th anniversary special edition of Catan uses all wood pieces, but these wood pieces are different in design from the traditional wood pieces; they are often referred to as “Viking wood”, in reference to the overall Viking theme adopted by *Catan* since the release of the English 4th edition.

All three styles of pieces are available from the Catan Shop, with only the traditional wood pieces available on the English shop, while plastic and Viking wood pieces only available in the German shop.

As with all other components, the 10th anniversary release of *Catan* included hand-made pieces for both the base game and *Cities & Knights*.

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|  | Pictured on the left is a comparison of the traditional wood pieces (bottom row) with the Viking wood pieces (top row) for roads (left column), settlements (middle column), and cities (right column). Note that the Viking wood pieces are generally larger, both in terms of volume and the footprint that they take up, than that of their traditional counterparts.  The Viking pieces were introduced in 2008, shortly before the release of the 15th anniversary edition of the base game, and were made available for purchase in 2010 for the English language audience. |

The colors of the player pieces have changed over the years. While international versions have always used red, white, blue, and orange as the first four player colors, this was only adopted in the English version starting with the 3rd edition, and different mass-market releases have used different sets of colors as well. The English 1st edition used red, blue, green, and yellow as the four player colors, while the English 2nd edition used white, orange, black, and purple as the four player colors. Uniquely, because of this, the first two editions could be combined to form an eight-player game, and the 2nd edition rulebook had rules for such a combination.

The player colors for the base game extension have always been green and brown worldwide. A unique detail of the *Catan Big Game Event Kit* is the use of six new player colors and respective plastic (international) and cardboard (English) pieces: pink, gray, light green, light blue, yellow, and purple. (The use of cardboard rather than traditional wood pieces was primarily to keep costs down, as *Big Game* organizers would need many copies of the kit for the massively multiplayer experience; the English *Big Game Event Kit* sells for a much lower cost than the German one, which is offset by the fact that English sets had a very limited print run, in part due to the transfer of licensee from Mayfair Games to Catan Studios.) In addition, an exclusive set of pink pieces are available as part of the Dutch version of the *Catan Big Box*, which combines the base game with *Traders & Barbarians*, two *Catan Geographies* series scenarios (*Mallorca* and *New York*), and the special scenarios *Catan World Championship 2014 Special* and *The Helpers of Catan*. (The German version does not include the pink pieces, but bundles the base game extension; furthermore, in place of *Traders & Barbarians* and *Catan Geographies: New York*, the standalone game *Catan Geographies: Germany* is bundled, and *Frenemies* is included in place of the *Catan World Championship 2014 Special*.)

Each player receives 15 roads, 5 settlements, and 4 cities at the start of the game; these pieces form the player supply. Scenarios may also dictate additional pieces that are included in the player supply.

* The supply of settlements, cities, and roads are considered finite. If a player has placed all of them on the board, no new ones may be built by that player.
* Note that cities are upgrades to settlements: when cities are built, they replace a settlement on the board. The settlement is then returned to the player’s supply.
* Roads are placed on the edges between hexes, while settlements and cities are placed on the intersection of the hexes.
* Unless stated otherwise in the scenario rules, only one road may occupy an edge, and only one settlement or city may occupy any intersection.
* Unless stated otherwise in the scenario rules, each settlement on the board is worth one victory point, while each city on the board is worth two victory points.
* Player pieces that are held in reserve and not on the board are not worth any victory points.
* Roads, when built, may only be placed on edges adjacent to a player’s own settlements or cities, or adjacent to an edge containing another player’s roads, as long as the intersection between them is unoccupied or contains a piece that does not impede the ability to place roads.
* **Building Past Opponents**: Settlements and cities impede the ability of an opponent to build adjacent roads, but, by definition, do not impede the ability for the owner of the settlement or city to build adjacent roads. As such, players may not build a road beyond an opposing settlement.
* Settlements, when built, must be placed on an intersection adjacent to a player’s own roads, subject to the distance rule.
* **The Distance Rule**: Pieces that are subject to the distance rule (of which settlements and cities are examples) may not be placed on intersections where there is another subject piece in an adjacent intersection. In effect, this means that there must be at least two edges separating pieces that are subject to this rule.

### The Dice

Since the beginning, two dice are needed to play *Catan*, and the base game does not differentiate between the two dice. Indeed, prior to the 4th edition of *Catan*, and in most mass-market editions, the two dice are otherwise identical. Starting with the 4th edition of the base game, however, the two dice are shipped in two different colors: a yellow die and a red die, for the benefit of *Cities & Knights*, where there is a special meaning given to the red die. (Consult with the *Cities & Knights* section of the Guide for additional information regarding the meaning of the die.)

Prior to the 3rd edition of the base game, the two dice were nominally blue, while white dice were provided with the 3rd edition of the base game. *Catan Compact Edition: Traveler* is unique in the fact that the dice are packaged inside a sealed hexagonal box, intended to prevent individual dice from being lost during travel.

### The Robber

The robber is a special neutral piece that serves to deny players resources, and allows players to steal resources from their opponents.

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|  | Pictured on the left is a picture of the Viking wood robber (left), and a traditional wood robber from the English 3rd edition (right). Although the robber has always been a nondescript pawn in traditional wood pieces, the color has changed depending on the edition, from the unpainted wood of the English 1st and 2nd edition, the black of the English 3rd edition, and the gray of the English 4th edition onwards.  Note that the Viking wood robber in fact takes up a smaller footprint than the traditional robber, and is also slightly smaller than the traditional robber as well. |

Despite the singular figure, the robber was always envisioned to be a group of characters with well-meaning but ultimately ill intent; more about “Teuber’s Robbers” can be found in the section of the Guide on “The Stuffed Robbers”.

* The robber is always placed on the center of a hex, and, unless dictated by scenario rules, begins on any hex that does not produce resources, or off of the board if there are no such spaces.
* The robber may only be placed on land hexes. As such, it may not be placed on ocean hexes, the frame of the board, or on harbors.
* If the robber occupies a hex with a number token, and that number is rolled for production, no resources are produced for the hex, and the owners of adjacent settlements and cities do not collect any resources. By convention, the robber is placed over the number token.
* In the base game, each resource-producing hex has only one number token, but scenarios may allow for multiple number tokens to be assigned to a hex. Unless stated otherwise, the robber blocks production of the hex, and not any individual number token. Thus, if any of the number tokens for a hex matches that of the production roll, no resources are produced.
* **Stealing Resources**: Whenever the robber is moved, the player may take a resource from the hand belonging to any opponent with an adjacent settlement or city at its new location. (See the section on “The Hand” for additional information on how the stealing of resources is performed.) Note that a player may not steal resources from players who only have adjacent roads.
* Unless stated otherwise, a player is compelled to steal a resource whenever there is an eligible opponent. If all opponents have no resources, or the player places the robber where there are no adjacent settlements or cities (or all adjacent settlements or cities are their own), no resources are stolen.
* In the English 3rd edition, the robber may not move to a desert hex once moved off of it; it may only move to a hex producing resources. This rule is not in effect in any other edition of Catan.
* **Expelling the Robber**: Some scenarios may direct players to expel the robber, which removes the robber from play until it re-enters play by normal means. As the robber is temporarily removed from play, no resources are stolen. Note that expelling the robber is distinct from moving the robber to the desert hex or any other hex that does not produce resources, since there may be eligible settlements or cities to steal resources from.

### Resource Cards

The five resources in the game, brick, grain, lumber, ore, and wool, are represented by resource cards. The base game includes 19 of each resource card, and the extension adds 5 of each resource card for a total of 24. The rules for resource cards and how they may be earned and spent are covered in the sections of the Guide concerning production and build actions.

International editions of *Catan* use smaller format resource cards compared to the English version, with the English version using the Euro standard size (roughly 59mm by 92mm), while international versions using the mini Euro standard size (roughly 44mm by 68mm). Resource card holders are standard in the international editions of *Catan*, but are not in the English version.

It is noted that despite the limited numbers of resource cards that come with the game, the supply of resource cards is meant to be infinite. Yet, resource shortage rules (explained in the section of the Guide concerning production) continue to be in effect. Nevertheless, players with the base game extension playing a 4-player game are not expected to start the game by setting aside the resource cards from the extension; the resource shortage rules are meant to be an exceptional case. (That is, a game with up to four players can start with 19 of each resource or 24; games with more than 4 players must start with 24. Scenarios requiring multiple copies of the base game are permitted and encouraged to use the resource cards from both copies.) In essence, the supply of resource cards is meant to be infinite in the sense that the amount of resource cards of each type present in the supply does not matter (as long as they are equal), and that resource shortage rules only apply in the event that this supply actually runs out in the middle of a game.

### Development Cards

Development cards are cards that may be purchased and played at a later turn. They are broadly divided into three categories: Knights, victory point cards, and progress cards, the last of which consisting of the Monopoly, Road Building, and Year of Plenty cards.

Note that the base game extension includes additional development cards: 6 knights and 1 of each progress card. Unlike resources, players with the base game extension must set aside the extra development cards when starting a 4-player game.

Prior to the 3rd edition, the Year of Plenty development card was titled “Discovery”, although the function of the card did not change. Prior to the 4th edition, the Knight development card was titled “Soldier”, although the function of the card did not change.

Prior to the English 3rd edition, there were seven victory point cards, with Temple and Tower being the two extra cards. In addition, the University victory point card was known as the “University of Catan” in the 3rd edition only, the Palace as the “Capital” in the 1st and 2nd edition and “Governor’s House” in the 3rd edition, the Chapel as the “Cathedral” in the 1st and 2nd editions, and the Marketplace as the “Court” in the 1st and 2nd editions. International editions have always had five victory point cards.

* Development cards are not resources, and do not contribute to the hand limit.
* Development cards may not be traded.
* Development cards must be kept face-down until used.
* There is no limit to the number of development cards a player may have in their possession.
* With the exception of victory point cards, a player may only play one development card per turn. Development cards may not be played on the turn that they were purchased.
* Victory point development cards may be played on the turn that they were purchased, and multiple victory point cards may be played in one turn. Prior to the 4th edition, players may play victory point cards at any time, but since the 4th edition, victory point cards may only be played if doing so allows a player to claim victory.
* While victory point cards remain face-down, they are not worth any victory points. These “concealed victory points” are always excluded from consideration when players are evaluated based on their victory points. For example, a player with eight victory points but no victory point cards is considered to be leading against a player with seven victory points but two victory point cards.

### Largest Army Bonus

The Largest Army bonus is a scoring bonus, worth two points, for having played the most Knight cards (at least three).

* The Largest Army bonus is considered to be awarded whenever the Knight card is played. The timing of whether the effects of the Knight development card are resolved first or not is generally immaterial. Specifically, if claiming the Largest Army allows a player to claim victory, the effects of the Knight card itself need not be resolved first.
* **Claiming Largest Army**: A player may claim the Largest Army bonus from another player by playing strictly more Knight cards.
* Note that the base game does not have any provision where the number of played Knight cards may be lowered. However, some scenarios may allow for this, and thus it may be possible for a player to lose the Largest Army by discarding played Knight cards and dropping into a tie.

### Longest Road Bonus

The Longest Road bonus, or titled “Longest Trade Route” in *Seafarers* and any expansion that uses components from *Seafarers*, is a scoring bonus, worth two points, for having the longest continuous road of at least three segments on the board.

* Road segments are considered continuous if the intersection they pass over do not contain an opposing settlement, city, or other unit capable of blocking roads, such as Knights in *Cities & Knights*.
* A road segment may only be counted once in the determination of the length of a road. Thus, a road entirely surrounding a hex consists of six segments.
* An individual road segment may form part of multiple roads. Thus, if a player has three road segments that meet at an intersection, each segment could be considered to be part of up to two roads.
* **Claiming Longest Road**: A player may claim the Longest Road bonus from another player by building a road of strictly longer length.
* **Interruption of the Longest Road**: If the longest road is interrupted, the owner of the new longest road must be determined.
  + If the player who once had the longest road remains having the longest road (whether this be the same road or a different one), or merely drops to a tie for the longest road, then the player may retain possession of the Longest Road bonus.
  + If another player has sole possession of the longest road of at least three segments, then that player takes the Longest Road bonus.
  + Otherwise, if two or more players are in a tie for the longest road of at least three segments, or no one has a road of more than three segments, then the Longest Road bonus reverts to being unclaimed until a player can gain sole possession of the longest road.

### Core Concepts

Throughout the rest of the Guide, a number of core concepts will be referenced. The following section deals with rules regarding these concepts.

#### Initial Setup

Initial setup refers to the process in which the board is being setup, as well as the period in which each player places their first settlements.

* Initial settlement placement is performed “snake-style”: the first settlement is placed in turn order, followed by the second settlement being placed in reverse turn order. Some scenarios will require the placement of additional settlements, in which every odd settlement is placed in turn order, and every even settlement is placed in reverse turn order.
* Whenever a player places a settlement during setup, a road must also be placed, extending from the settlement.
* Each player begins the game with one resource corresponding to each resource-producing hex adjacent to the settlement that they placed last.

#### Production Roll

The production roll is the roll of the dice performed at the start of the turn. The result of the production roll determines which hexes produce resources for players with adjacent settlements and cities.

There are a few actions that alter or replace the production roll. For example, it is legal to play a Knight development card before the production roll is made. After the production roll, the dice are typically unused for the rest of the turn, though the expansions may introduce mechanics requiring the dice to be rolled.

#### Production

Each hex producing resources is assigned a number token. If a production roll matches that of a number token, then the hex associated with that number token produces resources. Each settlement adjacent to the hex produces one resource for its owner, and each city produces two resources for its owner. This means that a player with multiple settlements adjacent to a hex will collect multiple resources whenever the number shown on the number token is rolled in production.

Note that production affects all players equally: a player collects resources when an opposing player rolls for production, and the production roll matches the number token shown on a hex adjacent to one of their settlements or cities.

* A player may not voluntarily decline to collect resources. The only way a player is denied their resources is in a resource shortage scenario.
* **Resource Shortage**: The only exception to production occurs whenever there is a resource shortage scenario. Whenever there are not enough resources for all of the players to collect all of their resources produced by a production roll, then none of the players earn resources.
* The exception to the resource shortage rule is when only one player is collecting a particular type of resource. If only one player requires a certain resource from the supply, and there are not enough resource cards in the supply for that player, that player may take the remainder of the supply.
* Each resource is considered independently of all other resources. For example, a shortage in brick does not prevent players from receiving lumber.
* It is to be noted that the original intent of Catan is to have an infinite supply of resources; the resource shortage rules were made in reaction to the fact that only a limited number of resource cards would be included. Computer implementations of *Catan*, in particular, do not use a resource shortage rule.

#### The Hand

Resources earned by a player in production are kept in the hand. The contents of the hand is kept secret from other players.

* **Stealing Resources**: Whenever a player steals a resource from another player, the player stealing the card must randomly choose a card from another player’s hand. To facilitate in this random card selection, all hand cards share the same card back.
* **The Hand Limit**: A player may only keep a number of resources in their hand before they are subject to the hand limit. Whenever a 7 is rolled for production, any player in excess of the hand limit must discard half of their hand, rounded down. Note that this may still result in the player excess of the hand limit, and thus subject to further discards should additional 7s be rolled for production.
* The hand limit is always enforced before any other actions are taken on a production roll of 7, including moving the robber.
* In the base game, the hand limit is seven cards.

#### Trade Actions

Trade actions are actions that may be performed during the trade phase of a turn. In the base game, there are two main types of trade actions: trading with other players, as well as maritime trade.

* **Player-to-Player Trades**: Players may engage in trade for any tradeable currency. Note that in the base game, only resources are tradeable currencies; individual scenarios may introduce others.
* As trades may only be for tradeable currencies, you cannot trade for more abstract things such as future production, promises to not expand to a certain location, or promises to not have resources stolen when the robber attacks.
* Trades between three or more parties are permitted, but must be conducted in such a way that the player to move acts as an intermediary. Players are encouraged to discuss trade options with other players when it is not their turn.
* At no point in the game may players trade currency for a currency that they are trading themselves (for example, trading brick for brick). In particular, players are not allowed to give away resources for nothing in return.
* **Maritime Trade**: Players may, as a trade action, trade in four resource cards of one type for one of a different type of resource. Players with control of a 3:1 harbor may trade in three of one type of resource for a different type of resource. Players with control of a 2:1 harbor may trade in two of the specified resource type for a different type of resource. This type of trade is sometimes referred to as “trading with the bank”.
* Because control of harbors dictate how many of a given type of resource may be traded, one may speak of a **prevailing trade rate**. For example, a player with control of a wool harbor is said to have a prevailing trade rate of 2:1 in wool, but 4:1 in other resources.

#### Build Actions

Build actions are actions that may be performed during the build phase of a turn, as well as in the Special Build Phase in a game of five or more players. In the base game, the main build actions are the building of roads, settlements, cities, and development cards.

* **“Trade Before Building” Rule**: The “trade before building” rule states that all trade actions must be performed before any build actions may be performed. This is generally in effect for the base game only; unless stated otherwise in the Guide, all scenarios presume that trade actions and build actions may be freely mixed together, and performed in any order.
* **Special Build Phase**: The Special Build Phase is a period between player turns in which players other than the player whose turn has concluded, including the player who is next to take their turn, may perform build actions. This is mainly to prevent a player who amasses large amounts of resources each turn from being subject to the hand limit repeatedly between turns whenever a 7 is rolled. Each player, starting with the player next to move and proceeding in turn order, makes their build actions; a player may not execute build actions in the Special Build Phase until the player preceding them has completed all of theirs.

#### Units and the Movement Phase

Units are a type of player piece that are generally built and deployed on the board, and may be moved about. In the base game, there are no units, however, individual scenarios may introduce them.

Unit movement is generally governed by a movement phase, to be performed after a player has completed their trade and build actions. (Some units, most notably knights in *Cities & Knights*, do not have their movement governed by a movement phase.)

* A unit must complete their entire movement before another unit may move.
* There is no requirement that a unit be compelled to use their entire movement allotment.
* **Extra Movement**: Some units may be governed by a rule that permits extra movement if resources or other currency is paid. Extra movement is typically paid on a per-unit basis: if more than one unit wishes to engage in extra movement, then extra movement must be paid for each unit that does so.
* A unit cannot generally pay for multiple extra movements.

Consult with the section of the Guide where a unit is introduced for additional details regarding the movement rules of that unit.

#### Claiming Victory

Victory must always be claimed by a player on their turn. A player may claim victory any time after they have reached the requisite number of victory points. Note that it is possible that a player is able to claim victory even if another player has a greater number of victory points – for example, a player claiming victory by splitting the longest road and giving the Longest Road bonus to an opponent who had the same number of victory points before.

* Note that as the Special Build Phase is not considered part of any player’s turn proper (even though players take turns executing build actions therein), no one may claim victory during the Special Build Phase.
* On rare occasions, such as a multiple-game total points series, the player claiming victory may be required to complete their turn, which may result in the player no longer being eligible to claim victory at the end of the turn. However, the game would be considered concluded, based on the fact that the player claimed victory at some point during the turn. In a 5-6 player game, there may also be a formal Special Build Phase to close out the game as well.

## The Seven-Point No Development Card Game

Although never presented in the base game rules itself, there has been a number of officially published attempts at a shorter game of *Catan* that omits the use of development cards and scoring bonuses, as well as reducing the number of victory points needed to claim victory to seven points. *Simply Catan* is the most well-known and straightforward of these attempts, and was one of its defining features in simplifying *Catan* for their intended audience. However, it is to be noted that not all seven-point no development card games are created equal, and many different versions have appeared over the years.

#### Die Siedler von Catan: Paper & Pencil

The earliest example of a 7 point no development card game was this single-use game. As part of the 10th anniversary of the base game, the German pizza chain Hallo Pizza had a promotion where this game was available for customers who purchased a special *Catan* themed pizza; since then the paper and pencil game has been made available for free download.

The game included four playmats, each with a different set of pre-printed hexes and number tokens. No game components were included with the game, other than a cardboard robber and a set of resource cards, with 20 of each resource provided. (These were thin strips of cardboard as opposed to full-sided cards; players were expected to provide their own dice, as well as having colored pencils to take the place of settlements, cities, and roads. Each playmat included the starting positions for four players; in a three-player game, one color is unused, and its starting settlements and roads is meant to impede the progress of the other three players.

The artwork is identical to that of the German 1st edition of the base game, except for the harbors, which were taken from the German 2nd edition.

The only major rule change is that the robber is immediately moved to the desert hex whenever the hex it is on is supposed to produce resources, after resource production has been resolved. Furthermore, there appears to be no restrictions on the number of settlements, cities, or roads that may be built.

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| Playmat A of *Die Siedler von Catan: Paper & Pencil*. Note the position of the brick harbor is nonstandard. Each playmat has one harbor placed in a nonstandard manner. | Playmat B of *Die Siedler von Catan: Paper & Pencil*. The player colors on the actual playmats are red, blue, green, and black; standard player colors have been substituted in their place. |
|  |  |
| Playmat C of *Die Siedler von Catan: Paper & Pencil*. The frame pieces shown are used for reconstruction of the playmat using components from the base game. The reverse sides are used due to the nonstandard harbor placement. | Playmat D of *Die Siedler von Catan: Paper & Pencil*. It is to be noted that, to the best extent possible, the number tokens on the actual playmats face the exterior of the board whenever possible. |

#### Wegwerpcatan

*Wegwerpcatan*, loosely translated from Dutch as “disposable *Catan*”, was a free promotional version of Catan from the 999, the Dutch publisher since the beginning. The game, released in 2007, was entirely made of paper, and was strictly for three players.

In place of two dice, there was a paper spinner assembly, consisting of a square base with an arrow acting as the spinner’s indicator, a piece meant to be folded into a triangular stem, and the circular wheel itself, which has 30 spaces representing the 30 outcomes that do not result in a production roll of 7. (Because of this, there is also no robber in *Wegwerpcatan*.)

In place of resource cards, each player was given a set of five small paper hexes, one for each resource. Each side of the hex is marked with a number from zero to five; the orientation of the hex determined the amount of a particular resource a player had in their hand.

* Note that this meant that players played with open hands, as opposed to the base game, where players conceal their hands.
* In addition, as there was no production roll of 7, there was technically no hand limit; players were only limited to collecting at most five of each resource.
* Players start the game with one of each resource.

The board was a fixed layout, with the starting setup of the three players already printed on the board. The board was a fairly typical base game setup, but without harbors. Unlike later games, maritime trade remains at 4:1 for all resources.

* Players were limited to building three settlements, two cities, and five roads. The pre-printed settlements on the board could not be upgraded to cities.

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| The board layout of *Wegwerpcatan*. |

#### Die Siedler von Catan: Das Minispiel

In 2011, a miniature version of the game was included in special packs of Landliebe brand yogurt. Three other miniaturized versions of games were also available as part of the promotion: *Just 4 Fun* (by Jürgen PK Grunau, never localized in English), *Keltis* (by Reiner Knizia, re-themed and published in English as *Lost Cities: The Board Game* by Rio Grande Games), and *Ubongo* (by Grzegorz Reichtman, published in English by Z-Man Games). This was not Landliebe’s first promotion involving *Catan*: a promotion around the same time also had consumers collecting various resource cards (both traditional resources, commodities, and other cards from *Catan*) from specially marked packages of yogurt; certain combinations of resources could be exchanged for prizes ranging from 10 Euro vouchers to complete dream homes.

As with *Wegwerpcatan* before it, this was a seven-point no development card game for three players, with additional abbreviated rules. The components of this game were made from cardboard, and consisted of a set of resource cards (10 of each resource), a cardboard robber, two cardboard six-sided dice that had to be assembled, as well as four settlements, three cities, and ten roads for each of the three players.

Uniquely, replacing development cards are a set of knight tokens. Ten knight tokens are provided with the game.

* Knight tokens cost the same as the development cards they replace, and function identically to the Knight development card.
* Every two knight tokens purchased by a player is worth one victory point.

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| The board layout of *Die Siedler von Catan: Das Minispiel*. The board has both pre-printed hexes and number tokens, and comes as two halves of a folding board. The settlements and roads are, unlike *Wegwerpcatan*, not pre-printed on the board; these positions merely indicate the recommended setup, and normal initial setup procedures apply. |

# The Second Islands

If the base game is “the first island”, then what, you may ask, is “the second island”? Prior to the release of the expansions, there were already ideas on how to rearrange the hexes and reuse the components for different gameplay experiences. One of the earliest scenarios, “Greater Catan”, was originally conceived as a scenario that required two copies of the base game to play. (“Greater Catan” would be redesigned over the years, and modern setups merely require a single copy of the base game in addition to *Seafarers* and *Schätze, Drachen & Entdecker*; consult with it section of the Guide for additional details.) Other early scenarios, released before the base game extension, focused on using multiple copies of the base game to provide support for playing with more than four players. Most notably, because the first and second English editions of *Catan* used eight different player colors between them, it was entirely possible to have eight players play if certain rules were adjusted. Still others took advantage of the fact that early editions used ocean hexes and harbor hexes to surround the actual board area (before the role of ocean hexes and harbor hexes were replaced by a frame), and created scenarios containing ocean and harbor hexes in the interior of the board, in order to bring the concept of expanding over water long before *Seafarers* existed.

In this section of the Guide, some of the early scenarios are explored, requiring nothing more than one or more copies of the base game.

## About the Scenarios

The scenarios presented in this section of the Guide are presented in no particular order.

## Islands of Catan

“Islands of Catan” was included in the 2nd edition of the base game, as a way to use the ocean and harbor hexes in such a way so as to allow them to be placed in the interior of the game board as opposed to forming a ring around the board. As the 1st and 2nd editions of the base game used different player colors, a 5-6 player setup, titled “Big Islands of Catan”, was also included.

### Bridges

As “Islands of Catan” predates *Seafarers*, a new method using only roads was needed to expand across water. Bridges fill this purpose, and are represented by roads being placed over water.

* The distance rule is ignored for settlements on opposite ends of a bridge. Specifically, a settlement may be placed on an intersection adjacent to another settlement, provided that the two settlements are connected by a bridge.

### Scenario Rules

* Do not use the Special Build Phase. Instead, the hand limit is raised to 10 cards.

Game is to 10 points.

### References

**Player Supplies**

* 5 Settlements
* 4 Cities
* 15 Roads

|  |  |
| --- | --- |
| Road | 1 brick, 1 lumber |
| Bridge | 1 brick, 1 lumber, 1 wool |
| Settlement | 1 brick, 1 grain, 1 lumber, 1 wool |
| City | 2 grain, 3 ore |
| Development Card | 1 grain, 1 ore, 1 wool |

**Building Costs**

### Setup Diagrams

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|  | 3-4 Player Game **Hexes**   |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Ocean | | 3 | 4 | 4 | 3 | 4 | 1 | 18 |   **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 5-6 Player Game **Hexes**   |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Ocean | | 5 | 6 | 6 | 5 | 6 | 2 | 22 |   **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 2 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 2 | 5 | |

## Seas for the Poor

By Gerald Siek

“Seas for the Poor” is an early pre-Seafarers scenario available on the German language Catan website, and aside from small differences, resembles “Islands of Catan”.

### Bridges

As “Seas for the Poor” predates Seafarers, a new method using only roads was needed to expand across water. Bridges fill this purpose, and are represented by roads being placed over water.

* The distance rule is ignored for settlements on opposite ends of a bridge. Specifically, a settlement may be placed on an intersection adjacent to another settlement, provided that the two settlements are connected by a bridge.

### Scenario Rules

* Harbor hexes are used instead of harbor markers in this scenario. During setup, ensure that all harbor hexes have at least one end touching land.
* Number tokens should be distributed so that the 6 and 8 number tokens are not placed on adjacent hexes.

Game is to 10 points.

### References

**Player Supplies**

* 5 Settlements
* 4 Cities
* 15 Roads

**Building Costs**

|  |  |
| --- | --- |
| Road | 1 brick, 1 lumber |
| Bridge | 1 brick, 1 lumber, 1 ore |
| Settlement | 1 brick, 1 grain, 1 lumber, 1 wool |
| City | 2 grain, 3 ore |
| Development Card | 1 grain, 1 ore, 1 wool |

### Setup Diagrams

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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|  | 3-4 Player Game **Hexes**   |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Ocean | | 3 | 4 | 4 | 3 | 4 | 1 | 18 |   **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |

## Big Island

“Big Island” is the first of two suggested setups for 7-8 players, included with the 2nd edition of the base game. The name comes from the fact that the 18 resource-producing hexes from the second copy of the base game can form a ring around the 19 hexes from the first copy, creating a larger starting island.

### Scenario Rules

* Two sets of resource cards and two sets of development cards are combined together for this scenario.
* Do not use the Special Build Phase. Instead, the hand limit is raised to 13 points.

Game is to 10 points.

### Setup Notes

Number tokens should be assigned randomly, ensuring that the 6 and 8 number tokens are not adjacent to each other.

### References

**Player Supplies**

* 5 Settlements
* 4 Cities
* 15 Roads

**Building Costs**

|  |  |
| --- | --- |
| Road | 1 brick, 1 lumber |
| Settlement | 1 brick, 1 grain, 1 lumber, 1 wool |
| City | 2 grain, 3 ore |
| Development Card | 1 grain, 1 ore, 1 wool |

### Setup Diagrams

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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|  | 7-8 Player Game The setup, as originally presented, used harbor hexes and ocean hexes from the English 3rd edition. This setup has been modified to use 4th edition frame piece, though additional frame extension pieces will be required. (Note that the reverse sides are used due to the layout of the harbors.)  **Hexes**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | | 6 | 8 | 8 | 6 | 8 | 1 |   **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 2 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 2 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 2 | 6 | |

## Peanut Island

“Peanut Island” is the second of two suggested setups for 7-8 players, included with the 2nd edition of the base game. The name comes from the fact that two base game landmasses are joined together to form an island in the shape of a two-chambered peanut.

### Scenario Rules

* Do not use the Special Build Phase. Instead, the hand limit is raised to 13 cards.

Game is to 10 points.

### Setup Notes

Each of the two major island portions should be setup as per the base game, ensuring that the 6 and 8 number tokens from the two halves are not adjacent to each other.

### References

**Player Supplies**

* 5 Settlements
* 4 Cities
* 15 Roads

**Building Costs**

|  |  |
| --- | --- |
| Road | 1 brick, 1 lumber |
| Settlement | 1 brick, 1 grain, 1 lumber, 1 wool |
| City | 2 grain, 3 ore |
| Development Card | 1 grain, 1 ore, 1 wool |

### Setup Diagrams

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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|  | 7-8 Player Game **Hexes**   |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Desert | | Upper Island | **3** | 4 | 4 | 3 | 4 | 1 | | Lower Island | **3** | 4 | 4 | 3 | 4 | 1 |   **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Upper | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 | | Lower | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 2 | 2 | 2 | 2 | 2 | 4 | |

## Catan-Plus

By Finn and Gero Goroncy

“Catan-Plus” was an early pre-*Seafarers* scenario requiring two copies of the base game and a randomized board layout.

This scenario is known not to be compatible with *Cities & Knights*.

### City Walls

City walls are add-ons that may be added to cities. Unlike the city walls that would be introduced in *Cities & Knights*, city walls prevent a city from being affected by the robber. A shared supply of ten city walls are needed for this scenario.

* A player may only place a city wall by paying its build cost and returning a played Knight development card to the bottom of the development card deck.
* Cities with city walls are worth one additional victory point, for a total of three.
* The robber may not steal resources from any player with an adjacent city with city wall, even if the player has another adjacent settlement or city without city wall.

### Bridges

Prior to *Seafarers*, bridges, represented by roads, were the preferred means of expanding the road network over water.

* The distance rule is ignored for settlements on opposite ends of a bridge. Specifically, a settlement may be placed on an intersection adjacent to another settlement, provided that the two settlements are connected by a bridge.

### Most Bridges Bonus

The Most Bridges is a scoring bonus, in the style of the Largest Army or Longest Road.

* The first player to build two bridges claims the Most Bridges bonus.
* Thereafter, any player who has built a greater number of bridges may claim the Most Bridges bonus from the current holder.
* The Most Bridges bonus is worth two victory points.

### Scenario Rules

* This scenario uses harbor hexes instead of harbor markers. All harbor hexes must be oriented so that at least one affected intersection touches land.
* The 6 and 8 number tokens may not be set up on adjacent hexes.

### References

**Player Supplies**

* 5 Settlements
* 4 Cities
* 15 Roads

**Building Costs**

|  |  |
| --- | --- |
| Road | 1 brick, 1 lumber |
| Bridge | 1 brick, 1 lumber, 1 ore |
| Settlement | 1 brick, 1 grain, 1 lumber, 1 wool |
| City | 2 grain, 3 ore |
| City Wall | 1 brick, 1 grain, 1 lumber, 1 ore, 1 wool |
| Development Card | 1 grain, 1 ore, 1 wool |

### Setup Diagrams

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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|  | 3-4 Player Game Note that this diagram specifies 74 hexes, though only 67 hexes will be used.  **Hexes**   |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Ocean | | 6 | 8 | 8 | 6 | 8 | 2 | 36 |   **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 2 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 2 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 2 | 2 | 2 | 2 | 2 | 8 | |

## Stobie’s Variable Board Layout

By Thomas A. Stobie, with contributions by Vin Bartone

Featured on the University of Catan website (the former English language website of *Catan*) was a section published by the scenario author that consisted of a set of optional rules that could be used with the Catan base game and some of its expansions. The largest section among these was a collection of optional rules relating to a customized base game layout that did not necessarily conform to the base game island’s shape.

### Setup Notes

Rather than using a fixed board layout, a drafting process is used to determine the board layout.

* First, shuffle all the land hexes and harbors face-down, and determine the order in which players will place hexes on the board. This is not the order in which the players will play in the game proper; this is determined once the board is fully set up.
* The first player takes one hex and places it face-up. This hex is known as the center hex.
* Then, in the order determined above, each player takes a face-down land hex and places it face-up, next to a face-up hex, with the restriction that land hexes may not be situated more than four hexes away from the center hex.
* Once all the hexes have been placed, the placement of harbors begins.
* Harbors must be placed such that the two affected intersections are on land, no two harbors touch, and, wherever possible, harbors are not situated in adjacent hexes.
* Once all harbors are placed, number tokens may then be assigned to resource-producing hexes.
* Note that because of the indeterminate shape of the board layout, there is a possibility that the board may not fit in a frame (possibly due to lack of frame extension pieces), or that there may not be enough hexes to fill in the frame. (Similarly, for players with 3rd edition and earlier sets, there may not be enough ocean hexes to adequately surround the landmass, if harbor hexes are used.)

Number tokens may be placed randomly. However, players may choose one of two additional ways of assigning number tokens to hexes. In general, number tokens are assigned so that the following criteria are all met:

* Hexes with a given number token are not placed adjacent to another hex with the same number token.
* Hexes with a 6 number token are not placed adjacent to hexes with an 8 number token.
* There are no landlocked intersections for which all three adjacent hexes have a 5, 6, 8, or 9.
* Optionally, hexes with a given number token are not placed adjacent to another hex for which the two number tokens sum to 14 (thus, in addition to the fact that 6 cannot be adjacent to 8, we have 5 cannot be adjacent to 9, 4 to 10, 3 to 11, and 2 to 12.)
* Optionally, hexes with a 2 number token may not be placed on a hex adjacent to one with an 11 number token, nor 3 with 12.

Two methods of assigning number tokens are proposed: a snake-style process generally useful for large landmasses, and one involving player drafting that may be used for any type of board layout. The snake-style process is as follows:

* Starting at one corner of the landmass, place a number token at random, and assign the remaining hexes in the row a number token, subject to the general restrictions.
* If all of the hexes in a row have number tokens assigned, then the hexes in the next row are assigned, going in the opposite direction as the row before it.
* If a number token is placed where the general restrictions cannot be met, then the number token is swapped with the number token on the last hex where the number token’s placement would be legal.
* If, however, this causes the swapped number token to have an illegal placement, no swapping is done, and the original number token is instead placed in the next eligible hex where it may legally be placed.

The drafting process is done as follows:

* After the last harbor is placed, players then take turns placing the 6 and 8 number tokens, ensuring that they are not placed on adjacent hexes.
* Then, players take turns placing the 5 and 9 number tokens, with the restriction that no landlocked intersection has all three adjacent hexes with assigned number tokens. (Keep in mind that the restriction against adjacent hexes with the same number token must also be enforced here.)
* Finally, players take turns placing the remaining number tokens, subject to the general restrictions.

Note that neither number token placement procedure is foolproof: there are board layouts for which it may be impossible to have all of the placement criteria met, due to factors including number token distribution, the shape of the landmass, or even as a result of the fact that a partial assignment may result in there being no acceptable ways to assign number tokens to the rest of the board. (This is even taken into consideration that there are two number token placement principles that are labeled as optional.)

The following additional rules are in effect when playing with rules from *Seafarers*. Consult with the *Seafarers* section of the Guide for additional information on the mechanics therein.

* Ocean hexes and land hexes are shuffled together before they are drafted.
* Scenarios may be setup freeform, as in the base game, or within the confines of a frame. If a frame is used, the first hex must be placed along the edges of the frame, and later hexes may be placed adjacent to hexes already placed, or on an unoccupied spot along the edges of the frame.

## NetBattle

Rather than a scenario for Catan, “NetBattle” is a completely standalone game that could be played with the components from *Rockman.EXE Catan Standard*, a version of the *Catan* base game released in Japan by Capcom, with the theme taken from the *Mega Man Battle Network* series of video games (more specifically, from *Mega Man Battle Network 4: Red Sun and Blue Moon*), primarily for the Game Boy Advance. (*Rockman.EXE*, originally *Battle Network Rockman.EXE*, is the name of the series in Japan.)

The *Mega Man Battle Network* series takes place in a world where advanced AI known as NetNavis assist mankind in everyday life. NetNavis exist in a parallel computerized world, created from the many complex interconnected computerized systems created by people. However, these computerized systems are often buggy, and the malicious effects of the code manifest themselves as viruses. Thus, NetNavis are tasked with “virus busting”: eliminating these viruses so that these computer systems can remain running smoothly. The same tools that are used in virus busting has also given way to a competition known as NetBattle, where NetNavis compete against each other in one-on-one combat, like a combat sport.

Key to NetBattle is the fact that humans and NetNavis must work alongside each other as they seek to eliminate the opposing team. To this end, humans often send BattleChips to their NetNavis, granting them increased combat powers for a short period of time. (BattleChips are sometimes also used in ordinary virus busting, especially if viruses become extremely dangerous, to the point that they present a threat to the human world.) Because of their utility, there is a secondary economy of trading and collecting BattleChips, which form much of the premise of *Rockman.EXE Catan Standard*.

In *Rockman.EXE Catan Standard*, players play as one of four human characters:

* Lan Hikari, the main human character of the *Mega Man Battle Network* series. The grandson of famous researcher Dr. Tadashi Hikari (better known as Dr. Light from other *Mega Man* series games), he seeks to become the world’s best NetBattler alongside his NetNavi partner, MegaMan.EXE.
* Mayl Sakurai (Maylu Sakurai in the *Mega Man NT Warrior* animated series), a childhood friend and next door neighbor to Lan. She and her partner, Roll.EXE, serve as the love interest to Lan and MegaMan.
* Dex Oyama (Dex Ogreon in the *Mega Man NT Warrior* animated series), a large and imposing bully who eventually gains Lan’s friendship. Dex and his partner, GutsMan.EXE, are accomplished NetBattlers, but only have a recreational interest in NetBattling in general.
* Eugene Chaud (Chaud Blaze in the *Mega Man NT Warrior* animated series), Lan’s rival. Chaud is a child prodigy and an “official NetBattler” (a NetBattler working on behalf of law enforcement), Chaud seeks to solidify his claim to being the best NetBattler with ProtoMan.EXE at his side.

Rounding out the main cast (but absent from *Rockman.EXE Catan Standard*) is Yai Ayanokuji (Yai Ayano in the *Mega Man NT Warrior* animated series), a child prodigy and spoiled rich kid who likes to share her wealth with her close friends, Lan included. She and her NetNavi butler, Glyde.EXE, are not at all proficient in NetBattles, but she makes up for their lack of skill with her collection of rare BattleChips.

Over the course of the game, each character seeks to collect BattleChips in order to expand their presence online. In *Rockman.EXE Catan Standard*, each individual resource card is a BattleChip, and the five resources represent the five different types of BattleChips that may be collected: normal chips (ore), fire chips (brick), water chips (wool), elec chips (grain), and wood chips (lumber). In the *MegaMan Battle Network* series of games, BattleChips are often won through virus busting, and thus each terrain hex in *Rockman.EXE Catan Standard* represents computer systems where these BattleChips may be obtained. The desert hex is represented by a “dark hole”, representing a part of the internet where few NetNavis dare to travel. Fittingly, the robber is represented by Bass.EXE, a NetNavi without a human partner, whose origins are shrouded in mystery.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Fire (Brick) | Elec (Grain) | Wood (Lumber) | Normal (Ore) | Water (Wool) |
| BlkBomb  Heater / HeatSprd  Meteors / ShotStar | Arrow1 | Lance  LeafShld  Snake  TreeBom1 | Ball  BigHamr1  Cannon  Gaia1  GunSol1  Invis1  MiniBomb  MokoRus1  Spreader  TimeBom1  Tornado  Vulcan  Wind  WindRack | IceCube  MetaGel |
| AntiFire | AntiElec | AntiWood |  | AntiWatr |
| ElemFlar |  | ElemLeaf |  | ElemIce |
| FireAura |  | WoodAura |  | AquaAura |
| FireSwrd |  |  |  | AquaSwrd |
| FireTowr |  | WoodTowr |  | AquaTowr |
| HeatBrth | ElecShok | WoodPwdr |  | Blizzard |
| RedWave |  |  |  | Wave  MudWave |
| Snakegg3 | Snakegg2 | Snakegg1 |  |  |
| FlmLine1  FlmLine2  FlmLine3 | MagBolt1  MagBolt2  MagBolt3 | Boomer1  Boomer2  Boomer3 | WideSwrd  LongSwrd  CustSwrd  VarSwrd  Slasher | Bubbler  Bub-V  BublSide |
| HeatShot  Heat-V  HeatSide | Plasma1  Plasma2  Plasma3 | SidBmbo1  SidBmbo2  SidBmbo3 |  | BblWrap1  BblWrap2  BblWrap3 |
| Magnum1  Magnum2 | Remobit1  Remobit2  Remobit3 | WhitWeb1  WhitWeb2  WhitWeb3 |  | Cloud / LilCloud  Cloudier / MedCloud  Cloudest / BigCloud |
|  | RingZap1  RingZap2  RingZap3 |  |  |  |
|  | Thunder1  Thunder2  Thunder3 |  |  |  |

All BattleChips are listed as they appear in the *Mega Man Battle Network* series. Note that some names have been abbreviated due to the technical limitations of the Game Boy Advance (for example, the full name of GunSol1 is “Gun del Sol 1”). Not all BattleChips appeared in the same game, and some BattleChips appeared in multiple games. (No single resource type is represented by chips all from a single game.) Note that the element designation on the resource cards may not match the actual type of the associated BattleChip; for example, sword chips are listed as non-elemental in *Rockman.EXE Catan Standard*, while they are listed as their own BattleChip type in Mega Man Battle Network. Uniquely, amongst the BattleChips chosen as resource cards, only Meteors / ShotStar is a Mega class chip; the rest are all Standard class chips.

Harbors in *Rockman.EXE Catan Standard* is represented by chip trading machines. These machines exist in both the human and NetNavi world, with the vast majority being operated by Higsby and his NetNavi partner, NumberMan.EXE. Higsby himself appears on the Year of Plenty development card alongside his shop, while NumberMan is one of many NetNavis appearing on the Knight development cards (fittingly, the Largest Army bonus is known as the “NetNavi Award”). The Road Building and Monopoly development cards are represented by the AreaGrab and Fan BattleChips, respectively. Roads are represented by “network links”, and the Longest Road bonus is known as the “Network Award”.

|  |  |
| --- | --- |
| Single Ore Harbor  NumberMan.EXE, ThunderMan.EXE, BurnerMan.EXE | Brick and 3:1 Harbors  SparkMan.EXE, GutsMan.EXE, SearchMan.EXE |
| Single Wool Harbor  KendoMan.EXE, ColdMan.EXE, TopMan.EXE | **Grain and 3:1 Harbors**  VideoMan.EXE, Roll.EXE, FIreMan.EXE |
| Single 3:1 Harbor  WindMan.EXE, MetalMan.EXE, ProtoMan.EXE | **Lumber and 3:1 Harbors**  WoodMan.EXE, MegaMan.EXE, AquaMan.EXE |

The 18 major NetNavis from *Mega Man Battle Network 4: Red Sun and Blue Moon* are shown on each of the six frame pieces, in order from left to right, as oriented in the *Catan Standard* section of the Guide. The four NetNavis represented by the players (MegaMan.EXE, Roll.EXE, GutsMan.EXE, and ProtoMan.EXE) all appear together on the five victory point development cards, while the other 14 NetNavis also appear on the Knight cards.

Each NetNavi is represented in two forms: ordinary NetNavis (settlement) and SP Navis (cities). In the *Mega Man Battle Network* series of games, most bosses and supporting NetNavis, after defeating them in friendly (and notso-friendly) combat, can be rematched, which would pit MegaMan against a stronger version of the NetNavi, known in some of the later games as an SP Navi. (Some may be further rematched, with each version being more powerful than the last, but rarely more than three times.)

Because these mechanics, when combined together, have little semblance of combat, “NetBattle” is a game that tries to encapsulate the battle aspects of the *Mega Man Battle Network* series.

### NetNavis

In “NetBattle”, each player has two ordinary navis and one SP navi. All navis are placed in the center of a hex. At the start of the game, the SP navi begins the game in the central column, flanked by the two ordinary navis.

### Scenario Rules

* The number tokens and harbors are not used in this scenario.
* **Navi Movement**: At the start of each turn, players may move one of their navis one hex in any forward direction. A player is not obligated to move their navis.
* **Resource Collection**: At the end of each turn, the player to move collects one resource corresponding to the hexes produced at the location of each navi.
* **Hand Limits**: If at any point a player exceeds their hand limit of seven cards, they must discard resources down to the hand limit.
* **Combat**: If a player moves a piece to a hex occupied by an opposing piece, combat occurs. Each player rolls one die, with the player with the lower roll removing their piece from the board. If the outcome is tied, then both pieces are removed.
* **Spending Resources**: Whenever combat occurs, players may spend their collected resources to augment their combat rolls. The attacking player must commit their resources before the defending player.
* A player’s SP navi automatically gets a +1 bonus to any combat roll.
* **Revival**: A player may, instead of moving a piece on the board, revive one of their lost pieces by placing it either on the dark hole at the center of the board, or the space where their SP navi started on their end of the board.

The game ends if either SP navi is defeated, with the owner of the surviving SP navi being declared the winner. In the event that both SP navis are lost due to a tied combat roll, the game is declared a draw.

### References

**Building Costs**

The building costs for this scenario are not true “building costs” per se, but serves to map the Catan building costs to the resources that may be spent during combat.

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| --- | --- |
| Navi +1 Bonus | 1 brick, 1 lumber |
| Navi +2 Bonus | 1 brick, 1 grain, 1 lumber, 1 wool |
| Navi +3 Bonus | 2 grain, 3 ore |
| Discard 2 cards from opposing hand | 1 grain, 1 ore, 1 wool |

### Setup Diagrams

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 2 Player Game Note that six hexes will be unused.  **Hexes**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | | 3 | 4 | 4 | 3 | 4 | 1 | |

# Catan: Seafarers Scenarios

*Catan: Seafarers*, titled *The Seafarers of Catan* prior to the 4th edition, was the first full expansion to the base game. The key attraction of this expansion is new rules and mechanics so as to allow for multiple islands, and expansion between different islands. One of the side effects of that is the thing that the Guide is ultimately all about: the scenario.

Because of the age of *Seafarers*, this section of the Guide is the longest section. Few scenarios can lay claim to having more distinct setups and minor balance changes due to the evolution of the game, and these scenarios, in turn, have made large influences on those that have followed, both official and fan-made. Ultimately, *Seafarers* is what made *Catan* evolve from being a mere game to a full system of games, adding even more to the legendary replayability of the base game.

### About the Scenarios

The scenarios in this section of the Guide are presented in the order in which they appear in the *Seafarers* manual. Note that there is no single edition of *Seafarers* released in any language that contains all of the scenarios listed here.

The general narrative of *Seafarers* is that the settlers of the base game island have moved on to find new lands to settle. Along the way, they discover uninhabited islands with new resources, as well as islands that are inhabited by native tribes that wish to establish trade relations. As the various islands are settled, they develop into bustling cities, soon to be known the world over. However, before that happens, new worlds still await to be explored.

### The Game Frame

As the 3rd edition lacked a frame to hold the board together, which was necessary for the larger boards found in *Seafarers*, a special square frame was included with this expansion. The frame consists of eight pieces forming the ends of the board, as well as a number of frame extension pieces. The frame is held together with a system of tabs and slots, with each tab and slot being labeled with an uppercase letter. To assemble the frame, the tabs and slots with matching labels are affixed to each other.

By convention, the tab and slot with the letter A is located on the top-right corner or the bottom left corner, with letters increasing as one proceeds clockwise around the frame.

|  |  |
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|  | Pictured here on the left is piece HA, which is identical in shape to piece DE on the opposite end of the board. This piece is the basic piece on each end of the board, and contains a pre-printed ocean hex. This piece has tabs on both ends.  In theory, by attaching piece FG directly on the left, one could construct a board three hexes wide, though no scenario in *Seafarers* makes use of this. |
|  | Pictured here on the left is piece GH, which is identical in shape to piece CD on the opposite end of the board. This piece acts as a frame extension for the top and bottom sides, extending the basic frame formed by DE and HA by four columns. Also note that there are two preprinted ocean hexes on the board, and that the slot on the right actually extends into the right side hex. The left end of the piece contains a tab.  In theory, with multiple copies of *Seafarers*, it is possible to further widen the board by multiples of four columns with additional copies of this piece, but no scenario in *Seafarers* (or in general) requires multiple copies of an expansion. |
|  | On the left, we see the four pieces that make up one end of the board: the two pieces mentioned above, as well as the frame pieces FG (far left) and AB (far right) that form the corner of the board. FG, as well as its counterpart BC on the opposite end of the board, has a slot on its bottom edge, while AB and its counterpart EF has a tab on its bottom edge.  If the two ends were to be joined together without any frame extensions, the outer columns would thus be able to hold a total of five hexes. This is sufficient to hold the 3-4 player base game board together, but not the 5-6 player base game board, due to the presence of the pre-printed hexes. |
|  | The frame extension pieces serve to extend the board by one hex or two hexes in length, respectively. They are meant to fit between the tab and slot labeled F on the left side of the board, and B on the right side of the board. Thus, the tabs are located on the top side and the slots are located on the bottom side. All tabs and slots are labeled with an X.  It can be said that FG and AB can be thought of as modified three-hex extensions, with their specific modification being to account for the fact that those pieces form the corner of the board.  *Seafarers* include two one-hex extensions and four two-hex extensions, while the extension includes three additional two-hex extensions. Note that there is no single scenario that requires a total extension of more than six hexes, and thus no scenario requiring that both one-hex extensions be placed on the same side of the board. |

Because the 4th edition game came with a frame, the 4th edition Seafarers does not come with a complete frame. Rather, the blank reverse sides of each frame piece is used with the new frame piece additions that are included with Seafarers: two end pieces as well as a set of frame extensions.

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|  | Pictured here is an end piece. The end piece contains a pre-printed ocean hex, and around the frame is a building cost reminder for the cost of a ship, as Seafarers does not include new building cost references. The tab for this piece extends out of the upper-left edge of the pre-printed hex, and the slot for this piece is located on the bottom-right side of the frame proper. |
|  | When an end piece is combined with three of the frame pieces from the base game, it forms the proper assembly for one end of the game board. If the two ends of the game board are joined directly together, this would create a board three hexes deep on the outside columns, widening to six hexes (counting the pre-printed ocean hexes) down the middle column. As with the 3rd edition frame, this is large enough to hold the 3-4 player base game, but not the 5-6 player base game due to the presence of the pre-printed hexes. |

Frame extension pieces in the 4th edition are identical in shape to their 3rd edition counterparts, notwithstanding the different shape of the tabs and slots on each. (Note that since the reverse sides of the base game frame pieces are used in *Seafarers*, this also means that the tabs extend counterclockwise in the 4th edition, as opposed to tabs extending clockwise in the 3rd edition. Because the 3rd edition frame pieces cannot be used on their reverse sides, frame extensions are not compatible between different editions.) The 4th edition *Seafarers* includes only a single pair of one-hex and a single pair of two-hex extensions, and the *Seafarers* extension adds a second pair of two-hex extensions. The typical 4th edition scenario will be of roughly the same size as their 3rd edition counterparts; the removal of the second pair of frame extension pieces (and the third unmatched extension piece in the extension) between extensions largely has to do with the removal of “Greater Catan” from the scenario rotation in the 4th edition; “Greater Catan” was the only scenario that made use of two pairs of two-hex frame extensions in the 3rd edition.

Note that due to rotational symmetry, there is nothing that says that frame extension pieces cannot be used to make the game board wider rather than longer, although no *Seafarers* scenario does so. (*Traders & Barbarians* and *Explorers & Pirates* both use frame extension pieces to both widen and lengthen the board.)

### Additional Hexes and Number Tokens

*Seafarers* includes an additional set of base game hexes and number tokens. One fields, forest, and pasture hex is included in *Seafarers*, and two each of hills and mountains are included, bringing the total number of hexes to five for each basic terrain type (seven with the base game extension) when combined with the base game. A total of three desert hexes is included with the 3rd edition *Seafarers*, while 4th edition *Seafarers* divides these three hexes: two are included in *Seafarers* itself and one in the *Seafarers* extension.

One of each type of number token is included with *Seafarers*. Unlike the number tokens from the base game or the base game extension, no letters are attached to these number tokens.

### Ships

The new mechanic introduced in *Seafarers* is the concept of ships. Rather than representing individual seagoing vessels (a concept that is explored in *Explorers & Pirates*), a ship represents a network of ships in a shipping lane, and as such, acts as an extension of the road network over water.

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|  | Pictured on the left is a comparison between the Viking wood ship (left) and the traditional wood ship (right). Although the Viking wood ship is slightly taller and has a more recognizable shape, the footprint that they take up is not significantly larger than their traditional counterpart. |

Ships are player pieces, and each player begins with 15 ships in their supply at the start of the game. The *Catan Big Game Event Kit*, due to incorporating rules from *Seafarers*, also includes ships as part of the player pieces.

* A line of ships is called a **shipping lane**, and all ships must be part of a shipping lane that is anchored at a coastal settlement at all times.
* A ship and a road may not occupy the same edge. This means that coastal edges may have either a road or ship on it, but not both.
* A shipping lane is considered open if it is not anchored on both ends, and closed if it is. Note that as shipping lanes may branch, ships may belong to both open and closed shipping lanes at the same time. Ships are considered open if and only if they are not part of any closed shipping lanes.
* **Ship Movement**: Once per turn, a player, as a build action, may take the last open ship in any single lane and place the ship elsewhere.
* A player may not build a ship and immediately move it: the ship being moved must be already present at the start of the turn.
* In the 3rd edition, the ship being moved must be placed such that it is still connected to its original anchoring settlement or city. Starting with the 4th edition, there are no restrictions on where the ship may be placed: the ship may be placed as if it was newly built.
* During initial setup, a player may place a ship instead of a road extending from their initial settlements.

### Victory Point Markers

In the original German release of *Seafarers*, as well as the English 3rd edition *Seafarers*, a number of victory point markers were included, for the scenarios where certain settlements and cities could be worth additional victory points. The use of distinct victory point markers was removed in 2003 (and later in the English 4th edition), in favor of the multipurpose Catan Chit.

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| --- | --- |
|  | Pictured in the top row is a victory point marker used in the international editions (taken from *Das Buch zum Spielen*, though the Seafarers design is identical) on the left, and its English 3rd edition counterpart on the right. 18 victory point markers were included in Seafarers, with another 8 included in “The Great River” miniexpansion.  For comparison, three different Catan chits are presented for comparison: the multiregional one from *Catan Geographies: Rickshaw Run* on the left, the trade token from 4th editon *Traders & Barbarians* in the middle, and a more contemporary design taken *from Catan Scenarios: Oil Springs* on the right. |

Victory point markers were also included in other expansions, such as “The Great River” or *Das Buch zum Spielen*.

### Catan Chits

Catan Chits are multipurpose markers, introduced in the 2003 German release of *Seafarers*, and later in the 4th edition of the English *Seafarers* expansion, replacing the victory point markers from earlier editions. Like the victory point markers before them, they are to denote additional victory points in some scenarios, but a number of newly-introduced scenarios (most notably, “Cloth for Catan”) use them for other purposes. Because of this, there is a greater number of Catan chits that were included in the 4th edition compared to the victory point markers in the 3rd edition.

Catan chits are also included in later expansions, including *Traders & Barbarians* and *Catan Geographies: Rickshaw Run*. Though designs may differ slightly, all Catan chits are meant to be interchangeable.

### Ocean Hexes

In earlier editions of the base game, the base game included nine ocean hexes and nine harbor hexes to frame the board. Starting with the 4th edition, this was replaced with a proper frame, and although each hex now had a blue reverse side making them suitable for use as ocean hexes, true ocean hexes (that is, with ocean on both sides) were introduced in *Seafarers*.

As of the 4th edition, *Seafarers* includes 12 ocean hexes, and the *Seafarers* extension includes 7 additional hexes. In the 3rd edition, owing to the larger frame, there are 19 ocean hexes in *Seafarers* and 8 in the *Seafarers* extension, in addition to the 9 from the base game and 2 in the base game extension.

### Harbor Markers

Although the earliest editions of the base game included harbor hexes, *Seafarers* has always included a set of harbor markers matching that of the harbors that came with the base game (and the extension’s harbors in the *Seafarers* extension). This is as some scenarios may require that harbors be placed on the frame itself, to be attached to land hexes that lie along the outside rows or columns. The practice of having separate harbor markers continued onto the 4th edition of *Seafarers*, where harbor markers already existed to accommodate variable harbor setup in the base game.

The 4th edition’s harbor markers are of a different shape than the base game’s markers, and extended to the edge of a hex, unlike those of the base game. However, they are substantially smaller than the 3rd edition’s harbor markers, which extended to the middle of a hex; part of the reason for its redesign may be to allow the presence of more than one harbor to be placed on a hex (for example, on opposite edges) at a time. Regardless of its shape, each harbor marker designated two intersections as intersections where a player may make use of improved prevailing trade rates if they built a settlement there.

### Gold Fields

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|  | Gold fields are a new type of hex introduced in *Seafarers*. This hex acts as a “wildcard” terrain, producing any resource for any adjacent settlement or city. The chosen resource may be the same or different every time the gold field produces.  Whenever a gold field produces for a city, its owner may take any two resources of their choosing. These two resources may be the same resource or different resources.  Because gold fields may produce any resource, players with large amounts of production from gold fields can potentially use them to deny other players resources by introducing resource shortages. Doing so is generally considered to be against the spirit of the game.  Note that in scenarios where gold pieces as a currency is introduced (for example, *Traders & Barbarians* scenarios), the fact that gold pieces do not produce gold coins may cause some confusion. |

*Seafarers* has always included two gold field hexes, and the *Seafarers* extension includes one additional gold field hex in the 3rd edition, and two additional ones in the 4th edition.

### Pirate

In *Seafarers*, the pirate is considered to be the naval counterpart of the robber, in the sense that they are both moved on a roll of 7, are displaced by knights, and can steal resources from other players.

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|  | Pictured on the left is a comparison between the Viking wood pirate (left) and the traditional pirate (right). The traditional pirate is simply a black version of the traditional wood ship, and it has attracted criticism for not being particularly imposing or threatening. Later international releases of *Seafarers* (before the conversion to plastic pieces) instead came with the barbarian ship from *Cities & Knights* as a stopgap measure.  The Viking wood pirate has since been reused in both *Explorers & Pirates* (in player colors) as well as *Legend of the Sea Robbers*, making it one of the few Viking wood pieces currently available separate from the traditional wood pieces. |

* On a production roll of 7, the pirate may be moved to any ocean hex.
* The robber and pirate may not both be moved at the same time; only one of the two may be moved on a production roll of 7.
* Whenever the pirate is moved, the player to move may steal one resource from any player with a ship adjacent to the pirate’s new position.
* Almost all actions targeting the robber may instead target the pirate: for example, a Knight development card may be used to move the pirate.
* Note that in many scenarios there is generally enough water to de facto expel the pirate from the board; nevertheless, like the robber, the pirate may be expelled and removed from the board, if the scenario allows for it. This is considered different from moving the pirate out of harm’s way.
* A player may not build a ship on an edge adjacent to the pirate. Similarly, a player may not move an existing ship to an edge adjacent to the pirate.
* Ships adjacent to the pirate may not be moved away from the pirate until the pirate is moved.

## Heading for New Shores

“Heading for New Shores”, titled “New Shores” in the 3rd edition, is the introductory scenario for *Seafarers*, introducing the ability to expand off of the main island and providing increased incentive for doing so. Interestingly, it is the only *Seafarers* scenario to have lacked a 5-6 player setup in the 3rd edition Seafarers extension.

### Scenario Rules

* Players may only place their initial settlements on the main island.
* As originally presented, the first settlement a player builds on each outlying island is worth one additional victory point. This rule was changed in 2008 to award two victory points, to further incentivize expanding off of the main island.

Game is to:

* 13 points, under the original rules
* 14 points, under current rules

The following additional rules are in effect if playing with the “Spices for Catan” variant from *Legend of the Sea Robbers*. Consult with that section of the Guide for more information on the rules therein.

* Each setup contains an area called the undiscovered area, each of which is divided into sub-areas. Each sub-area consists of one spice hex from the reserve and enough non-spice hexes from the reserve to fill the sub-area (not all sub-areas are of equal size).
* At the start of the game, each hex in the undiscovered area is revealed, and, if it is a resource-producing hex, a number token from the reserve is assigned to it. The number token assigned to each resourceproducing hex must be one that was assigned to it in the base scenario (without “Spices for Catan”), and, if there is more than one number token from that type of hex left to be assigned, be the least probable of those remaining. (Players may choose if more than one number token is equally likely.)
* The first player to place a merchant on any spice hex may, as a reward, draw a card from the spice stack.
* This scenario may also be played using the discovery rules introduced in “The Fog Islands”. Consult with the section of the Guide for additional details.

### Setup Notes

The setups are recommended setups as shown on official documentation. The number tokens and the terrain hexes making out the outlying islands may be freely rearranged. Set up the main island as per the rules of the base game.

### References

**Player Supplies**

|  |  |
| --- | --- |
| * 5 Settlements * 4 Cities * 15 Roads * 15 Ships | *Cities & Knights* Additions   * 3 City Walls * 2 Basic Knights * 2 Strong Knights * 2 Mighty Knights |

**Building Costs**

|  |  |
| --- | --- |
| Road | 1 brick, 1 lumber |
| Ship | 1 lumber, 1 wool |
| Settlement | 1 brick, 1 grain, 1 lumber, 1 wool |
| City | 2 grain, 3 ore |
| Development Card | 1 grain, 1 ore, 1 wool |

*Cities & Knights* Additions

|  |  |
| --- | --- |
| City Wall | 2 brick |
| Knight | 1 ore, 1 wool |
| Knight Activation | 1 grain |
| Knight Promotion | 1 ore, 1 wool |

### Setup Diagrams

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 3-4 Player Game (1997) Note that this diagram specifies 74 hexes, though only 67 hexes will be used.  **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | Main Island | 3 | 4 | 4 | 3 | 4 | 1 |  |  | | Outlying Areas | 1 | 1 | 1 | 2 | 1 |  | 2 | 19 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 | | Outlying Areas | 1 | 1 | 1 | 1 |  | 1 | 1 | 1 | 1 |  |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 3-4 Player Game (2003) **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | Main Island | 3 | 4 | 4 | 3 | 4 | 1 |  |  | | Outlying Areas | 1 | 1 | 1 | 2 | 1 |  | 2 | 15 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 | | Outlying Areas | 1 | 1 | 1 | 1 |  | 1 | 1 | 1 | 1 |  |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 3 Player Game (2008) **Hexes**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Gold Field | Ocean | | Main Island | 1 | 3 | 3 | 2 | 4 |  |  | | Outlying Areas | 2 | 1 |  | 2 | 1 | 2 | 13 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island | 1 | 1 | 1 | 2 | 2 | 2 | 1 | 2 | 2 |  | | Outlying Areas |  | 1 | 2 | 1 |  | 1 | 1 | 1 |  | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 3 | |
|  | 3 Player Game (2008) with “Spices of Catan” **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Gold Field | Spice | Ocean | | Main Island | 2 | 3 | 3 | 2 | 3 |  |  | 19 | | Outlying Areas | 2 | 1 |  | 2 | 1 | 2 | 4 | 4 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island | 1 | 1 | 1 | 2 | 2 | 2 | 1 | 2 | 2 |  | | Outlying Areas |  | 1 | 2 | 1 |  | 1 | 1 | 1 |  | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 3 | |
|  | 4 Player Game (2008) **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | Main Island | 3 | 4 | 4 | 3 | 4 | 1 |  |  | | Outlying Areas | 2 | 1 | 1 | 2 | 1 |  | 2 | 14 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 | | Outlying Areas | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |  |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 4 Player Game (2008) with “Spices of Catan” The single gray frame piece is the two-hex frame extension piece from *Legend of the Sea Robbers*. Due to its use, players may extend a road network along the edges of the frame piece from one area to the other.  **Hexes**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Spice | Ocean | | Main Island | 33 | 4 | 4 | 3 | 4 | 1 |  |  | 21 | | Outlying Areas | 2 | 1 | 1 | 2 | 1 |  | 2 | 4 | 3 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 | | Outlying Areas | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |  |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 5-6 Player Game **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | Main Island | 5 | 6 | 6 | 5 | 6 | 2 |  |  | | Outlying Areas | 2 | 1 | 1 | 2 | 1 |  | 3 | 16 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 2 | | Outlying Areas | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 2 | 5 | |
|  | 5-6 Player Game with “Spices of Catan” Note that as there are not enough spice hexes included with *Legend of the Sea Robbers*, nor are there units for the green and brown players, equipment from *Explorers & Pirates* may need to be used as a stand-in.  **Hexes**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Spice | Ocean | | Main Island | 5 | 6 | 6 | 5 | 6 | 2 |  |  | 15 | | Outlying Areas | 2 | 1 | 1 | 2 | 1 |  | 3 | 6 | 2 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 2 | | Outlying Areas | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 2 | 5 | |

## The Four Islands

“The Four Islands” is the second scenario in *Seafarers*, and largely demonstrates how a scenario can be built using smaller landmasses as opposed to a single larger one. The scenario is named for the number of islands that are present on the board, so the six-player setup is known as “The Six Islands”.

### Scenario Rules

* The islands a player places their initial settlements on is termed their home islands.
* Under the 3rd edition rules, a coastal settlement facing the interior of the game board must be built with a ship instead of a road during initial setup. In the present rules, there is no such restriction.
* The pirate is present in the game, and will begin off of the board if its starting location is not present in the setup diagrams.
* The first settlement a player builds on each island outside of their home island is worth two additional victory points. In the 3rd edition rules, the first settlement a player builds on the first island outside of their home island is only worth one additional victory point.

Game is to:

* 12 points using 3rd edition rules
* 13 points using present rules
* 14 points in any setup using rules from “The Caravans” in *Traders & Barbarians*. Consult with the section on “The Caravans” in the Guide for additional details with regards to rules from that scenario.

The following additional rules are in effect if using rules from “The Fishermen of Catan” in *Traders & Barbarians*. Consult with the section on “The Fishermen of Catan” in the Guide for additional details with regards to rules from that scenario.

* Each player begins the game with two single-fish tokens, two double-fish tokens, and one triple-fish token.

### Setup Notes

The setups are recommended setups as shown on official documentation. Terrain hexes and number tokens may be freely rearranged, but care must be taken to ensure that forests and pastures are not all assigned poor number tokens, due to a heavy reliance on ships in this scenario.

### References

**Player Supplies**

|  |  |
| --- | --- |
| * 5 Settlements * 4 Cities * 15 Roads * 15 Ships | *Cities & Knights* Additions   * 3 City Walls * 2 Basic Knights * 2 Strong Knights * 2 Mighty Knights |

**Building Costs**

|  |  |
| --- | --- |
| Road | 1 brick, 1 lumber |
| Ship | 1 lumber, 1 wool |
| Settlement | 1 brick, 1 grain, 1 lumber, 1 wool |
| City | 2 grain, 3 ore |
| Development Card | 1 grain, 1 ore, 1 wool |

*Cities & Knights* Additions

|  |  |
| --- | --- |
| City Wall | 2 brick |
| Knight | 1 ore, 1 wool |
| Knight Activation | 1 grain |
| Knight Promotion | 1 ore, 1 wool |

### Setup Diagrams

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 3 Player Game (1997) **Hexes**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Ocean | | 3 | 3 | 3 | 3 | 3 | 17 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 1 | 2 | 1 | 2 | 2 | 2 | 2 | 1 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 3 | |
|  | 4 Player Game (1997) **Hexes**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Ocean | | 4 | 4 | 4 | 4 | 5 | 19 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 2 | 3 | 2 | 2 | 2 | 3 | 3 | 2 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 3-4 Player Game (2003) **Hexes**   |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Ocean | | 4 | 4 | 4 | 4 | 5 | 2 | 19 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 2 | 3 | 2 | 2 | 2 | 3 | 3 | 2 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 5 | |
|  | 3-4 Player Game with “The Caravans” **Hexes**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Oasis | Ocean | | 4 | 4 | 4 | 4 | 5 | 1 | 1 | 19 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 2 | 3 | 2 | 2 | 2 | 3 | 3 | 2 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 5 | |
|  | 3 Player Game (2008) **Hexes**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Ocean | | 4 | 4 | 4 | 4 | 4 | 15 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 2 | 2 | 3 | 2 | 2 | 3 | 2 | 2 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 4 Player Game (2008) **Hexes**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Ocean | | 4 | 5 | 5 | 4 | 5 | 12 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 2 | 3 | 3 | 2 | 2 | 3 | 3 | 3 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 5 Player Game (1997) **Hexes**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Ocean | | 5 | 5 | 6 | 5 | 6 | 26 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 2 | 2 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 5 | |
|  | 6 Player Game (1997) **Hexes**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Ocean | | 6 | 6 | 7 | 6 | 7 | 28 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 2 | 3 | 4 | 4 | 3 | 3 | 4 | 4 | 3 | 2 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 6 | |
|  | 5-6 Player Game (2003) **Hexes**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Ocean | | 6 | 6 | 7 | 6 | 7 | 24 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 2 | 3 | 4 | 4 | 4 | 3 | 4 | 4 | 2 | 2 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 2 | 5 | |

## The Fog Islands

“The Fog Islands”, originally titled “Oceans” in the 3rd edition of *Seafarers* and renamed to “The Fog Island” (singular) in the 4th edition before adopting its present name in the 5th edition, is the first *Seafarers* scenario to introduce a significant mechanic aside from extra points for expanding over water.

The primary difference between the present setups, originally introduced as a separate scenario with identical rules titled “Oceania” for the *Catan: Cities & Knights* computer game (a mid-2000s computer implementation of the game), and the older setups was the reduction of undiscovered terrain from an area covering half of the board to only a thin strip separating two islands.

### Undiscovered Terrain

The primary purpose of undiscovered terrain is to have a board that would slowly be built over the course of the game, a concept that would be greatly be expanded upon in general in Explorers & Pirates. The concept of undiscovered terrain is similar between the two, but there are certain differences, which will be outlined in the Explorers & Pirates section of the Guide.

* Each setup contains a reserve of hexes and number tokens that are used to complete the board. Note that not all hexes and number tokens may be used.

Scenario Rules

* The robber is present in the game. If not present in the setup diagram, the robber begins the game off of the board.
* **Discovery**: If a ship or road is built such that it extends to an intersection where not all three of its adjacent hexes have been discovered, discovery will occur. Draw the top hex from the reserve, and, if it is a resource-producing hex, one resource of the type produced by the hex is given as a reward for discovery.

Game is to:

* 12 points, for all setups without the “Spices for Catan” variant from *Legend of the Sea Robbers*
* 14 points, for all setups with the “Spices for Catan” variant from *Legend of the Sea Robbers*

The following additional rules are in effect if playing with any scenario making use of gold, such as “The Rivers”. Consult with the *Traders & Barbarians* section of the Guide for more information on gold pieces.

* Unless otherwise specified by the rules of the scenario, whenever a gold field hex is discovered, players are rewarded with any single resource of their choosing, consistent with the rules from *Seafarers*, and not gold pieces. In general, the reward for discovering a gold field hex will be gold pieces only if the scenario rules specifically state that gold fields produce gold pieces. This is consistent with the rules of this scenario.

The following additional rules are in effect if playing with the “Spices for Catan” variant from *Legend of the Sea Robbers*. Consult with that section of the Guide for more information on the rules therein.

* The undiscovered area of these setups are divided into sub-areas. Each sub-area consists of one spice hex from the reserve and enough non-spice hexes from the reserve to fill the sub-area (not all sub-areas are of equal size).
* This scenario may be played without the discovery rule by revealing hexes after all of them have been placed, and placing number tokens where appropriate. Naturally, there will be no discovery rewards. Instead, the first player to place a merchant on a spice hex may draw a card from the spice draw stack as a comparable analogue to discovery.

### Setup Notes

The diagrams are recommended setups as shown on official documentation. The terrain hexes and number tokens may be freely rearranged, but altering the actual shape of the starting landmasses is not recommended.

### References

**Player Supplies**

|  |  |
| --- | --- |
| * 5 Settlements * 4 Cities * 15 Roads * 15 Ships | *Cities & Knights* Additions   * 3 City Walls * 2 Basic Knights * 2 Strong Knights * 2 Mighty Knights |

**Building Costs**

|  |  |
| --- | --- |
| Road | 1 brick, 1 lumber |
| Ship | 1 lumber, 1 wool |
| Settlement | 1 brick, 1 grain, 1 lumber, 1 wool |
| City | 2 grain, 3 ore |
| Development Card | 1 grain, 1 ore, 1 wool |

*Cities & Knights* Additions

|  |  |
| --- | --- |
| City Wall | 2 brick |
| Knight | 1 ore, 1 wool |
| Knight Activation | 1 grain |
| Knight Promotion | 1 ore, 1 wool |

### Setup Diagrams

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 3 Player Game (1997) **Hexes**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Gold Field | Ocean | | Main Island | 2 | 2 | 3 | 2 | 2 | 1 | 6 | | Unexplored Area | 1 | 1 | 1 | 2 | 1 |  | 8 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island | 1 | 1 | 2 | 1 | 2 | 1 | 1 | 2 | 1 |  | | Unexplored Area |  | 1 |  | 1 |  | 1 | 1 |  | 1 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 3 | |
|  | 4 Player Game (1997) **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | Main Island | 3 | 3 | 3 | 3 | 3 |  | 2 | 7 | | Unexplored Area | 1 | 2 | 1 | 1 | 2 | 1 |  | 14 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island | 1 | 2 | 2 | 1 | 2 | 2 | 2 | 2 | 2 | 1 | | Unexplored Area |  | 1 | 1 | 2 | 1 |  | 1 | 1 |  |  |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 3-4 Player Game (2003) **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | Main Island | 3 | 3 | 3 | 3 | 3 |  | 2 | 7 | | Unexplored Area | 1 | 1 | 2 | 2 | 2 | 1 |  | 9 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island | 1 | 2 | 2 | 1 | 2 | 2 | 2 | 2 | 2 | 1 | | Unexplored Area |  | 1 | 1 | 2 | 1 | 1 | 1 | 1 |  |  |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 3-4 Player Game with “The Fishermen of Catan” All fishing grounds must be placed on the coast of the main island. There are 7 spots for 6 fishing grounds.  **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Lake | Gold Field | Ocean | | Main Island | 3 | 3 | 3 | 3 | 3 |  | 2 | 7 | | Unexplored Area | 1 | 1 | 2 | 2 | 2 | 1 |  | 9 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island | 1 | 2 | 2 | 1 | 2 | 2 | 2 | 2 | 2 | 1 | | Unexplored Area |  | 1 | 1 | 2 | 1 | 1 | 1 | 1 |  |  |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 3-4 Player Game with “The Rivers” Set up the terrain hexes and number tokens, except the 2 and 12, randomly. The least favorable mountain hex receives one of these two number tokens, and the least favorable field hex receives the other. If there is a tie, pick one at random.  **Hexes**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Rivers | Ocean | | Main Island | 1 | 2 | 3 |  | 2 |  | 2 | 2 | 7 | | Unexplored Area | 1 | 1 | 2 | 2 | 2 | 1 |  |  | 9 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island | 1 | 2 | 2 | 1 | 2 | 2 | 2 | 2 | 2 | 1 | | Unexplored Area |  | 1 | 1 | 2 | 1 | 1 | 1 | 1 |  |  |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 3-4 Player Game with “Barbarian Attack” This setup recommends that the second settlement in initial setup be replaced with a city.  **Hexes**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Castle | Ocean | | Main Island | 2 | 3 | 3 | 3 | 3 |  | 2 | 1 | 7 | | Unexplored Area | 1 | 1 | 2 | 2 | 2 | 1 |  |  | 9 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island | 1 | 2 | 2 | 1 | 2 | 2 | 2 | 2 | 2 | 1 | | Unexplored Area |  | 1 | 1 | 2 | 1 | 1 | 1 | 1 |  |  |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 3 Player Game with (2008) **Hexes**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Gold Field | Ocean | | Main Island | 2 | 2 | 4 | 2 | 4 |  | 16 | | Unexplored Area | 2 | 2 | 1 | 2 | 1 | 2 | 2 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island |  | 1 | 1 | 2 | 2 | 2 | 2 | 1 | 2 | 1 | | Unexplored Area |  | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 3 | |
|  | 3 Player Game with “Spices for Catan” **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Gold Field | Spice | Ocean | | Main Island | 2 | 2 | 4 | 2 | 4 |  |  | 16 | | Unexplored Area | 2 | 2 | 1 | 2 | 1 | 2 | 4 | 1 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island |  | 1 | 1 | 2 | 2 | 2 | 2 | 1 | 2 | 1 | | Unexplored Area |  | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 3 | |
|  | 4 Player Game (2008) **Hexes**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Gold Field | Ocean | | Main Island | 3 | 3 | 4 | 3 | 4 |  | 13 | | Unexplored Area | 2 | 2 | 1 | 2 | 1 | 2 | 2 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 | 1 | | Unexplored Area |  | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 4 Player Game with “Spices for Catan” The two areas with two hexes are considered a single sub-area of four hexes.  **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Gold Field | Spice | Ocean | | Main Island | 3 | 3 | 4 | 3 | 4 |  |  | 16 | | Unexplored Area | 2 | 2 | 1 | 2 | 1 | 2 | 4 | 2 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 | 1 | | Unexplored Area |  | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 5 Player Game (1997) **Hexes**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Gold Field | Ocean | | Main Island | 3 | 4 | 4 | 3 | 4 | 2 | 14 | | Unexplored Area | 2 | 2 | 3 | 2 | 2 |  | 15 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island | 1 | 2 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | | Unexplored Area |  | 1 | 1 | 2 |  | 1 | 2 | 2 | 2 |  |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 6 Player Game (1997) **Hexes**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Gold Field | Ocean | | Main Island | 4 | 4 | 4 | 4 | 5 | 2 | 12 | | Unexplored Area | 2 | 2 | 3 | 2 | 2 |  | 14 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island | 1 | 2 | 3 | 3 | 3 | 4 | 2 | 2 | 2 | 1 | | Unexplored Area |  | 1 | 1 | 2 | 1 |  | 2 | 2 | 1 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 5 | |
|  | 5-6 Player Game (2003) **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | Main Island | 5 | 5 | 4 | 5 | 4 | 1 | 2 | 12 | | Unexplored Area | 2 | 2 | 3 | 2 | 3 |  | 1 | 12 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island | 1 | 3 | 3 | 2 | 3 | 3 | 2 | 3 | 3 | 2 | | Unexplored Area | 2 | 1 | 1 | 2 | 1 | 1 | 2 | 1 | 1 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 5-6 Player Game (2003) with “Spices for Catan” This setup is exclusive to the English language version of *Legend of the Sea Robbers*.  Note that as there are not enough spice hexes included with *Legend of the Sea Robbers*, nor are there units for the green and brown players, equipment from *Explorers & Pirates* may need to be used as a stand-in.  **Hexes**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Spice | Ocean | | Main Island | 5 | 5 | 4 | 5 | 4 | 1 | 2 |  | 12 | | Unexplored Area | 2 | 2 | 3 | 2 | 3 |  | 1 | 6 | 6 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island | 1 | 3 | 3 | 2 | 3 | 3 | 2 | 3 | 3 | 2 | | Unexplored Area | 2 | 1 | 1 | 2 | 1 | 1 | 2 | 1 | 1 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 5-6 Player Game (2008) This setup was not included in the English 5th edition manual in favor of the older 2003 setup, though it is included with international versions.  **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | Main Island | 5 | 5 | 5 | 4 | 5 |  |  | 14 | | Unexplored Area | 2 | 2 | 2 | 3 | 2 | 1 | 3 | 3 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island | 1 | 2 | 3 | 2 | 3 | 3 | 3 | 3 | 2 | 2 | | Unexplored Area | 2 | 2 | 1 | 2 | 1 | 1 | 1 | 1 | 2 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 2 | 5 | |
|  | 5-6 Player Game (2008) with “Spices for Catan” This setup is exclusive to the international editions of *Legend of the Sea Robbers*.  Note that as there are not enough spice hexes included with *Legend of the Sea Robbers*, nor are there units for the green and brown players, equipment from *Explorers & Pirates* may need to be used as a stand-in.  **Hexes**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Spice | Ocean | | Main Island | 5 | 5 | 5 | 4 | 5 |  |  |  | 15 | | Unexplored Area | 2 | 2 | 2 | 3 | 2 | 1 | 3 | 6 | 3 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island | 1 | 2 | 3 | 2 | 3 | 3 | 3 | 3 | 2 | 2 | | Unexplored Area | 2 | 2 | 1 | 2 | 1 | 1 | 1 | 1 | 2 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 2 | 5 | |

## Through the Desert

“Through the Desert”, titled “Into the Desert” in the 3rd edition of *Seafarers*, is the fourth scenario presented in *Seafarers*. Like “The Four Islands”, it offers few additional rules, instead reinforcing that expanding over land remains a plausible alternative over expanding over water. In these scenarios, in addition to outlying islands, there is a small area on a large island that is separated from the rest of the island by a strip of desert hexes.

### Scenario Rules

* The large island is divided into the main area and one or more small land strips, separated by a set of desert hexes.
* Players must place their initial settlements in the main area of the large island.
* The robber begins the game on any desert hex.
* The first settlement a player builds outside the mainland is worth two extra victory points. (One victory point prior to 2008)

Game is to:

* 14 points, under current rules
* 12 points, under rules prior to the 2008 revision

### Setup Notes

The diagrams are recommended setups as shown on official documentation. The terrain hexes and number tokens on the main area may be rearranged freely. The terrain hexes in the outlying areas may also be freely rearranged, with the restriction that gold field hexes should not be assigned a 6 or 8 number token.

### References

**Player Supplies**

|  |  |
| --- | --- |
| * 5 Settlements * 4 Cities * 15 Roads * 15 Ships | *Cities & Knights* Additions   * 3 City Walls * 2 Basic Knights * 2 Strong Knights * 2 Mighty Knights |

**Building Costs**

|  |  |
| --- | --- |
| Road | 1 brick, 1 lumber |
| Ship | 1 lumber, 1 wool |
| Settlement | 1 brick, 1 grain, 1 lumber, 1 wool |
| City | 2 grain, 3 ore |
| Development Card | 1 grain, 1 ore, 1 wool |

*Cities & Knights* Additions

|  |  |
| --- | --- |
| City Wall | 2 brick |
| Knight | 1 ore, 1 wool |
| Knight Activation | 1 grain |
| Knight Promotion | 1 ore, 1 wool |

### Setup Diagrams

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 3 Player Game (1997) **Hexes**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | 5 | 4 | 4 | 4 | 5 | 4 | 1 | 12 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 2 | 3 | 3 | 2 | 3 | 3 | 3 | 2 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 4 Player Game (1997) **Hexes**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | 5 | 5 | 5 | 4 | 5 | 4 | 2 | 16 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 3-4 Player Game (2003) **Hexes**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | 5 | 4 | 5 | 4 | 5 | 3 | 2 | 14 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 3-4 Player Game with “The Fishermen of Catan” Fishing grounds may be placed randomly. Note that the main area can only accommodate two fishing grounds; some will need to be set up in outlying areas  **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Lake | Ocean | | 5 | 3 | 5 | 4 | 5 | 3 | 2 | 1 | 14 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | |  | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 3-4 Player Game with “The Rivers” Note that the swampland hexes form the desert belt.  **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Lake | Ocean | | 3 | 4 | 5 | 2 | 4 | 1 | 2 | 2 | 14 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | |  | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 3-4 Player Game with “The Caravans” **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Oasis | Ocean | | 5 | 3 | 5 | 4 | 5 | 3 | 2 | 1 | 14 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | |  | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 3-4 Player Game with “Barbarian Attack” **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Castle | Ocean | | 5 | 4 | 5 | 4 | 5 | 2 | 2 | 1 | 14 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 3-4 Player Game with “Traders & Barbarians” **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Trade | Ocean | | 4 | 3 | 5 | 4 | 4 | 3 | 2 | 3 | 14 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 2 | 2 | 3 | 3 | 3 | 2 | 3 | 3 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 3 Player Game (2008) **Hexes**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | 3 | 4 | 5 | 4 | 4 | 5 | 2 | 10 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 2 | 3 | 3 | 3 | 3 | 3 | 2 | 1 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 3 | |
|  | 4 Player Game (2008) **Hexes**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | 5 | 5 | 5 | 4 | 5 | 3 | 2 | 12 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 2 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 5 Player Game (1997) **Hexes**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | 6 | 6 | 7 | 6 | 6 | 5 | 2 | 22 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 2 | 3 | 4 | 4 | 3 | 4 | 4 | 4 | 3 | 2 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 5 | |
|  | 6 Player Game (1997) **Hexes**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | 7 | 7 | 7 | 7 | 7 | 5 | 3 | 24 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 3 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 3 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 5 | |
|  | 5-6 Player Game (2003) **Hexes**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | 7 | 7 | 7 | 7 | 7 | 5 | 3 | 20 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 3 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 3 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 2 | 5 | |

## The Forgotten Tribe

“The Forgotten Tribe” was originally presented in the 2002 issue of *Catan-News*, under the title of “Friendly Neighbors”, before being included in the 2003 German edition of *Seafarers*, and later in the English 4th edition game.

The premise of this scenario is the discovery of a tribe known as the Forgotten Tribe, a friendly group of natives willing to engage the settlers in trade. To date, this is the only scenario in which harbors may be placed midgame.

This scenario is known to not be compatible with *Cities & Knights*.

### Scenario Rules

* The large island at the center of the board is referred to as the **main island**.
* The robber begins the game on any desert hex on the main island. If the setup does not contain a desert hex on the main island, then the robber begins the game off of the board.
* The robber may not be moved off of the main island, unless it is expelled completely. If the robber has been expelled, it may only be subsequently be placed on the main island.
* If playing by the rules originally introduced in Catan-News, the pirate is present, and begins the game off of the board. Otherwise, the pirate is absent.
* Players may not expand to the outlying islands.
* **Gift of the Forgotten Tribe**: The first player to place or move a ship to the marked edges receives the item set there at the start of the game.
* Any development cards received as a gift from the Forgotten Tribe is treated as if they were purchased on the same turn.
* Any Catan chits received as a gift from the Forgotten Tribe is worth one victory point.
* Any harbors received as a gift must be placed immediately. Harbors must be placed on an ocean hex, adjacent to a player’s coastal settlements. Only one harbor may be placed on an edge, and harbors may not be placed on adjacent edges.
* If for any reason a harbor cannot be immediately placed, it may be kept in reserve, but it must be placed at the first possible opportunity.

Game is to 13 points.

The following additional rules are in effect if playing with “The Harbormaster”. Consult with the section on “The Harbormaster” for additional details.

* Harbors held in reserve do not contribute to the Harbormaster bonus. Only settlements and cities placed at the location of harbors on the board may contribute to the Harbormaster bonus.

### Setup Notes

The diagrams are recommended setups as shown in official documentation. The terrain hexes and number tokens on the main island may be freely rearranged, though it is highly discouraged to have the 5, 6, 8, or 9 number tokens be assigned to the hexes at the bottom of the main island.

Note that, as a result of the scenario rules all land hexes on the outlying areas are there for show, and may be swapped out for other land hexes without affecting gameplay.

### References

**Player Supplies**

|  |  |
| --- | --- |
| * 5 Settlements * 4 Cities * 15 Roads * 15 Ships |  |

**Building Costs**

|  |  |
| --- | --- |
| Road | 1 brick, 1 lumber |
| Ship | 1 lumber, 1 wool |
| Settlement | 1 brick, 1 grain, 1 lumber, 1 wool |
| City | 2 grain, 3 ore |
| Development Card | 1 grain, 1 ore, 1 wool |

### Setup Diagrams

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 3-4 Player Game (2002) The harbors should be placed, from top to bottom: 3:1, brick, and wool on the left side, grain, 3:1, and lumber on the right side.  **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | Main Island | 3 | 4 | 4 | 3 | 4 | 2 |  |  | | Outlying Areas | 1 | 1 | 1 | 1 |  | 2 | 2 | 18 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 |  | 1 | 2 | |
|  | 3-4 Player Game (2003) **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | Main Island | 3 | 4 | 4 | 3 | 4 |  |  |  | | Outlying Areas | 2 | 1 | 1 | 2 | 1 | 3 | 2 | 19 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 1 | |
|  | 3-4 Player Game with “The Fishermen of Catan” All fishing grounds must be placed on the coast of the main island. Harbors may not be placed where fishing grounds are present.  **Hexes**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Lake | Ocean | | Main Island | 3 | 3 | 4 | 3 | 4 |  |  | 1 |  | | Outlying Areas | 2 | 1 | 1 | 2 | 1 | 3 | 2 |  | 19 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 |  |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 1 | |
|  | 3-4 Player Game with “The Caravans” **Hexes**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Oasis | Ocean | | Main Island | 3 | 3 | 4 | 3 | 4 |  |  | 1 |  | | Outlying Areas | 2 | 1 | 1 | 2 | 1 | 3 | 2 |  | 19 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 1 | |
|  | 3-4 Player Game with “Barbarian Attack” **Hexes**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Castle | Ocean | | Main Island | 3 | 3 | 4 | 3 | 3 | 1 |  | 1 |  | | Outlying Areas | 2 | 1 | 1 | 2 | 1 | 3 | 2 |  | 19 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 2 | 1 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 2 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 1 | |
|  | 5-6 Player Game (2002) The harbors should be placed, from top to bottom: brick, ore, wool, and 3:1 on the left side, grain, 3:1, lumber, 3:1 on the right side.  **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | Main Island | 5 | 5 | 6 | 4 | 6 |  |  |  | | Outlying Areas | 1 | 1 | 1 | 1 |  | 4 | 2 | 24 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 3 | |
|  | 5-6 Player Game (2003) **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | Main Island | 6 | 6 | 7 | 5 | 5 |  |  |  | | Outlying Areas | 1 | 1 |  | 1 | 2 | 4 | 3 | 22 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 3 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 3 | |

## Cloth for Catan

“Cloth for Catan” was first introduced in the 1/2000 issue of *Catan-News* as “Coffee for Catan”, and was one of the Dutch “Six Scenarios” expansion under the name *De Diamanten*, before being introduced in *Seafarers* when the scenarios were revised in 2003.

### Coffee Island Hexes and the Villages of the Forgotten Tribe

|  |  |
| --- | --- |
|  | When originally released *in Catan-News*, the scenario included four print-and-play hexes that shows two villages on opposite points, each labeled with a hut and a number token. These were known as “coffee island hexes”, and were specifically made for this scenario. The four hexes had the pairs 3/6, 9/10, 8/11, and 4/5 printed on them, oriented so that the two number tokens were upside-down relative to each other.  In the Guide, the number tokens depicted on these hexes are always oriented so that they are right-side up relative to the reader. |

For its reintroduction in Seafarers, the specialty hexes were removed, and the role of the coffee island hexes (renamed the villages of the Forgotten tribe) was replaced with regular number tokens placed on opposite points of desert and gold field hexes. For the purposes of the Guide, the latter terminology will be used throughout.

* At the start of the game, 5 Catan chits are placed at each Forgotten Tribe village. These Catan chits represent the cloth (or other trade good) traded from the Forgotten Tribe
* Whenever a player connects a settlement or city to a Forgotten Tribe village, one Catan chit is taken from the village’s supply. On subsequent turns, if the number matching that of the number token is rolled, each player with a direct connection to the village receives one Catan chit from the village’s supply until the village’s supply is exhausted.
* If, in distributing Catan chits from a single Forgotten Tribe village, there are not enough Catan chits for all players, Catan chits from the general supply may be taken as needed. In any event, this should result in the Forgotten Tribe village being unproductive.
* The rules do not specify whether connection to a Forgotten Tribe village closes the shipping route (at least until the village is exhausted); it is in theory possible to move the last ship repeatedly to harvest Catan chits once every two turns.

### Cloth

Cloth is the currency produced by the Forgotten Tribe. Cloth may not be traded, but they may be stolen by the robber or pirate in lieu of one resource. As the name implies, the original “Coffee for Catan” and De Diamanten used different trade goods (coffee and diamonds, respectively) in place of cloth, but they serve an identical function.

### Player Dice

*De Diamanten* includes a set of dice for each player, in player colors. They serve no additional purpose in the game.

### Scenario Rules

* If the robber and pirate’s starting location is not specified on the setup diagrams, they begin the game off of the board.
* The Longest Road bonus is not used in this scenario.
* Players begin the game with three initial settlements. They must be placed on the initial islands, and not on any island with a Forgotten Tribe village.
* During the course of the game, players may not expand to the islands with Forgotten Tribe villages.
* The robber may not be moved to any Forgotten Tribe village hex.
* Under rules from 2000, the Robber may not steal resources or Catan chits from players with 3 or fewer victory points. (In modern terms, the rules from “The Friendly Robber” variant, introduced in *Traders & Barbarians* and detailed in that section of the Guide, is in effect.)
* Under roles from 2000, the pirate may not steal resources from players who do have not made any connection to a Forgotten Tribe village.
* Every pair of Catan chits is worth one victory point.

Game is to 14 points. The game may also end if there are three or fewer Forgotten Tribe villages that are still supplied with Catan chits, in which case the player with the most victory points wins. In the event of a tie, the player amongst those tied with the greatest number of Catan chits is declared the winner.

### Setup Notes

The setups are recommended setups as shown on official documentation. The terrain and number tokens on the two main islands may be freely rearranged.

### References

**Player Supplies**

|  |  |
| --- | --- |
| * 5 Settlements * 4 Cities * 15 Roads * 15 Ships | *Cities & Knights* Additions   * 3 City Walls * 2 Basic Knights * 2 Strong Knights * 2 Mighty Knights |

**Building Costs**

|  |  |
| --- | --- |
| Road | 1 brick, 1 lumber |
| Ship | 1 lumber, 1 wool |
| Settlement | 1 brick, 1 grain, 1 lumber, 1 wool |
| City | 2 grain, 3 ore |
| Development Card | 1 grain, 1 ore, 1 wool |

*Cities & Knights* Additions

|  |  |
| --- | --- |
| City Wall | 2 brick |
| Knight | 1 ore, 1 wool |
| Knight Activation | 1 grain |
| Knight Promotion | 1 ore, 1 wool |

### Setup Diagrams

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 3-4 Player Game (2000) **Hexes**   |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Coffee | Ocean | | 3 | 5 | 4 | 4 | 4 | 4 | 15 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 2 | 3 | 2 | 2 | 2 | 2 | 3 | 2 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 3 | |
|  | 3-4 Player Game (2003) **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | Main Island | 3 | 5 | 4 | 4 | 4 |  |  | 19 | | Forgotten Tribe |  |  |  |  |  | 2 | 2 |  |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | | Forgotten Tribe |  | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |  |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 5-6 Player Game (2003) **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | Main Island | 4 | 6 | 6 | 5 | 5 |  |  | 24 | | Forgotten Tribe |  |  |  |  |  | 4 | 2 |  |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | Main Island | 2 | 4 | 2 | 2 | 3 | 3 | 2 | 2 | 3 | 2 | | Forgotten Tribe | 1 |  | 2 | 2 | 1 | 1 | 2 | 2 |  | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 2 | 5 | |

## The Pirate Islands

“The Pirate Islands” was originally introduced in the 1/1999 issue of *Catan-News* (then named *Siedler-Zeitung*) before being added to *Seafarers* proper in German editions starting in 2003; the English 4th edition followed in 2005.

This scenario is known to not be compatible with *Cities & Knights*.

This scenario is known to not be compatible with “Catan for Two”.

### Gold Field Hexes

As *Seafarers* without the extension includes only two gold field hexes, a print-and-play gold field hex was provided in *Catan-News* so that the scenario, which requires three gold field hexes, may be played. This gold field hex matched the German artwork for the gold field hex at the time.

### Warships

Warships are an upgrade to a ship, denoted by placing a ship on its side. Warships assist in conquering a player’s Pirate Fortress.

* Warships are converted from regular ships whenever a player uses a Knight development card.
* The ship closest to the anchoring settlement that has not already been upgraded is upgraded whenever a ship is upgraded to a warship.
* The ship placed in initial setup is unupgraded.

### Pirate Fortresses

Each player, at the start of the game, has a single settlement on an outlying island. This settlement is known as the player’s Pirate Fortress. At the start of the game, three Catan chits are placed at each Pirate Fortress.

* If a player’s shipping route reaches their Pirate Fortress, the player may choose to attack the Pirate Fortress at the end of their turn. Roll one die to represent the strength of the Pirate Fortress. If this amount is higher than the number of warships in a player’s possession, the player loses the last two ships in their shipping line. If this amount is the same as the number of warships in a player’s possession, the player loses only the last ship in their shipping line. Otherwise, one Catan chit is removed from the Pirate fortress.
* Once all Catan chits are removed from the Pirate Fortress, the Pirate Fortress is considered conquered, and is treated as a regular settlement.
* Under the original set of rules, the pirate is no longer in play once all players have conquered their Pirate Fortress.

### Pirate

The pirate operates on its own set of rules, specific to this scenario.

* The pirate moves about the hexes in the path indicated on the setup diagram. After the dice are rolled but before resources are collected, the pirate moves a number of hexes along the path equal to the lower of the two dice. If the pirate ends in a hex adjacent to a settlement or city, the pirate attacks.
* In a pirate attack, the number of spaces moved by the pirate to initiate the attack is compared to the number of warships deployed by the defender. If the player has fewer warships, the player must discard one resource card plus one additional resource card for each of their cities. If the player has greater warships, the player may take one resource of their choosing. No action occurs in the event of a tie.

### Scenario Rules

* All victory point development cards function as Knight cards in this scenario.
* During initial setup, place the pirate fortress and the anchoring settlement as indicated on the setup diagrams. Then, place two additional settlements in the standard fashion.
* The robber is absent in this scenario.
* The Largest Army and Longest Road bonuses are not present in this scenario.
* On a roll of 7, the player to move may steal a resource from any other player.
* Only one shipping route may be built, extending from a player’s anchoring settlement towards their Pirate Fortress. This shipping route must reach an intermediate point and the Pirate Fortress in as short of a route as possible, so as to not block the other players. For convenience, the highlighted route on the setup chart represents the shipping route that a player may build over the course of the game.
* **Island Settlements**: The only expansion over water that may take place is at the intermediate point.
* Note that in some setups, it is possible to reach a player’s Pirate Fortress from their intermediate point over land if they have built a settlement at their intermediate point. A player cannot attack their Pirate Fortress over land: they must expand their shipping line to their Pirate Fortress.

Game is to 8 points. A player is also required to conquer their Pirate Fortress in order to claim victory. In earlier editions, game was to 10 points; however, after playtesting, it was found that 10 points may be difficult to achieve for some players.

The following additional rules are in effect when combining this scenario with “Barbarian Attack”. Consult with the “Barbarian Attack” section of the Guide on rules specific to that scenario.

* Knights do not contribute to defending against the pirate, nor in attacking the Pirate Fortress.
* As the “Barbarian Attack” development card deck replaces the standard development card deck, the Knighthood development card is instead used to upgrade ships to warships. A player may deploy a knight and upgrade a ship with a single development card.
* Ships may only be built, and ships upgraded to warships, if the anchoring settlement has not been conquered.
* The number of victory points needed to claim victory is increased by 2.

### References

**Player Supplies**

|  |  |
| --- | --- |
| * 5 Settlements * 4 Cities * 15 Roads * 15 Ships |  |

**Building Costs**

|  |  |
| --- | --- |
| Road | 1 brick, 1 lumber |
| Ship | 1 lumber, 1 wool |
| Settlement | 1 brick, 1 grain, 1 lumber, 1 wool |
| City | 2 grain, 3 ore |
| Development Card | 1 grain, 1 ore, 1 wool |

### Setup Diagrams

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 3-4 Player Game (1999) **Hexes**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | 5 | 5 | 5 | 5 | 5 | 4 | 3 | 21 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 2 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 3 | |
|  | 3-4 Player Game (2003) Note that the two hills hexes and the pasture hex away from the main island do not produce resources; they may be substituted for other hexes without issue.  **Hexes**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | 5 | 5 | 5 | 5 | 5 | 3 | 2 | 19 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 2 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 3 | |
|  | 3-4 Player Game with “Barbarian Attack” Note that the two hills hexes and the pasture hex away from the main island do not produce resources; they may be substituted for other hexes without issue.  **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Castle | Ocean | | 5 | 5 | 5 | 5 | 4 | 3 | 2 | 1 | 19 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 2 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 5-6 Player Game (2003) If the pirate ends in the marked hex, it does not attack even if there is an adjacent settlement or city at its location. This is to ensure that the orange and blue settlements only attackable from one hex.  **Hexes**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | 4 | 5 | 6 | 7 | 6 | 5 | 4 | 26 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 4 | 4 | 4 | 4 | 4 | 3 | 3 | 4 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |

## The Wonders of Catan

“The Wonders of Catan” was first published in the 1/2000 issue of *Catan-News* (at the time, recently renamed from *Siedler-Zeitung*), and was one of the Dutch “Six Scenarios” expansions. It was also available for free download in English from the University of Catan, what was then the official *Catan* website.

### Wonder Cards

The Wonder Cards are the only pieces of equipment from *Seafarers* that are not already obtained in card form, and have to be cut out of the *Seafarers* manual. Each Wonder Card depicts one of the titular wonders of Catan, as well as the requirements to claim a wonder and the cost to build it. Each wonder must be built in four stages, and a Catan chit is used by players to mark the number of stages a player building a wonder has completed. In the Dutch “Six Scenarios” release, the marker chit was shaded in the player colors, to differentiate it from Catan chits that were being used for other purposes.

* At the start of the game, all of the wonders are unclaimed by any player.
* To claim a wonder, a player must meet the wonder’s requirements, and build the first stage of that wonder. After a wonder has been claimed, no other player may attempt to build a stage of the claimed wonder.
* A player may not claim multiple wonders, nor relinquish their claim on an existing wonder in order to claim another one. Once a player claims a wonder, they are stuck with the wonder for the rest of the game.
* Each wonder may only be claimed by one player. However, there are enough wonders that no player should be prevented from claiming a wonder.
* Building a stage of their wonder is considered a build action. A player may build multiple stages of their wonder in the same turn.
* Once claimed, players may only build additional stages of their claimed wonder as long as the wonder’s requirements are met. If for any reason a player no longer meets the requirements, they may not build additional stages of their claimed wonder until the wonder’s requirements are met again.
* In the 4th edition rules, instead of a Catan chit, a player uses one of their unused ships to mark the number of stages that have been completed.

|  |  |  |  |
| --- | --- | --- | --- |
| Name | | Requirements | Stage Cost |
| Cathedral | 1 city and at least 6 victory points | | 1 brick, 1 lumber, 3 ore |
| Great Bridge | A settlement on either end of the purple line | | 1 grain, 3 lumber, 1 wool |
| Great Wall | A settlement at any point on the brown line | | 3 brick, 1 grain, 1 lumber |
| Library | 2 cities | | 1 brick, 1 lumber, 3 wool |
| Monument | 1 city at a harbor, and a trade route of length at least 5 | | 3 grain, 2 ore |
| Theater | 2 cities | | 1 brick, 1 lumber, 3 wool |

Note that when originally released in 2000, the Monument was named the “Colossus”, and the Theater was named the “Grand Theater”. When playing with 5-6 players, note that there are two Great Bridges that may be claimed.

The Library, which is otherwise identical to the Theater, is only available in 5-6 player games.

### Scenario Rules

* Players may not place their initial settlements on any of the outlying islands, nor on any intersection at the end of the purple lines, nor on any intersection on the brown line. (That is, players may not place their initial settlements such that they may immediately claim the Great Bridge or the Great Wall.)
* Where applicable, players may not also place their initial settlements on any intersection on the red lines, so as to not make claiming the Great Bridge potentially impossible.
* The robber begins the game on any desert hex.
* The pirate is absent in this scenario.
* The first settlement a player builds on any of the outlying islands is worth one extra victory point. The settlement in question is marked with a Catan chit to denote its value.

The first player to claim a wonder and build all four stages of it is declared the winner. A player may also claim victory if they have 10 victory points and have completed more stages of their claimed wonder than any other player.

The following additional rules are in effect when combining this scenario with “Barbarian Attack”. Consult with the “Barbarian Attack” section of the Guide on rules specific to that scenario.

* The robber is not used when combining “The Wonders of Catan” with “Barbarian Attack”, consistent with the rules of the latter.
* Unlike the “Barbarian Attack” scenario proper, all of the desert hexes are considered to be conquered, and cannot be liberated. To denote this, place all of the barbarians in the supply on the desert hexes as evenly as possible. This change is mainly so as to not specifically advantage players attempting to claim the Great Wall.
* The number of victory points needed to claim victory without completing a wonder is increased by 2.

### Setup Notes

The setups are recommended setups as shown in official documentation. The terrain and number tokens on the mainland may be freely rearranged, with the restriction that the 6 and 8 number tokens may not be placed adjacent to desert hexes.

* The original English release further restricts variable setup by disallowing changing the hexes and number tokens on any hex adjacent to the Great Bridge and Great Wall locations.

### References

**Player Supplies**

|  |  |
| --- | --- |
| * 5 Settlements * 4 Cities * 15 Roads * 15 Ships | *Cities & Knights* Additions   * 3 City Walls * 2 Basic Knights * 2 Strong Knights * 2 Mighty Knights |

**Building Costs**

|  |  |
| --- | --- |
| Road | 1 brick, 1 lumber |
| Ship | 1 lumber, 1 wool |
| Settlement | 1 brick, 1 grain, 1 lumber, 1 wool |
| City | 2 grain, 3 ore |
| Development Card | 1 grain, 1 ore, 1 wool |

*Cities & Knights* Additions

|  |  |
| --- | --- |
| City Wall | 2 brick |
| Knight | 1 ore, 1 wool |
| Knight Activation | 1 grain |
| Knight Promotion | 1 ore, 1 wool |

### Setup Diagrams

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 3-4 Player Game (2000) **Hexes**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | 4 | 4 | 5 | 5 | 5 | 4 | 2 | 18 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 1 | 3 | 3 | 2 | 3 | 3 | 2 | 3 | 2 | 2 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 3 | |
|  | 3-4 Player Game (2003) **Hexes**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | 5 | 5 | 5 | 5 | 5 | 3 | 2 | 19 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 3-4 Player Game with “Barbarian Attack” **Hexes**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Castle | Ocean | | 5 | 5 | 5 | 4 | 5 | 3 | 2 | 1 | 19 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 1 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 1 | 4 | |
|  | 5-6 Player Game (2003) **Hexes**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Hills | Fields | Forest | Mountains | Pasture | Desert | Gold Field | Ocean | | 6 | 6 | 7 | 6 | 7 | 4 | 4 | 24 |   Hexes do not include pre-printed hexes on the frame.  **Number Tokens**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | | 2 | 3 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 2 |   **Harbors**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bricks | Grain | Lumber | Ore | Wool | 3:1 | | 1 | 1 | 1 | 1 | 2 | 5 | |

## The Great Crossing

“The Great Crossing” is the second-to-last scenario in the 3rd edition Seafarers manual, and one of the one removed in later editions. This scenario is predicated on the existence of two islands separated by sea: one Catan, the other Transcatania. There is no convention in denoting which island is which.

This scenario was removed in the 4th condition due to the complexity of the rules, and the fact that an even number of players was required for play, unlike other scenarios.

Scenario Rules

* Players must set up both of their initial settlements on the same island.
* Both the robber and pirate begin the game off of the board.
* Trade Routes: A trade route between Catan and Transcatania is defined as any line of roads or ships belonging to any combination of players that links a settlement or city on Catan to one on Transcatania A trade route is called direct if all of the links in a trade route belong to a single player.
* Trade routes may branch off, and individual roads or ships may be considered part of more than one trade route. However, trade routes never extend past the first settlement or city on either side.
* Note that trade routes, even if direct, need not be continuous for the purposes of the Longest Road bonus.
* Victory Points for Trade Routes: Each trade route is worth one victory point, awarded to the owners of one of the two anchoring settlements on either end. In a direct trade route, the player establishing the route is awarded to the victory point. (If both ends of a route belong to the same player, either settlement may be considered the anchoring settlement.) In an indirect trade route, the player with the most links in the route is awarded the victory point. If both anchoring players have the same number of links, the player completing the trade route is awarded the victory point. All victory points awarded in this manner is shown by placing a Catan chit on the anchoring settlement.
* The rules have no special provisions for a third party completing a trade route between two opponents, or whether a third party can steal a trade route by building an intervening settlement.
* Note that since all indirect trade routes, as well as direct trade routes to opposing settlements, are considered open shipping lines, it is possible for players to sever trade routes and lose victory points by moving ships.

Game is to 13 points.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 15 Ships

Cities & Knights Additions

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall 2 brick

Knight 1 ore, 1 wool

Knight Activation 1 grain

Knight Promotion 1 ore, 1 wool

## Greater Catan

“Greater Catan” was originally released in the 1/1997 issue of Catan-News, then known as Siedler-Zeitung, months before the release of Seafarers. It was then included as part of the Seafarers release, as the only scenario specifically requiring two copies of the base game, and, for a 5-6 player game, two copies of the base game extension. Because of this, “Greater Catan” was removed from the scenario rotation in subsequent editions. However, the popularity of the scenario endured, and despite the introduction of “Settlers in Need” (found in the “Miscellaneous Scenarios” section of the Guide), a scenario with a similar premise that only required a single copy of the base game, it was ultimately reintroduced in Schätze, Drachen & Entdecker.

The premise of “Greater Catan” is that resource exhaustion on the main island is forcing settlers to expand off of it onto nearby islands. As players expand, settlements and cities on the main island will cease to be productive.

Bridges

Prior to the introduction of ships in Seafarers, additional mechanics were used so as to allow for expansion over water. In “Greater Catan”, this was in the form of bridges. To account for the need to use bridges, players start with 30 roads, provided from two copies of the base game. Since the introduction of Seafarers, ships are used as normal, and players start with 15 roads and 15 ships in their supply, as in a standard Seafarers game.

* Bridges cost the same as roads, unlike ships.
* Bridges, unlike ships, may not branch; road networks can only be branched on land.
* Players may voluntarily remove their own bridges. Unlike ships, there is no free “bridge movement”: players attempting to move a bridge like a ship must remove the ship and pay the cost of a replacement bridge as two separate build actions.

Scenario Rules

* The robber begins the game on a desert hex on the main island. If the main island lacks a desert hex, the robber begins the game off of the board.
* If playing with rules introduced after the introduction of Seafarers, the pirate begins the game off of the board.
* Players may only place their initial settlements on the main island.
* Outlying Islands: Note that resource-producing hexes on the outlying islands are not assigned a number token. Whenever a ship or road is placed bordering a resource-producing hex on an outlying island, a number token will be assigned to that hex. Initially, these number tokens will be taken from the reserve. Once the reserve is empty, players must move number tokens from the main island.
* If a number token is to be moved off of the main island, the following three restrictions must be observed whenever possible. If it is not possible to satisfy all three restrictions, then they may be ignored in the order stated.
  + The number token must be taken from a hex adjacent to one of a player’s own settlements or cities.
  + The number token taken must not render a settlement or city completely unproductive – all settlements or cities must have at least one adjacent hex with a number token
  + The 6 and 8 number tokens may not be in adjacent hexes.

Game is to:

* 17 points if using bridges instead of ships
* 18 points using ships
* 20 points if using any rules from Cities & Knights, regardless of whether bridges or ships are used

References

Player Supplies

• 5 Settlements

• 8 Cities

• 15 Roads (30 with pre-Seafarers rules)

• 15 Ships (Seafarers rules)

Cities & Knights Additions

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Bridge (pre-Seafarers rules) 1 brick, 1 lumber

Ship (Seafarers rules) 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

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## New World

“New World” is the final scenario presented in the Seafarers manual, meant to give an open ending to the adventures of the settlers. Note that in the 3rd edition Seafarers, “New World” was not the final scenario presented there: both “The Great Crossing” and “Greater Catan” followed it.

Scenario Rules

* The scenario uses a fully-randomized board. Place all hexes at random, and place number tokens on all resource-producing hexes. Ensure that the 6 and 8 number tokens are not on adjacent hexes.
* After all hexes are placed and number tokens are assigned, players take turns placing each harbor. Harbors must be placed on ocean hexes facing a land hex. Note that there is no restriction to whether or not multiple harbors may be placed on the same hex, though the shape of the harbor pieces in the 3rd edition appears to fully discourage this practice.
* The robber and pirate are both present, and both begin the game off of the game board.
* The islands containing a player’s initial settlements are known as their home islands.
* The first settlement a player builds on each island other than their home islands is worth one additional victory point.

Game is to 12 points.

Setup Notes

Although this scenario uses a fully-randomized board, this scenario is little more than an invitation for players to create their own scenarios, with a suggested frame and distribution of hexes and harbors for that frame. As such, all setups for this scenario are effectively rough guidelines as opposed to the concrete setups for many other scenarios in the Guide.

# Catan: Cities & Knights

Cities & Knights is the second expansion to the base game. Unlike Seafarers and its support of multiple scenarios, Cities & Knights added depth to the base game, with all of its new rules contributing to a single scenario. Many of its new mechanics work in tandem with each other, and there are few game concepts that can stand alone for potential integration with other scenarios.

At the time of release, most scenarios had no specific provisions in accommodating the rules of Cities & Knights, though some, by nature, are deliberately incompatible.

The Game Frame

As the 3rd edition games lacked a frame to hold the hexes together, a frame was provided in Cities & Knights to hold the hexes together. Unlike the frames of the later editions, this frame was meant to hold not only the base game island, but also the surrounding ocean and harbor hexes, as well as to accommodate the barbarian track, which was in the shape of two hexes, and replaces one of the ocean hexes on the board.

The frame consists of ten pieces, and is itself held together by a system of tabs and slots. Each tab and slot is labeled with a lowercase letter, and to assemble the frame, the tab and slot with the same letter is matched together. By convention, the bottom of the board has the tab and slot with the letter a is located at the bottom of the board, with letters increasing counterclockwise.

Unique amongst the various different frames is the fact that a frame piece may only accommodate half of a hex on its longer dimension, as it is the case with pieces ja and ab, and on the opposite end of the board by pieces ef and fg.

Pictured here are the four pieces forming the bottom side of the board, with piece ij on the far left and piece bc on the far right. In all but two pieces, the tabs extend counterclockwise, meaning that there is a slot at the top end of ij and a tab at the top end of bc.

Pictured here is the four pieces forming the opposite end of the game board. The additional hex seen here is to accommodate the barbarian track, which is in the shape of two hexes. In game setup, the barbarian track takes the place of an ocean hex in forming the ring of ocean and harbor hexes that surround the board.

The two pieces on the right side, de and ef, are the two exceptions to the general trend of having tabs extend counterclockwise: de has two slots, while ef has two tabs. Aside from this, the pieces are identically-shaped.

Because of the additional hex and the fact that the distance between middle of the side of an exterior hex and the outside corner of the frame is the same at all six points, the four pieces here are considerably wider than their counterparts at the bottom of the board, and it is also the only place on the frame where the angles used are not in even multiples of 30 degrees.

Also note that, with multiple copies of Cities & Knights, it was possible to construct a frame that used this set of four pieces for both ends of the board, providing a “double double-hex jut-out”, or the set of four pieces from the opposite end of the board for both ends, resulting in a more standard board.

The pieces gh (pictured) and cd effectively act as frame extension pieces for this frame, providing the necessary depth of the board to accommodate the base game. The two pieces are identical, and may be swapped for each other.

Note that as frame extension pieces, they are not compatible with the frame pieces of Seafarers, as not only do the tabs extend in opposite directions, the pieces themselves are thinner compared to their Seafarers counterparts. Due to their shape and the location of the tabs and slots, the pieces cannot be used to extend any other side of the board.

The Cities & Knights extension comes with three additional frame extension pieces. The piece pictured here is known as “piece x”, and fits between ij and ja, forming the new central column.

Because of the shape of this piece, in theory, multiple copies of this piece could be used to extend the board horizontally. Because of its shape, piece x may also fit between pieces ef and fg.

The pieces y and z are frame extension pieces meant to fit on the opposite end of the game board, with piece y fitting between de and ef, and piece z (pictured) between fg and gh. Because of the fact that de and ef are double-slotted and double-tabbed, respectively, the pieces y and z may not be interchanged for each other, as their tabs extend in opposite directions.

Also note that because of the shape of the frame pieces, the exterior of the frame does not form a straight line.

The assembled frame for 3-4 player play, including the barbarian track. Note that one ocean hex will necessarily be excluded from setup.

The assembled frame for 5-6 player play, including the barbarian track. Again, one ocean hex will be excluded from setup.

The 4th edition Cities & Knights does not come with any frame pieces (and is the only expansion to not include any frame pieces), and the barbarian track is kept separate from the board.

The Red Die

In the base game, the two dice are treated identically, and the outcome of an individual die, independent of the other die generally has no bearing on the game. In Cities & Knights, this is not the case.

In the 3rd edition of the games, because the base game includes two identical white dice, the 3rd edition Cities & Knights includes a single red die, replacing one of the white dice. The 4th edition base game includes one yellow die and one red die, eliminating the need for a die to be included with Cities & Knights. Furthermore, most diagrams in the Catan instruction manuals by convention will use the yellow die whenever a single die needs to be rolled, and reserve the use of the red die solely in reference to Cities & Knights, although either die may be used for this purpose (the red die is only significant during production).

Note that most mass-market releases use two identical dice, meaning that the red die is generally the only reason why mass-market releases are incompatible with Cities & Knights.

City Walls

City walls are an add-on to cities that allows its owner to raise their hand limit by two cards.

Pictured on the left is the Viking wood (left) and traditional wood (right) city walls, both with (top row) and without (bottom row) a city attached. International editions of the traditional wood city wall also included a sticker to be attached to the piece, giving the side of the piece a brick wall pattern. Plastic pieces also used a ring that is attached to a city figure for city walls.

Note that despite the fact that a player may only build three city walls (and thus, only three walls are provided in the traditional wood set), the Viking wood set includes four city wall pieces.

It is possible to fit a traditional wood city inside a Viking wood city wall, though it is a somewhat tight fit.

* If at any point, a city with city walls is reduced to a settlement, the city walls are removed, and the player’s hand limit is correspondingly lowered.

Knights

Knights are a unit introduced in Cities & Knights that serve many different purposes. Each knight is available in three different strengths: the basic knight, with a strength of one unit, the strong knight, with two units of strength, and the mighty knight, with three units of strength.

Pictured on the left are the Viking wood (top row) and traditional wood (bottom row) knights, in increasing order of rank. The traditional wood pieces are stickered pieces, with one side in color and the other side in black and white. When the knight is colored-side up, it is said to be activated; otherwise it is deactivated.

International versions of the traditional wood pieces for knights use different graphics for both sides, with the deactivated side prominently showing its cost of activation.

With Viking wood pieces, activation status is shown by using a separate set of activation flags. These are gold colored pieces that are placed next to the knight piece to denote that the knight is activated.

In a Viking wood set, there are enough activation flags for all knights, in the rare case that all of them are on the board at the same time.

International versions of Catan use plastic pieces, and two sets of plastic pieces have been used. Both sets of plastic pieces have distinct figures for basic, strong, and mighty knights. The older set of plastic pieces used a figure with a moveable flag arm to denote its activation status; the number of flags on the arm denotes the knight’s rank. Newer sets have a fixed flag arm, and used a set of gray body armor that is affixed to the knight to show that it has been activated.

* Knights, when built, are placed on an empty intersection inside a player’s own road network.
* Knights, when built, are always placed in the deactivated state.
* Players may not expand past an opposing knight, and the placement of a knight interrupts opposing roads.
* Knights may not be placed in any intersection containing a settlement or a city.
* Knight Actions: Activated knights may perform certain actions during the build phase of a turn. There are three types of knight actions available: movement, chasing the robber, and displacing other knights. Once a knight action is made, the knight is deactivated.
* Each knight may only perform one knight action per turn. Note that it is legal to activate a knight, perform a knight action, and then reactivate the knight in the same turn.
* A knight that is promoted may perform a knight action if it had not done so before promoting.
* Activation of knights is considered a build action, and thus may be performed during the Special Build Phase, but knight actions themselves are not build actions. Specifically, knight actions may not be performed during the Special Build Phase.
* Knight Movement: An activated knight may, as a knight action, move any number of intersections along a player’s own road network. Knights may pass through other knights, but may not end their movement on an intersection containing a settlement, city, or other knight.
* Because there may be at most one knight per intersection, swapping the locations of two knights is only possible with three knight actions, which means that it must be done over two turns.
* A player may not build a settlement where a knight is presently located. The knight must be moved before a settlement may be placed.
* Chasing the Robber: If an activated knight is located on an intersection adjacent to the robber, it may, as a knight action, move the robber elsewhere. Robber movement is governed by the same rules as the base game.
* Knight Displacement: A player with a knight may, as a knight action, move a knight to the location of an opposing knight. The knight must be able to otherwise move to the location of the opposing knight normally, and must be of a higher rank than the opposing knight.
* The knight being displaced must move their knight to another eligible intersection, consistent with the rules for moving knights. If no such intersection exists, it is removed from the board. Knights that are displaced do not change their activation status.
* A player may not displace their own knights.

The following additional rules are in effect when playing with rules from Seafarers. Consult with the Seafarers section of the Guide for more details on mechanics introduced therein.

* Knights may transfer directly from a road to a ship when moving, without the presence of a settlement or city in between. Note that roads and ships are still not considered to be connected for the purposes of calculating the Longest Road even if a knight stands between them.
* A player may not move a ship such that it results in a knight being disconnected from the road network. Note that a knight on the end of a shipping line does not close the shipping line.
* A closed shipping line is not made open by the presence of an opposing knight along its route.
* Chasing the Pirate: If an activated knight is located on an intersection adjacent to the pirate, it may, as a knight action, move the pirate away in the same manner as the robber.

Commodities

Commodities are a type of currency introduced in Cities & Knights. There are three commodities, with each of the three commodities being associated with an existing terrain type: cloth is produced from pastures, coin is produced from mountains, and paper is produced from forests.

* Whenever a mountains, forest, or pasture hex produces, players with adjacent cities collect one resource and one commodity, instead of two resources. Hills and fields continue to produce two resources for players with adjacent cities, as brick and grain are not paired with commodities.
* Commodities are considered hand cards, and as such is subject to the hand limit, and may be stolen.
* Commodities may not be used to replace their resource counterparts in paying for actions. For example, roads may not be built with paper in the place of lumber.
* Resources may be traded for commodities, and commodities may be traded for resources.
* Control of a 2:1 harbor does not permit the trading of the related commodity at 2:1. For example, the prevailing trade rate for paper is 4:1 even if a player may trade lumber 2:1.

The Event Die

The event die is an additional die that is rolled at the start of the turn. The event die is a six-sided die, with three sides depicting a barbarian ship and three sides depicting a city gate in one of three colors: blue, green, and yellow.

City Improvements and the City Improvement Calendar

Aside from being trade fodder, commodities are used for building city improvements. There are three types of city improvements, with each type having five levels. Each type of city improvement is associated with one commodity.

In the English language editions of Cities & Knights, the City Improvement Calendar is used to denote the number of levels obtained in each type of city improvement. Each page in the calendar depicts the levels of improvement a player has obtained, as well as the cost of the next level of each building improvement. The reverse side of each calendar page acts as a replacement for the building cost reference cards.

Note that the cost of a ship from Seafarers is also included on the city improvement calendar, despite ships being absent from Cities & Knights; this is as the 3rd edition Cities & Knights lacked any form of building cost indication for Seafarers in its components, and later edition calendars are identical aside from graphics updates.

Since the switchover to plastic pieces, international version of Cities & Knights used a set of square tiles and a frame piece to denote city improvement levels; a separate set of building cost cards are also included. Players could purchase calendars as an alternative to these pieces at the Catan Shop for a nominal fee.

* A player is required to have at least one city in order to build a city improvement.
* A player, upon reaching the third level of a particular type of city improvement, unlocks a special benefit for the remainder of the game.
* Counting House: The counting house is the third level of trade improvement. A player who has built a counting house may trade commodities at the rate of 2:1. Note that like 2:1 harbors, two of the same commodity must be traded for any resource or (different) commodity.
* Fortress: The fortress is the third level of politics improvement. A player who has built a fortress may promote strong knights into mighty knights. Note that a player may still be able to acquire mighty knights without having built the fortress.
* Aqueduct: The aqueduct is the third level of science improvement. A player who has built an aqueduct may, upon any production roll that is not a 7, collect one resource if they otherwise do not gain any resources from the production roll.

Trade (Yellow) City Improvements

Name Red Die Cost

Market 1-2 1 coin

Trading House 1-3 2 coin

Counting House 1-4 3 coin

Bank 1-5 4 coin

Great Exchange 1-6 5 coin

The counting house is known as the Merchant Guild in the 3rd edition of Cities & Knights.

Politics (Blue) City Improvements

Name Red Die Cost

Town Hall 1-2 1 cloth

Church 1-3 2 cloth

Fortress 1-4 3 cloth

Cathedral 1-5 4 cloth

High Assembly 1-6 5 cloth

Science (Green) City Improvements

Name Red Die Cost

Abbey 1-2 1 paper

Library 1-3 2 paper

Aqueduct 1-4 3 paper

Theater 1-5 4 paper

University 1-6 5 paper

Metropolises

A metropolis is a type of add-on given to a city as a result of building city improvements. Only three metropolises may be built over the course of the game, one for each type of city improvement. Cities & Knights includes three markers to denote the player (or the city) currently in possession of each metropolis.

Pictured on the left is the Viking wood metropolis cap (left column) and the traditional wood metropolis arch (right column), with and without an attached city. All three of the markers are identical in color (gold for the Viking wood caps and yellow for the traditional arches).

It is to be noted that the original German release of Cities & Knights did not include metropolis arches, and as such the upgrade kit there (for compatibility between older base games and newer expansions) included metropolis arches.

* The first player to build the fourth level of a particular type of city improvement must claim one of their cities as the metropolis of that type.
* The metropolis status of a city may only be taken away by the player who is the first to build the fifth level of the same type of city improvement. A player stealing away metropolis status must claim one of their cities as the metropolis of that type; for the rest of the game, metropolis status cannot be subsequently stolen.
* A city may only claim metropolis status for only one type of city improvement. If a player wishes to claim metropolis status, they must have at least one non-metropolis city.
* A player with no non-metropolis cities may not build city improvements past the third level, even if the metropolises for the affected types have already been claimed.
* A metropolis is worth two additional victory points, on top of the victory point value of the city.

The Barbarian Track and the Defender of Catan Cards

As previously stated, the barbarian track was originally a special double hex piece meant to fit on the outside of the 3rd edition frame; since then it is a separate piece placed to the side of the game board. The barbarian track consists of eight spaces, and a barbarian ship is moved along the track. Whenever the barbarian ship reaches the final space on the track, a barbarian attack occurs.

Pictured on the left is the Viking wood barbarian ship (left) and the traditional wood barbarian ship (right). With the 3rd edition’s double hex track, both pieces are slightly too large to fit a space on the barbarian track (which is able to fit a Seafarers ship). Because of its imposing stature, it was common to see, in scenarios using both Seafarers and Cities & Knights, the role of the pirate and barbarian ship markers be swapped – the pirate became a figure that was larger and visually more recognizable, and the barbarian track had a marker piece that could actually fit in its spaces.

* At the start of the game, the barbarian ship is placed at the start of the track.
* Whenever, during production, the event die shows a barbarian ship, the barbarian ship advances one space along the track.
* Barbarian Attacks: Whenever the barbarians reach the last space on the track, a barbarian attack occurs. Barbarian attacks are always resolved before production is resolved.
* In a barbarian attack, the strength of the barbarians is represented by the combined number of cities (including metropolises) of all players, and the strength of the players in defense of the barbarians is represented by the combined strength of all activated knights.
* Barbarians always attack “the board as a whole”, and never any single individual island or group of islands therein. Thus, barbarian strength is always the total number of cities across the whole board. Similarly, knight strength is taken from all activated knights across the whole board and not any single individual island or group of islands therein.
* If the barbarians have greater strength, the barbarians are considered to be victorious in their attack. The players with the fewest number of activated knights must reduce one of their cities to a settlement. If there are ties for players with the fewest number of activated knights, all of the tied players must reduce one of their cities to a settlement.
* A metropolis may never be reduced to a settlement. Players with no cities, or whose only cities are metropolises, are excluded from consideration for the purposes of determining the players who are forced to reduce cities to settlements.
* A player may, as a result of a barbarian attack, have more settlements than available in their supply. In this case, a player must place a city on its side to denote that a city has been reduced to a settlement. Players with cities placed on their side are not compelled to upgrade those specific settlements to cities at the earliest opportunity, though they are compelled to replace cities placed on their sides with proper settlement pieces once supplies open up.
* If the knights have greater strength, or if the strength between the knights and the barbarians are tied, the knights are considered to have defeated the barbarians in their attack. The players contributing the highest total strength are rewarded for their efforts.
* If there is a single player with the highest knight strength contribution, that player wins a Defender of Catan card, worth one victory point. If more than one player has the highest contribution, each of the tied players may claim a progress card of any type of their choosing. If multiple players claim the same type of progress card, turn order determines the order in which the players draw their cards.
* The supply of Defender of Catan cards are considered infinite, although only six cards are included with a copy of Cities & Knights.
* After a barbarian attack, all active knights are deactivated, and the barbarian ship returns to the first space on the track.

Progress Cards

The Progress Card decks replace the development card deck of the base game. There are three progress card decks, one for each of the three types of city improvements.

* Progress cards are kept face-down until played.
* Progress cards, once played, are returned to the bottom of their decks. The sole exception to this are Constitution and Printer, which are both progress cards that grant victory points.
* A player may have four unplayed progress cards. If a player acquires additional progress cards beyond four, a player must choose cards to return to the bottom of their decks until the player has four unplayed progress cards.
* Normally, progress cards are earned whenever the event die shows a city gate. Depending on a player’s city improvement level and the outcome of the red die, a player may earn a progress card of the type specified by the color of the city gate shown on the event die.

Science (Green) Card Manifest

Name Qty Effect

Alchemist 2 Play before production dice are rolled. Set the production dice roll.

Crane 2 Build one city improvement for one less commodity. Cannot be combined with other

Crane cards. May be used on the first improvement to build it for free.

Engineer 1 Build one city wall.

Inventor 2 Switch two number tokens, other than 2, 6, 8, or 12.

Irrigation 2 Take 2 grain for each fields hex adjacent to a player’s own cities or settlements.

Medicine 2 Upgrade a settlement for 1 less ore and 1 less grain. Cannot be combined with other

Medicine cards.

Explorers & Pirates: May upgrade settlements to either harbor settlements or cities.

Mining 2 Take 2 ore for each mountain hex adjacent to a player’s own cities or settlements.

Printer 1 1 Victory Point

Road Building 2 Build two roads.

Seafarers: May build any combination of roads and ships totaling 2.

Smith 2 Promote two different knights one level each. Promotion is subject to normal rules.

Politics (Blue) Card Manifest

Name Qty Effect

Bishop 2 Move the robber, and steal one resource from each player with a settlement or city at

the robber’s new location.

Constitution 1 1 Victory Point

Deserter 2 An opponent must remove one of their own knights from the board. Afterwards, place a

knight of the same strength with the same activation status at the location of the

removed knight. If all knights of the same strength have already been placed, place

knights of lower strength instead. No knights are placed if the player does not have any

available to be placed.

Diplomat 2 Remove a road at the end of an open trade route. If a player’s own road is removed,

they may elect to place it again, following normal building rules.

Intrigue 2 Displace an opposing knight connected to a player’s own road network.

Saboteur 2 Each opponent that is tied or leading the player must discard half of their hand, rounded

down.

Spy 3 Look through another player’s set of progress cards and take one.

Warlord 2 Activate all deactivated knights.

Wedding 2 Each opponent that the player is trailing must give two cards from their hand to the

player. Affected players with fewer than two cards in their hand must give their whole

hand.

* The rules for the Saboteur is different in the English 3rd edition. Consult with the section on “Sabotaged Cities” for the rules therein.

Trade (Yellow) Card Manifest

Name Qty Effect

Commercial

Harbor

2 Offer a resource card to each opponent. If they have a commodity card in their hand,

they must accept the resource for the commodity card. If the opponent has multiple

commodity cards, the opponent may choose which card to give away. No cards are

exchanged if the opponent does not have any commodity card in their hand. A player is

not compelled to offer the resource to an opponent.

Master

Merchant

2 Look at the hand of any opponent the player is trailing and take two cards.

Merchant 6 Take control of the merchant (see “The Merchant” for more details).

Merchant Fleet 2 The prevailing trade rate for a single resource or commodity is lowered to 2:1 for the

rest of the turn.

Resource

Monopoly

4 Name a resource. Each opponent must give the player up to 2 cards of that resource if

they are present in their hand.

Trade

Monopoly

2 Name a commodity. Each opponent must give the player up to one card of that commodity if they are present in their hand.

* In the English 3rd edition, the player playing the Commercial Harbor may select the commodity taken in the forced trade. This was changed to the present rule, where the opponent chooses, in the English 4th edition.

The Merchant

The merchant is a neutral piece that is deployed using the Merchant progress card. Pictured on the left is the Viking wood merchant (left) and the traditional wood merchant (right). While the traditional piece is a nondescript cone, the Viking wood piece depicts a person holding a trade cart.

The Viking merchant is potentially one of the more contentious changes from traditional to Viking wood, given that it is considerably shorter, takes up less of a footprint, and doesn’t stand out visually as the traditional wood piece it replaced.

* When deployed, the merchant is placed on any resource-producing hex adjacent to a player’s own settlements or cities.
* The player to have last played the Merchant progress card is said to be in control of the merchant. The player in control of the merchant may trade the resource produced by the hex at a 2:1 rate.
* The merchant does not grant the player in control of it a 2:1 prevailing trade rate for any associated commodities; only resources are subject to the 2:1 benefit.
* The robber and the merchant act independently of each other. Specifically, the robber and the merchant may occupy the same hex, and if so, the player in control of the merchant may still use the merchant to perform 2:1 trade.
* Control of the merchant is worth one victory point.

The following additional rules are in effect when playing with rules from Seafarers. Consult with the Seafarers section of the Guide for more details on mechanics introduced therein:

* The merchant may not be deployed on a gold field hex.

Sabotaged Cities

Prior to the 4th edition, a city may be sabotaged through the use of the Saboteur progress card, forcing it to collect resources as if it was a settlement.

* Whenever a hex produces resources, players with adjacent sabotaged cities collect one resource instead of two (or one resource and one commodity, as appropriate).
* A player may not sabotage their own cities.
* Sabotaged cities are still worth two victory points, and contribute to barbarian strength during a barbarian attack. Any city walls present in a sabotaged city continues to function.
* A player may have any number of sabotaged cities. A player may continue to upgrade settlements to cities even if one of their cities is sabotaged.
* A metropolis may not be sabotaged. The rules do not dictate whether a sabotaged city can claim metropolis status.
* Sabotaged cities are represented by placing the city on its side. However, as this also represents cities that were reduced to settlements but cannot be represented due to lack of settlement pieces, care must be taken to ensure that the two can be differentiated.
* Sabotaged cities may be repaired as a build action for 1 lumber and 1 ore.

In the 4th edition, the Saboteur progress card was entirely redesigned, and cities may no longer be sabotaged by any means.

Scenario Rules

* The robber does not enter play until the first barbarian attack has occurred.
* The robber may not steal resources from players with adjacent knights, unless those players also have adjacent settlements or cities.

The following additional rules are in effect when playing with rules from Seafarers. Consult with the Seafarers section of the Guide for more details on mechanics introduced therein.

* Commodities are never produced from gold field hexes.
* Like the robber, the pirate does not enter play until after the first barbarian attack.
* The number of victory points needed to claim victory is increased by two.

# Catan: Traders & Barbarians Scenarios

Traders & Barbarians is the third expansion to Catan, and the first expansion to be released after the release of the English 4th edition. Most of the components had been previously available in standalone form, though there are also scenarios that are completely new to Catan, all with its own specialized set of components that justify this as a full expansion by itself, and not as a mere compilation.

As the English 4th edition was released after the switch of the international editions to plastic pieces and the introduction of the Viking wood pieces, wooden pieces are made available on the Catan Shop website for purchase. It is to be noted that the pieces used in the English editions of Traders & Barbarians is marketed as the Viking wood pieces for international audiences, even though there are no “traditional” counterparts to the Viking wood pieces for any of the pieces found in Traders & Barbarians.

When originally released, there was no specific compatibility between scenarios from Traders & Barbarians with other expansions. A major addendum was released online outlining scenario and variant compatibility not only between Traders & Barbarians scenarios with scenarios from other expansions, but also when combining the rules of different Traders & Barbarians scenarios together. Unfortunately, this documentation was not revised when Seafarers scenarios were redesigned in 2008, and thus many of these setups continue to reference outdated 2003 setups. (All setups have been reproduced and listed in the Guide, in the section for one of the scenarios making up the scenario combination.)

About the Scenarios

The scenarios in this section of the Guide are presented in the order in which they appear in the Traders & Barbarians manual. Note that some of the scenarios are reimplementations of earlier standalone mini-expansions; these will be introduced before their successors for the sake of simplicity.

Many of the scenarios in Traders & Barbarians have dedicated equipment specific to their scenario; these will be introduced in their respective sections of the Guide.

The Game Frame

Traders & Barbarians includes three frame pieces that are meant to replace three frame pieces from the base game. Each frame piece has its tab and slot labeled identically to the frame piece that they replace.

The three frame pieces, with 2, 5, and 6 on the tabs from top to bottom, are identical to their base game frame pieces in terms of their pre-placed harbors. The only difference between these pieces and the pieces that they replace is the lack of printed coastline along one or more of the edges. This is to accommodate “The Rivers” and “Traders & Barbarians”, which use hexes that lack a coastline to denote certain edges being inaccessible.

Unlike their base game counterparts, these frame pieces are not usable on their reverse sides, as they lack the blue sea pattern. Instead, there are colored backgrounds denoting the scenarios they are used in.

The Traders & Barbarians extension includes two additional frame extension pieces to accommodate some of the scenarios. They are identical to the two frame extension pieces without harbors from the base game extension, with the sole exception that they may not be used on their reverse sides (and thus cannot be used to make longer Seafarers or Explorers & Pirates boards).

Gold Pieces

Traders & Barbarians introduces gold pieces as a type of currency used in multiple scenarios.

* Gold is not considered part of the hand, and is thus not subject to the hand limit. Gold cannot be stolen, nor may it be taken using the Monopoly development card.
* The supply of gold is considered to be infinite. No player should ever be denied gold due to a resource shortage.
* Gold may be traded with other players, and any resource may be traded for gold.
* A player may, as a trade action, trade two gold for one resource up to twice per turn.

The following rules are also observed when playing any scenario using gold pieces with Cities & Knights. Consult with the Cities & Knights section of the Guide for more details on game concepts found there.

* Commodities may not be purchased with gold.
* Commodities may be traded for gold, at the prevailing trade rate.

When combining multiple scenarios that use gold pieces, including scenarios from outside Traders & Barbarians, all gold earned is considered identical. For example, gold earned from the rules found in “The Rivers” is not treated as a separate currency from gold earned from the rules found in “Barbarian Attack”.

## The Fishermen of Catan

“The Fishermen of Catan” was originally released as a standalone expansion for 3-4 players. The English language release was part of issue 12 of Games Quarterly magazine, in what would be their last regular issue before ceasing publication, despite having promised to publish more exclusive Catan content in the future. After the cessation of Games Quarterly magazine, “The Fishermen of Catan” was available for standalone purchase up until the release of Traders & Barbarians.

In the Netherlands, “The Fishermen of Catan” is sometimes regarded as the “seventh” of the Six Scenarios, in that it was published after the Six Scenarios, in much the same style of the Six Scenarios, before its inclusion in Traders & Barbarians.

Fish Tokens

Fish Tokens are a currency introduced in “The Fishermen of Catan”. Each fish token consists of a blue back on its reverse side, and one of four different items on its obverse: a single fish, two fish, three fish, or an old boot.

* Fish tokens are not resources. Although they are kept face-down when in a player’s possession, visible to only the player in possession of the fish token, they are not considered to be part of the hand, and not subject to the hand limit.
* Fish tokens may not be traded. They may also not be stolen.
* At the start of the game, all of the fish tokens are mixed together to form a draw pile.
* The supply of fish tokens is subject to the same resource shortage rules as resources. However, if the supply of fish tokens is fully depleted, the fish token discard pile is shuffled to form a new draw pile.
* A player may have up to seven fish tokens at any time. If at any point a player with seven fish tokens can acquire more, they may either decline new fish tokens, or return one of their fish tokens face-down to the supply for one of the newly-acquired ones. For example, a player with seven fish tokens may, when they receive a new fish token, return a single-fish token to the supply in the hopes of drawing a triple-fish token.
* All actions requiring fish tokens to be spent are expressed in a total number of fish. To exercise these actions, a number of fish tokens showing an amount of fish greater than or equal to the cost must be discarded. No change is given for excess fish used in an action.
* A player may not split fish tokens across multiple actions. For example, a player wishing to use an action costing two fish and another action costing four fish cannot pay for both actions together with two triplefish tokens, despite the fact that the two actions cost a total of six fish.
* Despite the fact that fish tokens may be used for actions involving building, actions costing fish tokens are generally categorized as trade actions, as they cannot be used during the Special Build Phase.
* The Old Boot: If a player draws the Old Boot, they must immediately reveal it and turn it face up. Thereafter, the old boot does not count towards a player’s seven fish tokens.
* The player with the old boot requires one additional victory point in order to declare victory. Note that this is specifically not a victory point penalty: for example, a player with nine victory points and the old boot is considered to be leading against a player with only eight victory points, even though both players require the same number of victory points to declare victory. Similarly, two players with nine victory points are considered tied, even if one of them has the old boot.
* The player with the old boot may pass the old boot to any player they are currently trailing during their turn.

Fishing Grounds

Fishing grounds are small add-on pieces that are placed either on top of an ocean hex or on the edge of the game frame. Fishing grounds are always placed so that they are adjacent to two land hexes (the top-right edge and the bottom-right edge, as oriented in the diagram on the left), and allow for any settlement or city that are at the three intersections to produce fish tokens on a production roll matching that of the number token printed on the fishing ground.

Fishing tokens are typically never placed on top of harbors or vice-versa, although it is possible that an intersection may be affected by both a fishing token and a harbor.

All fishing grounds have pre-printed number tokens, though the Guide may present a fishing ground without a number token, as is the case on the left, as a placeholder for a generic fishing ground.

Lake Hexes

Lake hexes are hexes that produce fish tokens. These hexes were first introduced in the Traders & Barbarians expansion proper, and were not part of the standalone expansion.

Most scenarios making use of rules from “The Fishermen of Catan” do not specifically use lake hexes, but those that do strongly advise that lake hexes be not placed on a coast. This is to ensure that lake hexes are not also affected by fishing grounds.

On the left is the lake hex included with the Traders & Barbarians extension. Like the hex included with Traders & Barbarians itself, this hex has pre-printed number tokens, and is designed so that there is a one-in-six chance that the hex produces for an adjacent settlement or city.

Scenario Rules

* During initial placement, a player placing their second settlement on a fishing ground receives a fish token. Players placing their first initial settlement on a fishing ground, or either settlement adjacent to a lake hex, do not receive any fish tokens.
* The robber is present in the game, and begins the game off of the board.

Game is to 10 points.

The following additional rules apply when playing with rules from Seafarers. Consult with the Seafarers section of the Guide for more information with regards to the mechanics found therein.

* Ships do not have any effect on adjacent fishing grounds.
* The pirate does not block production of any fishing grounds.

The following additional rules apply when playing with rules from Cities & Knights. Consult with the Cities & Knights section of the Guide for more information with regards to the mechanics found within.

* Fish tokens may not be earned from the effect of the aqueduct or any progress card.
* A player who has built the aqueduct, and otherwise receiving only fish tokens for production, may use the effect of the aqueduct to take a single resource.

The following additional rules apply when playing with rules from “Catan for Two”. Consult with the “Catan for Two” section of the Guide for more information with regards to the mechanics found within.

* Trade tokens are not used in this scenario.
* Fish tokens do not fully replace the role of trade tokens. Specifically, they cannot be earned from building coastal or desert settlements, or from discarding played Knight development cards.
* Each player begins the game with two single-fish tokens, two double-fish tokens, and one triple-fish token.
* The trailing player may make any action requiring fish tokens to be spent for one less fish. If both players are tied, both players must pay full price for fish token actions.

Setup Notes

Harbor placement on the frame in the setup diagrams is based on the default harbor placement on the frame pieces. As usual, variable harbor placement is permitted by using the base game’s harbor tokens to cover up their counterparts on the frame.

## The Great River

“The Great River” was originally presented as a standalone scenario in both English and German, and was included as part of the German Atlantis expansion. The English release of this scenario was part of issue 10 of Games Quarterly, in an effort to transition from free issues to paid issues. (At the time, back issues were made available for free download on their now-defunct website.) The transition of issues from free to paid allowed for exclusive gaming content to be introduced with each issue, although Games Quarterly would cease publication altogether after only two additional issues.

The Great River Piece

The namesake Great River is a triple-hex piece depicting a mountain hex, a hill hex, and a hex that acts functionally identical to a desert hex. This last hex forms the mouth of the river, and is known as a swampland hex. The Great River itself is meant to replace the three hexes depicted therein in any scenario where its rules are to be incorporated.

In Atlantis, the three hexes are split up into three single-hex pieces.

Scenario Rules

* The robber is present in the game, and begins on the swampland hex.
* Players may not place their initial settlements adjacent to the swampland hex.
* Gold Points: Each road on the edge of the river piece, or running across the river, grants one Gold Point to its owner. Each settlement and city located at one of the intersections adjacent to the river piece is worth two points to its owner.
* Note that there is no restriction against placing initial settlements adjacent to the river piece other than that of the swampland, thus it is possible to start the game with gold points or even additional victory points.
* Every three gold points is worth one victory point.

Game is to:

* 12 points, without Cities & Knights
* 14 points, with Cities & Knights

## The Rivers

“The Rivers” is a revised version of “The Great River” that introduces additional mechanics not found in their predecessor.

The River Pieces

The shorter river piece of “The Rivers” is reminiscent of that of the standalone Great River, with the main difference being that the mouth of the river is oriented differently, with only one side of the swampland hex being rendered inaccessible. Like its Great River counterpart, it consists of a single triple-hex piece.

The interior edges of all river pieces, all crossing the river, are known as “bridge edges”, as only bridges may be built across the river.

Traders & Barbarians introduces a second longer river, consisting of two double-hex pieces that are meant to be joined together. This piece is identical to the shorter river, except with the addition of a pasture hex flowing between the hills and swampland hexes.

This river piece is included with the Traders & Barbarians extension. It consists of a single hex piece and a double-hex piece, with the single hex being the mountain hex and the double-hex piece being the two pasture hexes. Despite being at the mouth of the river, the second pasture hex is not generally regarded as a swampland hex, as it also produces resources.

Bridges

Bridges are a special type of road that may be built only over river edges.

* A player may not build a bridge during initial placement.
* A player receives 3 gold upon building a bridge.
* As a type of road, bridges are considered as roads for the purposes of determining the Longest Road.
* The Road Building development card may not be used to build a bridge.

The following additional rules are in place when playing with rules from Cities & Knights. Consult with the Cities & Knights section of the guide for further information on the mechanics introduced within.

* The Road Building progress card may not be used to build a bridge.

Wealthiest Settler and Poor Settler Tiles

The Wealthiest Settler and Poor Settler tiles are special bonuses that apply in this scenario. Some scenarios may only use the Wealthiest Settler, while others may use both; few scenarios use Poor Settler exclusively.

* The players with the fewest number of gold pieces are collectively referred to as the Poor Settlers. Each Poor Settler receives a Poor Settler tile, which confers a penalty of two victory points. A Poor Settler relinquishes their tile if at any point they no longer have the fewest number of gold pieces.
* Note that it is possible to have all of the players to have the same amount of gold, in which case all of the players are Poor Settlers and are penalized equally.
* If there is a single player with the most number of gold pieces, they are considered the Wealthiest Settler. The Wealthiest Settler is not awarded if there is a tie for having the most amount of gold, and must be relinquished if the player spends gold to the point where they are no longer in sole possession of having the most gold. The Wealthiest Settler tile is worth one victory point.

Scenario Rules

* The robber is present in the game, and begins on any swampland hex.
* Players receive one gold for building a settlement on an intersection adjacent to the river tiles, or building a road on an edge adjacent to the river tiles. This gold may be awarded during initial placement.
* In the 4th edition of Traders & Barbarians, there was no restriction on how many times resources may be purchased for gold in a given turn. Since the 5th edition, the standard restriction of twice per turn applies, to be consistent with international editions (which never had this quirk) as well as for consistency with other scenarios making use of gold pieces.

Game is to 10 points.

The following additional rules are in effect when playing with rules from Cities & Knights. Consult with the Cities & Knights section of the Guide for additional information with regards to mechanics found within.

* A player may pay 5 gold in lieu of being forced to reduce a city to a settlement following defeat against the barbarians.

The following additional rules are in effect when playing with rules from “Catan for Two”. Consult with the “Catan for Two” section of the Guide for additional information with regards to mechanics found within.

* As swampland hexes are functionally identical to desert hexes, players receive two trade tokens for building settlements adjacent to a swampland hex, in addition to earning 1 gold as outlined in the rules of this scenario.
* Neutral players do not collect gold pieces, and are excluded from consideration for the purposes of determining Wealthiest Settler and Poor Settler.
* Whenever either player builds a bridge, a bridge must also be built for a neutral player whenever possible. If not, a road must be built.

Setup Notes

Harbor placement on the frame in the setup diagrams is based on the default harbor placement on the frame pieces. As usual, variable harbor placement is permitted by using the base game’s harbor tokens to cover up their counterparts on the frame.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 3 Bridges

Cities & Knights Additions

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Bridge 2 brick, 1 lumber

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall 2 brick

Knight 1 ore, 1 wool

Knight Activation 1 grain

Knight Promotion 1 ore, 1 wool

## The Caravans

“The Caravans” was originally released as “The Great Caravans”, a free mini-expansion in Germany, before being revised for inclusion in Traders & Barbarians.

Oasis Hex

The oasis hex is a special desert hex containing three arrows that extend from the center of the hex out to three of its intersections. In setting up a scenario with an oasis hex, the orientation of the hex generally does not matter; if there are multiple oasis hexes, each oasis hex may be oriented differently from the rest.

Each of the lines extending from the center of the hex marks the start of a camel path.

Camels

Camels are special directional pieces that are placed on edges. When originally released, camel pieces were cardboard pieces. A line of camels, with the head of each camel pointing to the tail of the next, is known as a caravan.

* Camels are placed on the board at the end of any turn that a settlement is either built or upgraded to a city. If a settlement was built or upgraded during the Special Build Phase, camels are also placed there, following the Special Build Phase and before the start of the next player’s turn.
* The supply of camels is considered finite. If all of the camels have been placed on the board, no further voting rounds occur.
* Voting Rounds: The placement of camels is governed by voting rounds. Each player, starting with the player whose turn has finished, makes a bid by placing resources face up in front of themselves. Each player is given one vote per card bid, and the camel is placed in the location agreed upon by the majority of votes. All resources bid in voting rounds are returned to the supply.
* A player is unable to amend their bid after they have voted.
* A player may commit their votes to multiple locations, and need not commit all of their votes to a single location.
* If two or more locations are equally preferred, the player who has a plurality of votes decides where the camel will be placed. This location may or may not be one of the preferred locations, and the player deciding where to place the camel need not have voted for any of the preferred locations (or have lent their votes to more than one preferred location).
* If there are two or more players tied for the plurality of votes (including if no one votes), then the player whose turn has ended places the camel. This player need not be in the plurality, nor their votes have contributed to any of the most preferred locations.
* Camels are always placed either in front of an existing caravan, or pointed away from an oasis hex to form a new caravan. The first camel in a caravan may not be placed adjacent to the oasis hex; it must be positioned on the edge directly facing the arrow, with the arrow from the oasis pointing to the tail of the camel.
* Camel placement is independent of any roads that may already be present on an edge. An edge may have both a road and a camel on it.
* Camel paths may not branch off, although they may converge on each other or loop back on itself. Specifically, it is possible for a camel path to return to an oasis hex and proceed along its edges.

Scenario Rules

* The robber is present in the game. It begins the game off of the board.
* Wool and grain may be used to bid during voting rounds.
* Roads on edges with camels are treated as two roads for the purposes of determining the Longest Road.
* Settlements and cities that lie within a camel path is worth one additional victory point.

Game is to:

* 13 points, without Cities & Knights
* 15 points, with Cities & Knights

The following additional rules are in effect when playing with Cities & Knights. Consult with the Cities & Knights section of the Guide for additional rules with regards to mechanics found within.

* Instead of wool and grain, brick and lumber may be used to bid during voting rounds.

The following additional rules are used when playing with “Catan for Two”. Consult with the “Catan for Two” section of the Guide for additional rules with regards to mechanics found within.

* Two camels are placed instead of one in each voting round, with the winner being able to place both camels. If the votes are tied, then each player places one camel.
* If one player wins a voting round and places both camels, they must, whenever possible, extend different caravans.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

Cities & Knights Additions

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall 2 brick

Knight 1 ore, 1 wool

Knight Activation 1 grain

Knight Promotion 1 ore, 1 wool

## Barbarian Attack

“Barbarian Attack” is one of the two signature scenarios of “Traders & Barbarians”. Although at first it was not compatible with Cities & Knights due to a reimplementation of two mechanics central to Cities & Knights (knights and barbarians), a subsequent rule addendum was posted on the Catan website that allowed for an alternate version of the scenario to be played with game pieces from Cities & Knights, while incorporating as many mechanics from both this scenario as well as Cities & Knights as possible.

The “Barbarian Attack” Development Card Deck

“Barbarian Attack” includes its own development card deck that replaces the one from the base game.

* Unlike the development cards from the base game, these development cards are immediately resolved once drawn, and put into a discard pile. Should the development card deck be exhausted, the discard pile is shuffled to form a new development card deck.

Name Qty Effect

Knighthood 14 Place a knight on any edge adjacent to a castle hex not occupied by another knight.

Black Knight 4 Place a knight on any edge on the board not occupied by another knight.

Intrigue 4 Remove one barbarian from the board and add it to a player’s collection of captured

barbarians. If there are no barbarians on the board, discard this card, draw another card, and follow its effect.

Treason 4 Collect 2 gold. Move two barbarians from two different hexes, and place them on any unconquered hex. If there are fewer than two barbarians on the board, take any needed barbarians from the supply.

When playing with Cities & Knights, this deck is set aside in favor of the progress card decks from the expansion. Consult with the Cities & Knights section of the guide with respect to rules regarding progress cards.

The Castle Hex and Color Die

The castle hex is a new hex introduced for this scenario.

As depicted on the left, the castle hex has each edge labeled with a symbol and a number; opposite sides share the same symbol. If multiple castle hexes are used, all castle hexes must be oriented in the same direction. (In practice, castle hexes may be oriented with a 180 degree rotation.)

In international versions of Traders & Barbarians, the castle hex is not labeled with numbers or symbols; instead, each edge is labeled with a color, with opposite sides sharing the same color. A special six-sided color die is also included with Traders & Barbarians, with two of the six sides having one of the three edge colors: purple for 1 and 4, green with 2 and 5, and orange with 3 and 6. The design differences between the English and international versions of Traders & Barbarians is likely to prevent the addition of an additional die to English language sets: the function of the color die can be duplicated with an existing die.

The castle hex is the location in which new knights may be deployed on the board. Although it has the same general coloring as a pasture hex, the castle hex itself does not produce resources. The orientation of the castle hex, as well as the color die in international versions, plays a role in how knights may be lost when capturing barbarians in this scenario.

Barbarians

Barbarians are the unique neutral piece introduced in this scenario, which seeks to disrupt all players by interfering with production along coastal hexes.

* Barbarians are placed whenever a player builds a settlement or upgrades a settlement to a city. There are only a finite number of barbarians; if there are no remaining barbarians that may be placed, then no further barbarian attacks will occur.
* In custom scenarios, there may be multiple landmasses where barbarians may attack. “Barbarian Attack” presumes that only one landmass may be attacked; terrain outside of the landmass are never subject to attacks. However, events that occur outside of the main landmass (for example, expanding to an outlying island) will still trigger barbarian attacks.
* Whenever barbarians attack, three attack rolls occur.
* Attack Rolls: In each attack roll, the dice are rolled, and a barbarian is placed on a coastal hex with a number token matching that of the number rolled. Each attack roll guarantees that a barbarian will be placed: if a 7 is rolled, then the dice are re-rolled until a new number is rolled.
* If multiple attack rolls are made, each attack roll must result in a different number. If an attack roll matches that of a number previously rolled in the same attack, the dice are re-rolled until a new number is rolled.
* In a 3-4 player game, if there are multiple hexes in which a barbarian may be placed, the player to move may choose any one of the hexes to receive the barbarian. However, whenever possible, barbarians must be distributed evenly between all eligible hexes. Note that since duplicate attack rolls are not permitted, this also means that hexes that are not chosen in an attack roll cannot receive barbarians in the same attack.
* In a 5-6 player game, if there are multiple hexes in which a barbarian may be placed, all of the hexes receive a barbarian. This is the only case in which more than one barbarian is placed for each attack roll.
* There should not be any scenario in which there are no eligible hexes due to the lack of a coastal hex with a suitable number token, but in this scenario, attack rolls may be ignored, and no barbarian placed.
* Note that barbarians may only be placed on coastal hexes as a result of an attack roll. Most setups do not allow barbarians to be displaced into interior hexes.
* Conquered Hexes: If a hex contains three barbarians, it is considered conquered, and no longer produces resources. By convention, the number token is flipped over to show that the hex is no longer productive.
* A conquered hex can no longer accumulate barbarians. If, on an attack roll, the only eligible hexes for barbarian placement are all conquered, then the attack roll may be ignored, and no barbarian placed.
* If at any point a hex returns to having fewer than three barbarians, it is once again productive (and its number token is flipped right-side up), and may be subject to further barbarian attack.

When playing with Cities & Knights, the barbarian mechanic of Cities & Knights is ignored in favor of the mechanics presented in this scenario. Barbarians do not attack when a settlement is built or upgraded to a city; instead, barbarians will attack whenever the barbarian ship is rolled on the event die or whenever a city improvement is built.

* If the barbarian ship is rolled on the event die, and the production roll is not a 7, then one attack roll is performed, using the outcome of the production roll as the result of the attack roll. No barbarians are placed if a 7 is rolled for production.
* If a player builds a city improvement, one attack roll is performed, in accordance with the rules above.
* Unlike the scenario without Cities & Knights, the supply of barbarians is considered infinite: whenever possible, a player must trade in three captured barbarians for their choice of a Catan chit or a Defender of Catan card; both are treated identically, and act as a substitute for the victory point represented by the captured barbarians.

Consult with the Cities & Knights section of the Guide with respect to the rules regarding the event die and city improvements.

The following additional rules also apply when playing with “Traders & Barbarians”. Consult with the “Traders & Barbarians” section of the Guide for additional information with regards to the mechanics presented therein.

* Hybrid Barbarians: Because both scenarios use the same set of barbarian pieces, the combined scenario uses a hybrid of the two rulesets. Barbarians are primarily associated with hexes, but may also be associated with an edge adjacent to a hex, or, for trade hexes, one of the internal paths.
* Only one barbarian may be associated with an edge, even if they are associated with different hexes.
* No barbarians are placed or moved if a 7 is rolled for production. Instead, the player to move may steal a resource from any opponent.
* Whenever a barbarian is placed, it must be associated with an edge or internal path whenever possible.
* A barbarian cannot switch to a different edge or internal path once placed, unless they are displaced by the wagon or the Treason development card. Note that wagons are unable to displace barbarians that are not associated with edges.
* Barbarians may be displaced into interior hexes by either the wagon or the Treason development card, contrary to the rule of base “Barbarian Attack”. As such, interior hexes may be conquered as well.
* A trade hex is only considered conquered if it produces resources, and, as a resource producing hex, it is conquered like any other resource producing hex (i.e. with the presence of three barbarians).
* Commodities may be delivered to trade hexes that are conquered; whether or not a trade hex has been conquered has no bearing on whether or not a commodity may be delivered there.

Knights

Knights are a unit that may be used to capture barbarians.

* Knights may only be placed as a result of the Knighthood development card. Whenever they are deployed, they are placed on one of the six edges adjacent to the castle hex.
* Only one knight may occupy an edge at any given time.
* In custom scenarios, there may be multiple landmasses where barbarians may attack. “Barbarian Attack” presumes that only one landmass may be affected by barbarian attacks. In such a scenario, knights may not move off of the landmass.
* During the movement phase, each knight may move up to three adjacent edges. Knights may pass through other knights en route to their destination. Additionally, once moved away from the castle hex, a knight may not return to an edge adjacent to the castle hex, though it may pass though these edges en route to their destination.
* A player may pay to have any knight move one knight two additional edges. Any number of knights may receive extra movement, but extra movement must be paid once for each knight.
* In a 5-6 player game, knights must be moved away from the castle hex on the same turn it is placed. If a knight is placed during the Special Build Phase, it must move after a player has made all of their build actions. This is the only time in which a knight may move outside of the movement phase.
* Note that a knight cannot move during the Special Build Phase unless it was placed during the Special

Build Phase.

When playing with Cities & Knights, the knights from this scenario are replaced by those from Cities & Knights, but most of the mechanics for knights in this scenario are retained.

* Knights are built and promoted as per the rules of Cities & Knights, but are placed on edges and moved during the movement phase as per the rules of this scenario. In particular, they do not impede roads for the purposes of the Longest Road bonus, nor is their movement restricted to a player’s own road network. (Conversely, they do not enjoy the advantages of unlimited movement along a player’s own road network either.)
* During the movement phase, each knight, regardless of its rank or activation status, may move up to three adjacent edges.
* Players may not pay resources during the movement phase for extra movement. Rather, an activated knight may deactivate in order to move two extra edges. This counts as a knight action, and as such a knight that had taken a knight action on its turn and subsequently reactivated cannot use extra movement, nor may a knight displace another knight after taking extra movement.
* Note that knight activations are build actions, and thus a knight cannot be activated during the movement phase.
* Knights that are displaced are deactivated if they were previously active.

The following additional rules also apply when playing with “Catan for Two”. Consult with the “Catan for Two” section of the Guide for additional information with regards to the mechanics presented therein.

* The Foreign Knight: There is one neutral knight in play, known as the Foreign Knight. At the start of the game, the Foreign Knight begins the game off of the board, and it is brought into play whenever the first knight is placed onto the board.
* Aside from the fact that it is represented by a knight belonging to a neutral color, there is otherwise no association between the Foreign Knight and either of the neutral players.
* The Foreign Knight may be moved by either player during their respective movement phases, but a player must move all of their own knights before moving the Foreign Knight. A player may move the Foreign Knight even if they have no knights of their own.

Scenario Rules

* The robber is absent in this scenario.
* The Largest Army bonus is not present in this scenario.
* Conquered Settlements and Cities: If there are no unconquered land hexes adjacent to a settlement or city, the settlement or city is considered conquered. By convention, the settlement or city is placed on its side to show its conquered status. Conquered settlements and cities are not worth any victory points to their owners, and harbors may not be used if they are connected to a conquered settlement or city.
* If at any point a hex adjacent to a conquered settlement or city is liberated, the settlement or city becomes productive once more.
* Capturing Barbarians: At the end of each turn, all hexes with barbarians, starting at any castle hex and proceeding clockwise, are checked to see if barbarians may be captured. Barbarians may be captured if there are more knights on the edges around the hex than there are barbarians on the hex. Whenever this occurs, the players distribute the barbarians on the hex evenly amongst themselves.
* If there are not enough barbarians for all involved players to receive an equal amount of barbarians, players must roll off to determine which players receive barbarians. Those who do not receive a barbarian receive three gold instead.
* In a 5-6 player game, capture checks are performed after each player has made their build actions (and, if applicable, knight movements) in the Special Build Phase.
* Knight Casualties: Whenever a capture occurs, a die is rolled to determine if there are any casualties that may arise as a result of battle. One die is rolled (the color die in international versions of Traders & Barbarians), and all knights in the direction of the result of the die (as indicated by the castle hex) as well as its opposite side are deemed casualties and removed from the board. For each Knight claimed as a casualty, its owner receives 3 gold as compensation.
* Note that capturing barbarians only occur at the end of a turn, and never after the Special Build Phase in a 5-6 player game. The capturing of barbarians may result in casualties that affect whether or not capture occurs on other hexes.
* Every two barbarians captured is worth one victory point.

Game is to:

* 12 points, without Cities & Knights
* 13 points, with Cities & Knights

The following additional rules also apply when playing with any scenario taking rules from Seafarers. Consult with the Seafarers section of the Guide for more information with regards to the mechanics presented therein.

* Ships may be built on or moved to the edge of a conquered hex, but shipping lines may only be extendedfrom those that are anchored to an unconquered settlement or city.

The following additional rules also apply when playing with Cities & Knights. Consult with the Cities & Knights section of the Guide for more information with regards to the mechanics presented therein.

* Every three barbarians captured is worth one victory point, instead of two. Whenever possible, barbarians should be traded in for a Catan chit or a Defender of Catan card, as previously stated.
* A city with city walls does not prevent a city from being conquered, though if a city with city walls is conquered, the owner of the city is not subject to a reduced hand limit.
* A metropolis is never considered conquered (and thus always worth its full victory point value), however, they may be rendered unproductive if all of its adjacent resource-producing hexes are conquered. While it is in its “quasi-conquered” state, a player may not expand past a metropolis.
* Note that a metropolis that would otherwise be conquered may still be subject to losing its metropolis status. If a metropolis loses its status, it may be immediately considered conquered if it is not adjacent to any unconquered hexes.
* The rules do not state if city improvements may be built if a player’s only non-metropolis cities are conquered. Similarly, the rules do not state if a conquered city may be claimed as a metropolis.
* The merchant may not be placed on a conquered hex. If the merchant is present at a hex when it is conquered, the merchant’s trading ability may no longer be used until it is moved.
* While the merchant is located at a conquered hex, it is not worth any victory points to its controller.
* Knights must be active in order to capture barbarians. All active knights automatically contribute to capturing barbarians. A player cannot decline to have one of their activated knights contribute to the capture of barbarians (for instance, to save the knight so that it can liberate another conquered hex instead).
* When capturing barbarians, the number of barbarians on the affected hex is compared to the total strength of active knights on the edges around the hex. For example, a mighty knight that is activated is able to capture any unconquered hex with barbarians by itself.
* A strong and mighty knight, if affected by the casualty roll, is demoted instead; basic knights are removed from the board.
* A knight taken as a casualty is always demoted to the next highest rank available. In the event of a lack of pieces, this means that a knight may be demoted more than one rank. Players receive as compensation 3 gold for each rank demoted.
* All knights that capture barbarians and survive the casualty roll (including those that are demoted) are deactivated.
* The number of victory points needed to claim victory is increased by one.

The following additional rules also apply when playing with “Catan for Two”. Consult with the Cities & Knights section of the Guide for more information with regards to the mechanics presented therein.

* Note that as neutral players build whenever either player builds, barbarians may make two separate attacks off of the same action. For example, after a player builds a settlement, the first attack occurs. Because a neutral settlement must also be built whenever possible, a second attack will occur after that settlement is placed.
* A player may, as a trade token action, move a barbarian from one coastal hex to another coastal hex. As with normal barbarian placement, barbarians may not be moved to interior hexes, nor may they be moved to a coastal hex that already has three barbarians.
* A player may liberate hexes, and cities associated therein, if they use a trade token action to move barbarians.
* When barbarians are captured with the assistance of the Foreign Knight, the Foreign Knight is not ignored for the purposes of distributing barbarians. Barbarians claimed by the Foreign Knight are simply returned to the supply.
* When players are required to roll off against the Foreign Knight, the dice are not rolled for the Foreign Knight; rather, the roll of the Foreign Knight is always assumed to be 3.
* The Foreign Knight may never be claimed as a casualty when barbarians are captured. If it otherwise would be claimed as a casualty, it is simply ignored.
* Players receive two gold and one trade token as compensation for a knight casualty instead of three gold.

Setup Notes

According to the official rules addendum for Traders & Barbarians, where combining the rules of “Barbarian Attack” with scenarios from other expansions is discussed, “Barbarian Attack” generally requires a singular landmass in which at least one of every number token lies along a coast. Scenarios lacking this quality (including scenarios where there are multiple large landmasses, each of which contains at least one of every number token along its coast) are generally unsuitable for combination with “Barbarian Attack”.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 6 Knights

Cities & Knights Additions

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall 2 brick

Knight 1 ore, 1 wool

Knight Activation 1 grain

Knight Promotion 1 ore, 1 wool

Movement Phase Costs

Extra Knight Movement 1 grain

Setup Diagrams

In addition to the following setup diagrams, the following scenarios have specific setups used for combination with rules with “Barbarian Attack”. Consult their respective sections in the Guide for specific setup details and any rule changes resulting from scenario combinations.

* The Fog Islands (Seafarers)
* Through the Desert (Seafarers)
* The Forgotten Tribe (Seafarers)
* The Pirate Islands (Seafarers)
* The Wonders of Catan (Seafarers)

## Traders & Barbarians

“Traders & Barbarians” is the flagship scenario of this expansion.

The “Traders & Barbarians” Development Card Deck

“Traders & Barbarians” introduces its own development card deck, replacing the one from the base game.

Name Qty Effect

Knight 22 Move any one barbarian. If the barbarian is moved onto a road, the player may steal a resource from its owner.

Road Building 6 Place two roads, as if they were newly-built.

Swift Journey 6 Play after the wagon has moved. The player may move the wagon a second time.

Victory Point 3 1 Victory Point. May only be played when a player may claim victory after all victory

point cards are revealed. Each victory point card is named for a trade hex: Quarry,

Glassmaking, and Toolmaking.

When playing this scenario with rules from “Barbarian Attack”, this development card deck is set aside in favor of the development card deck from “Barbarian Attack”. When playing this scenario with rules from Cities & Knights, the development card deck from this scenario is set aside in favor of the progress card deck.

Trade Hexes and Commodity Tokens

“Traders & Barbarians” makes use of three hexes known collectively as the trade hexes. Each of the hexes contains a set of paths that lead to the interior of the hex (known as the central plaza), and is associated with a set of tokens depicting the type of hex on its reverse side; these are known collectively as the commodity tokens.

The castle hex is one of the three types of trade hexes. The commodity tokens for the castle hex depict either tools, to be delivered to the quarry, or sand, to be delivered to the glassworks.

In the original German release of Traders & Barbarians, the castle hex was printed on the back of the castle hex from “Barbarian Attack”, meaning that the two scenarios could not be combined together. This was not the case for the English language release, and newer editions of the German release also have the two hexes separate.

The quarry hex is the second of the three types of trade hexes. All commodity tokens for the quarry hex either show marble, to be delivered to the castle, or sand, to be delivered to the glassworks.

Although international releases have always depicted the quarry on a red background reminiscent of hills, it is only in the 5th edition where this was adopted for the English release; in the 4th edition, the quarry used a green background reminiscent of pasture hexes. Although none of the trade hexes normally produce resources, some scenarios where trade hexes produce resources has the quarry produce brick, hence the background.

The forest hex is the third of the three types of trade hexes. All commodity tokens for the glassworks hex either show glass, to be delivered to the castle, or tools, to be delivered to the quarry.

Note that unlike the castle and quarry, the rear path of the glassworks remains accessible in the English version. International releases of Traders & Barbarians have the trade hexes all have their rear path and the paths beside them be inaccessible.

In the Traders & Barbarians extension, all three trade hexes are available in a version that has all six internal paths and paths on all six sides.

With the Traders & Barbarians extension, it is possible to have multiple trade hexes. However, there is only a single supply of commodity tokens per type of trade hex.

Wagons

Commodity tokens are moved around from trade hex to trade hex by means of a wagon. Wagons are units whose movement is governed by the movement phase, and whose abilities are outlined by the Baggage Train.

* Any number of wagons may occupy an intersection, and wagon movement is never impeded by the presence of other wagons.
* Wagon Movement: During the movement phase, a number of movement points, as indicated by the Baggage Train, is given to the wagon. Wagons may move along edges to adjacent intersections, which expends some of their movement points.
* A wagon may not move “partially” to an intersection. It must start and end their movement on an intersection.
* Movement over an edge with no road costs two movement points. Movement over an edge with a road costs one movement point, though if the road belongs to an opposing player, the owner of the wagon must pay 1 gold to the owner of the road.
* A wagon does not need to expend all of their movement points (and, in some cases, may be unable to do so), but it must stop its movement whenever it arrives at the central plaza of any trade hex.
* Extra movement allows the wagon to have two additional movement points.
* Deliveries: At the start of the game, the wagon is empty, and the wagon may pick up a commodity at the central plaza of any trade hex, from the appropriate commodity token supply. Thereafter, when the wagon arrives at the trade hex associated with the commodity, the commodity is considered delivered, and a new commodity token is drawn.
* Each successful delivery is worth one victory point. In addition, the player earns gold in accordance with the Baggage Train.
* Each wagon may only be delivering a single commodity at any given time. If there are multiple trade hexes where a commodity may be delivered, the player may direct their wagon to any of them.

The following additional rules are in effect when playing with Seafarers. Consult with the Seafarers section of the Guide for rules regarding mechanics discussed therein.

* Wagons may move over water the same as with land. Movement over an edge with a ship costs one movement point, though if the ship belongs to an opposing player, the owner of the wagon must pay 1 gold to the owner of the ship.

Barbarians

Barbarians are pieces that are placed on edges that impede the progress of wagons by increasing their movement cost. When suitably upgraded, wagons may be used to drive off the barbarians and move them elsewhere on the island.

* There are always a total of three barbarians. These barbarians may begin the game already on the board, or off of it.
* Each edge may only be occupied by one barbarian.
* Whenever a 7 is rolled for a production, the player may move one of the barbarians. If the barbarians move to an edge with a road, the player may steal one resource from the owner of the road.
* If barbarians start the game off of the board, all of the barbarians must be placed before any of them may be moved.
* The presence of a barbarian increases the movement cost of a wagon passing through it by two points.
* Driving Off Barbarians: A player may attempt to drive off a barbarian with their wagon, if their wagon is at an adjacent intersection. One die is rolled, and if the roll matches that of any shown on a player’s Baggage Train, the barbarian is driven off.
* When a barbarian is driven off, it must be moved to another edge not already occupied by a barbarian. Unlike moving a barbarian from a production roll, resources may not be stolen.
* Only one attempt at driving off a barbarian may be made per turn. The attempt to drive off a barbarian does not affect the wagon’s ability to move: the wagon may continue moving if it has any movement points remaining.

The following additional rules are in effect when playing with Seafarers. Consult with the Seafarers section of the

Guide for rules regarding mechanics discussed therein.

* Barbarians may be placed on intersections over water, in order to impede the movement of wagons over water.

The following additional rules are in effect when playing with Cities & Knights. Consult with the Cities & Knights section of the Guide for rules regarding mechanics discussed therein.

* The Alchemist progress card may not be used to determine the roll used to drive off barbarians. It may only be used for determining the production roll.
* Knights may, as a knight action, drive off a barbarian located at an adjacent edge.

Baggage Train

The Baggage Train is a series of five cards used to outline the abilities of a player’s wagon. Specifically, the number of movement points allotted to the wagon during each movement phase, the amount of gold received for each delivery made by the wagon, as well as die rolls that allow the wagon to drive off a barbarian. Each card depicts one level of the baggage train, and cards are progressively flipped over as the baggage train is upgraded.

* At the start of the game, the baggage train is at the lowest level.
* Upgrading the baggage train to the highest level is worth one victory point.

Level Movement Delivery Drive off Upgrade Cost

1 4 1 gold

2 5 2 gold 6 1 lumber, 1 ore, 1 wool

3 6 3 gold 5-6 1 lumber, 1 ore, 1 wool

4 7 4 gold 4-6 2 lumber, 1 ore, 1 wool

5 7 5 gold 3-6 2 lumber, 1 ore, 1 wool

Scenario Rules

* The robber is absent in this scenario.
* The Longest Road is absent in this scenario.
* During initial setup, the second settlement a player places is replaced by a city.

Game is to:

* 13 points, without “The Caravans” or Cities & Knights
* 15 points, with one of “The Caravans” or Cities & Knights
* 17 points, with both “The Caravans” and Cities & Knights

The following additional rules are in effect when playing with Seafarers. Consult with the Seafarers section of the Guide for rules regarding mechanics discussed therein.

* The pirate is always absent in any scenario making use of equipment from this scenario.
* The number of victory points needed to declare victory is increased by 3.

The following additional rules are in effect when playing with Cities & Knights. Consult with the Cities & Knights section of the Guide for rules regarding mechanics discussed therein.

* Barbarians do not affect any roads occupying the same edge beyond increasing the movement cost of wagons. Specifically, players may use the Diplomat progress card to move roads that are on edges occupied by barbarians.

The following additional rules are in effect when playing with “Catan for Two”. Consult with the “Catan for Two” section of the Guide for rules regarding mechanics discussed therein.

* Players gain one trade token for building settlements adjacent to a trade hex. This is also in effect during initial placement.
* Players may, as a trade token action, move a barbarian to any eligible location.
* When a player moves their wagon over neutral roads, half of the total amount of gold paid, rounded down, is given to the opponent.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 1 Wagon

Cities & Knights Additions

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall 2 brick

Knight 1 ore, 1 wool

Knight Activation 1 grain

Knight Promotion 1 ore, 1 wool

Movement Phase Costs

Extra Wagon Movement 1 grain

Setup Notes

Generally, “Traders & Barbarians” relies on the notion that the trade hexes are roughly equidistant from one another. It is generally recommended that the trade hexes must all be reachable by land, but not a requirement. More often than not, the game frame may need to be widened in order to accommodate a longer path between trade hexes.

## Traders & Barbarians XXL

by Grzegorz Kobiela

There has been a number of attempts to combine all of the components from Traders & Barbarians into one single scenario, with various degrees of success. “Traders & Barbarians XXL” was created from a meeting of various members of the Siedeln.de community (the largest German-speaking Catan fan community) in 2007 as a combination of “The Fishermen of Catan”, “The Rivers”, and “Traders & Barbarians”.

This scenario was only available for download from the official Catan website in the German language.

Scenario Rules

* This scenario is a combination of “The Fishermen of Catan”, “The Rivers”, and “Traders & Barbarians”. Consult with their respective sections of the Guide for additional information with regards to the specific mechanics therein.
* The “Traders & Barbarians” development card deck is used in place of the base game development cards.
* As the base game development card deck is not used, the Largest Army is not used in this scenario.
* The Harbormaster is used in this scenario. Consult with the section of the Guide on “The Harbormaster” for additional information with regards to the specific mechanics therein.
* The Poor Settler tiles are not used in this scenario.
* Each player begins the game with 5 gold, in addition to any gold pieces earned from initial setup.
* The three barbarians begin the game on any three non-bridge edges.
* Trade hexes produce resources for adjacent settlements and cities. The castle produces wool, the glassworks produces lumber, and the quarry produces brick.
* Bridges give out only 2 gold instead of 3 when built.
* Barbarians may not occupy a bridge edge unless a bridge is already present.
* Wagons may not cross the river unless a bridge is present. The cost of moving a wagon across a bridge is the same as that of a road, except that 2 gold is paid to the owner of the bridge if it is owned by an opponent.

Game is to:

* 15 points in a 3-player game
* 14 points in a 4-player game

The following additional rules are in effect when playing with rules from “Catan for Two”. Consult with the “Catan for Two” section of the Guide for additional details regarding mechanics found therein:

* All rules regarding neutral players are not in effect for this scenario.
* Trade hexes do not produce resources.
* The Wealthiest Settler tile is not used in this scenario.
* Whenever a player receives no resources from both production rolls, and neither roll was a 7, the player may take one gold from the supply.

Setup Notes

The setup notes for this scenario recommends using the river pieces to split up the starting board into three parts, by having the four-hex river being placed normally (with a swampland hex on the coast) and with the three-hex river’s swampland flowing into the four-hex river; the edges where the two river pieces meet is considered a bridge edge. Additionally, the setup recommends placing the lake hex in the largest of these three areas.

In addition, one additional hex is required for completion of the board setup. When playing with “Catan for Two”, this hex must be a desert hex. If a gold field hex from either Seafarers or Explorers & Pirates is chosen, it produces gold pieces in accordance to the rules from Explorers & Pirates.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 3 Bridges

• 1 Wagon

Cities & Knights Additions

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Bridge 2 brick, 1 lumber

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall 2 brick

Knight 1 ore, 1 wool

Knight Activation 1 grain

Knight Promotion 1 ore, 1 wool

Movement Phase Costs

Extra Wagon Movement 1 grain

## Traders & Barbarians Ultimate

by Ignasi Mata I Pavia

“Traders & Barbarians Ultimate” is the single scenario with the most amount of setups available to it, with 18 3-4 player setups and 19 5-6 player setups. It is also an evolution of the concept of “Traders & Barbarians XXL”: an attempt to include as many components from Traders & Barbarians in a single scenario as possible. This scenario addresses the one shortcoming of “Traders & Barbarians XXL” in that it was ultimately only a combination of three scenarios and not all five.

This scenario is available for download from the official Catan website in both English and German. The rules presented here in this Guide, unlike the ones presented on the Catan website, presumes ownership of an English language set.

This scenario is known not to be compatible with Cities & Knights.

Scenario Rules

* This scenario is a combination of “The Fishermen of Catan”, “The Rivers”, “The Caravans”, “Barbarian Attack”, and “Traders & Barbarians”. Consult with their respective sections of the Guide for additional information with regards to the specific mechanics therein.
* The “Barbarian Attack” development card deck is used in place of the base game development card deck, in accordance with the rules of combining “Barbarian Attack” and “Traders & Barbarians”.
* The Largest Army is not used in this scenario.
* The Longest Road is not used in this scenario.
* The Harbormaster is used in this scenario. Consult with the section of the Guide on “The Harbormaster” for additional information with regards to the specific mechanics therein.
* The robber is present in the game (contrary to the individual scenario rules of “Barbarian Attack” and “Traders & Barbarians”, and begins the game off of the board.
* During initial setup, the second settlement a player places is replaced by a city, consistent with the scenario rules of “Traders & Barbarians”.
* Each player begins the game with 5 gold.
* The robber may be placed on a fishing ground, contrary to the scenario rules of “The Fishermen of Catan”. The robber blocks the production of a fishing ground as if it was a land hex.
* The Robber as a Barbarian: The robber increases the movement cost of wagons moving over any edge adjacent to its location by two movement points.
* Wagon Driving the Robber: A player may, during the movement phase, attempt to drive off the robber, in a manner identical to that of a barbarian. If an attempt to drive off the robber succeeds, the robber must be moved to any hex that does not produce resources.
* Hybrid Barbarians: Barbarians are associated with both a hex, in accordance with the rules of “Barbarian Attack”, and an adjacent edge, in accordance with the rules of “Traders & Barbarians”.
* If a barbarian is driven off by the wagon, they must relocate to a different side of the same hex. Note that this is contrary to the rules of the “Barbarian Attack” and “Traders & Barbarians” combination.
* Gold cannot be earned from building settlements or roads adjacent to any river piece, contrary to the scenario rules of “The Rivers”.
* Only wool may be used to bid in a voting round. Voting rounds take place before the movement phase.
* Extra movement allows all of a player’s knights to gain the ability to move five extra edges.
* Extra movement for the wagon may not be performed.
* The presence of a camel on an edge reduces the movement cost of the wagon by one movement point.
* It costs the wagon four movement points to cross a river edge without a bridge present. If a bridge is present, the cost of wagon movement is the same as that of a road.
* All knights must complete their movement before the wagon may be moved.

Game is to 15 victory points.

Setup Notes

“Traders & Barbarians Ultimate” uses a system to choose between the 18 applicable setups in a 3-4 player game and 18 of the 19 applicable setups in a 5-6 player game. (The 19th setup is an introductory 5-6 player setup.) All of the setups are identical in shape, varying only in the initial locations of the river hexes, lake hexes, oasis, desert hexes, and trade hexes. As originally presented, to determine the setup in use, one regular die is rolled alongside the color die. As the English language versions of Traders & Barbarians lacks a color die, the second die may be substituted instead. For the purposes of the Guide, all setups are labeled by a number and a letter, corresponding to the number shown on the first die and the outcome of the second die (1 and 4 being B, 2 and 5 being A, and 3 and 6 being C).

Note that all 3-4 player setups require three frame extension pieces to complete the frame. As none are included in the base game or Traders & Barbarians without their respective extensions, they may be omitted, ensuring that there is one hex “gap” between the odd-numbered tabs and slots on the frame. The harbors on the frame are positioned in a manner consistent with this requirement. Similarly, the 5-6 player introductory setup requires two more extension pieces than provided with the game, necessitating the use of “gaps” or using extension pieces from other expansions.

The quarry and glassworks hexes may be swapped for each other, but they must be oriented exactly as shown in the setup diagrams. (The choice of quarry and glassworks hexes in the diagrams is to be consistent with the setups for the base “Traders & Barbarians” scenario; the castle hex cannot be swapped owing to the fact that the scenario rules specifically state that the two castle hexes from the two scenarios be placed adjacent to each other.)

In 5-6 player setups, the lake hexes may be swapped for each other.

Number tokens are distributed in the manner similar to that prescribed in the base game: in token order, either counterclockwise or clockwise around the island, skipping over hexes that do not produce resources or already have preprinted number tokens, starting in any corner of the board.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 3 Bridges

• 6 Knights

• 1 Wagon

Building Costs

Road 1 brick, 1 lumber

Bridge 2 brick, 1 lumber

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Movement Phase Costs

Extra Knight Movement 1 grain

# Catan: Explorers & Pirates Scenarios

Explorers & Pirates is the fourth expansion to Catan, and the second released since the release of the English language 4th edition. It takes some of the ideas and concepts of Seafarers and re-implements them in a different manner to provide a unique Catan experience.

Because Explorers & Pirates was released after the switch to plastic pieces in international editions of Catan and after the release of the Viking wood pieces, the wooden pieces used in the English editions of Explorers & Pirates is marketed as Viking wood pieces and available for purchase at the Catan Shop website for international audiences, like it was with Traders & Barbarians.

Like Traders & Barbarians before it, shortly after release, a rules addendum outlining how Explorers & Pirates may be combined with Cities & Knights and the scenarios from Traders & Barbarians was published on the Catan website, as well as their rationale for complete incompatibility between Seafarers scenarios and their counterparts in Explorers & Pirates. All affected setups have been reproduced in the Guide.

About the Scenarios

The scenarios in this section of the Guide are presented in the order they appear in the Explorers & Pirates manual.

In general, the introductory scenario “Land Ho!” represents a minimal ruleset that introduces the expansion. Each succeeding scenario builds on the one before it, while introducing a new mechanic; the final scenario, “Explorers & Pirates”, thus incorporates all of the previously introduced concepts. Because of this, Explorers & Pirates is sometimes thought of as a single scenario.

The Game Frame

Rather than having a dependence on Seafarers for game pieces, Explorers & Pirates contains its own set of frame pieces for its scenarios. Each piece is labeled with a letter code, and, unlike Seafarers, marks not only the outside of the board, but also the interior of the board as well. As the obverse sides of frame pieces are unused, they are printed in larger letters there, but all lettering is visible on both sides.

The A-series of pieces consists of two pieces, A1 and A2, that are identical in shape to the end pieces found in Seafarers. The difference between the two pieces is that the pre-printed hex on A1 is a pasture hex, while the preprinted hex on A2 is an ocean hex. (A1 and A2 also lacks the building cost image for ships, as with their Seafarers counterparts; this is as Explorers & Pirates includes its own separate building cost guide.) By convention, the end of the board with A1 is at the left side of the board (top of the board in the Guide), while the end of the board with A2 is at the opposite end. This also fits with the fact that the end of the board with A1 forms the starting island in Explorers & Pirates scenarios, while A2 is the furthest extent of the unexplored areas.

The B-series of pieces are the expansion’s frame extension pieces, and are identical in shape with frame extension pieces from the base game extension and from Seafarers. Explorers & Pirates includes a pair of one-hex frame extension pieces labeled B1, and one pair of two-hex frame extension pieces labeled B2. The Explorers & Pirates extension does not include any frame extension pieces, but refers to the base game extension’s frame extension pieces as BA.

Although by analogy, B3 is a three-hex frame extension piece, the third of these three hexes has tabs built into its edge. These tabs connect to slots on the C-series pieces. C1 and C2 both depict a set of six ocean hexes, with slots on both ends. In all scenario setups, C2 is on the left side of the board, and C1 on the right side of the board, although the slots are arranged such that a custom scenario may be set up with C1 and C2 be on the opposite side of the board.

The additional slots on C1 and C2 connect those pieces with that from the D-series, which all have four slots that connect C1 and C2 together. There are three D-series pieces, of which only one is used in any given scenario: D1 depicts an ocean hex, D2 a Council of Catan hex, and D3 (introduced in the Explorers & Pirates extension) a series of three hexes.

Together, the two B3 pieces, C1, C2, and the chosen D-series piece span the entire width of the game board, as shown in the diagram on the left. By convention, the starting island is the area of the board above these frame pieces, while the unexplored areas consist of the areas of the board below them. (More specifically, the orange unexplored area is the area below C2 and the green unexplored area is the area below C1.)

D3 is the only reversible piece in the Explorers & Pirates frame, with one side depicting the Council of Catan hex and the other side depicting a plain ocean hex.

In the 4th edition game, the Council of Catan hex artwork is upside-down relative to the orientation of the piece; this is changed in the 5th edition, where the artwork is turned on its side instead (consistent with the artwork of other hexes).

The remainder of the pieces are collections of ocean hexes meant to fit the middle of the board. The hexes E and EE (there are four hexes labeled EE, all from the Explorers & Pirates extension) are ordinary ocean hexes, and as such are directly interchangeable with ocean hexes found elsewhere. The hexes G and EG (the latter from the extension) are collections of three hexes, and are shaped as D3 without the tabs.

The pieces F1 and F2, shown on the left, contain a tab and slot, and are meant to combine together into the six-hex construction shown on the left. For the most part, these hex collections are meant to fill up the central column of the board, separating the two unexplored areas, and to largely ensure that there are no hexes in the unexplored area that is completely inland.

Note that the international versions of Explorers & Pirates use a single piece known as F instead of the two pieces F1 and F2; otherwise the two pieces are identical.

Gold Pieces

Explorers & Pirates introduces gold pieces, first introduced in Traders & Barbarians, to some of its scenarios. Consult with the Traders & Barbarians section of the Guide for rules regarding gold as a currency.

Pictured here are the various cardboard pieces that have been used to represent gold pieces. The two pieces on the top left are gold pieces from Traders & Barbarians, while the two pieces on the bottom left are gold pieces from Explorers & Pirates. For reference, on the right is a gold piece from Historische Szenarien I.

Although the design between all of these are different, they are meant to function identically. Furthermore, although the smaller coins (and the square coin piece from Historische Szenarien) are worth 1 gold each, the larger coin from Traders & Barbarians is worth 5 gold, while its Explorers & Pirates counterpart is only worth 3 gold.

Harbor Settlements

Explorers & Pirates introduces a second type of settlement upgrade, known as a harbor settlement. Each harbor settlement contains a basin, which has two spaces for transportable game pieces.

* Each harbor settlement is worth two victory points.
* Harbor settlements collect resources as normal settlements: if a terrain hex produces, players with adjacent harbor settlements only collect one resource of the type being produced.
* Only coastal settlements may be upgraded to harbor settlements. Settlements cannot be upgraded to cities unless playing with rules from Cities & Knights.
* A player may always discard any piece in a harbor settlement’s basin in favor of placing another piece there.

The following additional rules also apply when playing with Cities & Knights. Consult with the Cities & Knights section of the Guide for more information with regards to mechanics specific to Cities & Knights.

* A settlement may either be upgraded to a city or a harbor settlement; a harbor settlement may not be later converted to a city, and a city cannot be directly converted to a harbor settlement. (Note that a city may be reduced to a settlement as a result of a barbarian attack, and then upgraded into a harbor settlement.)
* City walls may not be added to harbor settlements: they are add-ons exclusive to cities.
* Harbor settlements do not contribute to barbarian attack strength.
* As harbor settlements are not cities, harbor settlements may not claim metropolis status.

Ships

Explorers & Pirates introduces the concept of ships in a manner different from that of Seafarers. Rather than representing a network of ships along a shipping route, and thus an extension of a player’s road network, ships represent an individual seagoing vessel. Each ship contains a hold, which has two spaces for transportable game pieces.

According to the Catanism blog, the original prototype for the ship was a hollowed-out warship used in the Seafarers 10th anniversary expansion, Die Kolonien.

* Ships are a type of unit, and its movement is governed by the movement phase. During the movement phase, a ship may move up to four edges.
* A player may pay for extra movement, which allows a ship to move two additional edges.
* Ships may travel in any direction, and may also reverse direction during its movement.
* Ships do not block other ships from movement. Unless stated otherwise, there is generally no way to blockade an opposing ship.
* Up to two ships may occupy any single edge. Ships belonging to different players may occupy the same edge. Unlike Seafarers, ships may occupy on the same edge as a road.
* When built, ships must be placed on an edge adjacent to a player’s harbor settlements. Note that this means that ships are never placed adjacent to undiscovered terrain.
* A player who has placed all of their ships may choose to pay the cost of building a ship to remove a ship already on the board and place it as if it were a new ship. A ship that is “reset” forfeits all of its cargo.
* Loading and Unloading Cargo: Each scenario will have various rules regarding loading and unloading cargo onto ships. Loading and unloading cargo is always a free action, and does not hinder the movement ability of a ship.
* A ship may always jettison its existing cargo in order to load different items.
* Transshipping: A ship may swap the contents of its hold with the basin from an adjacent harbor settlement. Ships may not swap its cargo with other ships without the assistance of an intervening harbor settlement.

The following additional rules are in effect when playing with Cities & Knights. Consult with the Cities & Knights section of the Guide for additional details regarding the rules found within:

* Unlike Seafarers, the Road Building progress card may not be used to build ships. This is due to the fact that in Explorers & Pirates, ships are not considered part of the road network.

Settlers

Settlers are a type of transportable piece that is used to expand off of the starting island. A settler is considered a large transportable piece, meaning that it takes up both spaces in a ship’s cargo hold or a harbor settlement’s basin.

* A settler onboard a ship is referred to as a settler ship.
* Settlers are not considered units, and may not be moved by any means other than as cargo on a ship.
* A settler, once built, must be placed in the basin of a harbor settlement, or immediately be loaded onto a ship adjacent to a harbor settlement.
* Settlement: A settler ship may be converted to a settlement at the end of a ship’s movement. Both the settler and ship is removed from the board, and a settlement is placed on one of the intersections adjacent to the ship’s former location.
* The distance rule must always be observed when transforming a settler ship to a settlement.
* Although it is intended that a settler ship be used to settle away from the starting island, it is legal to use a settler ship to expand to another location on the starting island.
* Although settlers are ultimately converted to settlements, a settler is not worth any victory points until it has done so.

Crews

Crews are a type of transportable piece that is used for different tasks, depending on scenario. A crew is considered a small transportable piece, meaning that it takes up only one space in a ship’s cargo hold or a harbor settlement’s basin.

According to the Catanism blog, the original prototype for a crew used a barbarian from the international version of Traders & Barbarians.

The following additional rules are in effect when playing with Cities & Knights. Consult with the Cities & Knights section of the Guide for additional details regarding the rules found within:

* Crews do not contribute to defense against barbarians: only knights may defend against barbarians.
* Crews are not affected by the Deserter progress card: only knights may desert.

More information about the specific functions of a crew, including its function when you unload them, will be provided in each scenario’s section of the Guide.

The Pirate

Explorers & Pirates provides one pirate ship per player, in player colors. (These are identical in appearance to the Seafarers pirate piece used in Viking wood sets.) Despite this, there remains a singular pirate, as it is in Seafarers, and like Seafarers, it is placed in the center of an ocean hex. One of the key distinguishing differences between the pirate as it exists in Seafarers and the pirate as it exists here is that while it is on the board, one player is always said to be in control of the pirate; the player in control of the pirate has their pirate ship piece on the board. On the Catanism blog, the player in control of the pirates is referred to as “the friend of the pirates”.

* The pirate always begins the game off of the board, and only enters play once the first 7 is rolled for production.
* The pirate may not be placed on any ocean hex adjacent to the starting island. (These hexes are the top row on C1 and C2, as well as the chosen D-series frame pieces.)
* Taking Control of the Pirate: Whenever a player takes control of the pirate, the existing pirate ship is taken off of the board, and the player places their pirate ship in any eligible hex. A player, whenever taking control of the pirate from an opponent, may always place their pirate ship wherever the pirate ship was previously located. A player is only compelled to move the pirate ship to another location if they are already in control of the pirate and are forced to take control of it again.
* After taking control of the pirate, the player now in control of the pirate may steal one resource from the owner of any ship located on an adjacent edge.
* The player in control of the pirate may not steal resources from players with adjacent settlements, harbor settlements, or roads, unless they also have an adjacent ship.
* The player in control of the pirate may not steal cargo from players with adjacent ships, or otherwise cause players with adjacent ships to lose their cargo.
* The player taking control of the pirate may steal one gold piece from an opponent only if they have no resources in hand.
* Tributes: During the movement phase, if a player moves a ship into or away from an edge adjacent to a pirate under the control of an opponent, they must pay tribute. Tributes are always paid to the supply, and not to the player in control of the pirate.
* Players must pay 1 gold as tribute whenever they elect to do so. Tributes are paid on a per-ship basis, and no ship is subject to multiple tributes in a single turn. For example, if a player has two ships adjacent to an opponent-controlled pirate, they must pay 2 gold to move both of them. However, once paid, they do not pay any additional gold, even if a ship moves around the pirate’s hex or leaves the hex and subsequently re-enters it.
* Note that players are not required to tribute in order to build a ship adjacent to an opponent-controlled pirate; tributes are only necessary during the movement phase
* A player is never required to pay tribute if they are in control of the pirate.
* Chasing the Pirate: During the movement phase, any ship that began their turn with one end pointed towards one of the six intersections surrounding the pirate’s location may attempt to chase the pirate. To chase a pirate, roll one die per ship making a chase attempt. If any die shows a 6, the chase attempt succeeds.
* If a chase attempt succeeds, the player takes control of the pirate.
* There is no penalty if a chase attempt fails. Ships making failed chase attempts are not subject to loss of cargo or loss of movement.

The following additional rules are in effect when playing with Cities & Knights. Consult with the Cities & Knights section of the Guide for additional details regarding the rules found within:

* The Bishop progress card may be used to take control of the pirate. If a player has control of the pirate, the Bishop progress card may be used to move it.

The following additional rules are in effect when playing with “The Fishermen of Catan”. Consult with the Traders & Barbarians section of the Guide for additional details regarding the rules found within:

* A player may spend 7 fish during the movement phase to grant a ship that has already moved to move a second time. The rules do not specify whether a ship that is granted a second moment must pay a second time for extra movement or tributes.
* A player may spend 2 fish as a build action to ignore all tribute requirements for all ships.

Missions

Missions are a unique mechanic introduced in Explorers & Pirates that not only keeps track of how many times players perform a single prescribed action, but also includes a bonus for performing the most of a prescribed action. Indeed, many existing mechanics, such as Knight cards and Largest Army, can be thought of as a mission in a sense. Each mission includes a mission track as well as a bonus marker.

As outlined in the Catanism blog, there were a number of additional missions beyond the three that were ultimately included with the expansion, but were ultimately excluded due to the number of game components that were required. Some ideas were recycled from earlier scenarios introduced in Das Buch zum Spielen, such as storm surges and the volcano hex, while others were entirely original, such as the search and recovery of artifacts.

* At the start of a game, each player places a marker at the start space for each mission’s track.
* Whenever players advance on a track, they must place their marker on top of any markers that already exist on the same space. Each space may grant a player a certain number of victory points. By convention, spaces on the track are not cumulative. For example, the player with a marker on the second space on the track only gains victory points equal to the number prescribed on the second space, and not the sum of the first and second spaces.
* The bonus for each mission is awarded to the player with the marker at the bottom of the furthest space on the track (that is, the first player to reach the furthest space). This bonus is typically worth one victory point, but it may depend on the specific mission. Unlike mission-like concepts like the Largest Army, there is no minimum number of spaces needed to obtain the bonus: a player may claim the bonus as long as they have moved at least one space on the mission track.

Council of Catan

The Council of Catan hex is a hex found exclusively on the frame pieces D2 and D3. It is a type of ocean hex located just off of the starting island, and contains two anchor points, pointing to the left and right. (Due to being part of a frame piece, its orientation is fixed.)

More information about the specific functions of the Council of Catan hex will be provided in each scenario’s section of the Guide.

## Land Ho!

“Land Ho!” is the introductory scenario for Explorers & Pirates, allowing players to experience the basic mechanics of the scenarios presented in the expansion, without the added complications of missions. Unique amongst the scenarios of Explorers & Pirates is the lack of 5-6 player setups, as it is highly recommended that at least one mission be included.

The scenario was originally revealed on the Catanism blog, in the third part of a series that introduced Explorers & Pirates as a whole.

Scenario Rules

* As there are no harbors in the game, the prevailing trade rate by default is 3:1.
* The robber is not present in this scenario.
* The development card deck is not used in this scenario. As a result, the Largest Army bonus is also not used.
* The Longest Road bonus is not used in this scenario.
* Each player begins the game with 2 gold.
* Except on a production roll of 7, whenever a player receives no resources from a production roll, a player receives 1 gold from the supply instead.
* Discovery: If, during the movement phase, a ship has one end touching an intersection that borders on undiscovered terrain, a discovery is made. The hex is flipped over, and thereafter is treated as a normal hex.
* As ship must end its movement once discovery is made. A ship cannot decline to discover a hex in order to continue movement.
* If a hex producing resources is discovered, a number token from the unexplored area’s reserves is placed on the hex, and the player is rewarded with one resource of the type produced by the hex. If the hex does not produces resources, the player is rewarded with 2 gold for its discovery.

Game is to:

* 8 points, without Cities & Knights
* 13 points, with Cities & Knights

The following additional rules are in effect when playing with Cities & Knights. Consult with the Cities & Knights section of the guide for additional details with regards to the mechanics found within.

* During initial setup, the initial settlement is replaced with a city.
* Knights are not considered transportable, and thus must stay on the island in which they are built.
* Knights may not be deployed or moved onto intersections bordering undiscovered terrain.
* Harbor settlements do not contribute to barbarian strength during a barbarian attack.
* If a player with the aqueduct produces no resources as a result of the production roll, they may take one resource as a result of the aqueduct and one gold as a result of the rules above.
* The Irrigation and Mining progress cards affect harbor settlements identically to settlements and cities.
* The Medicine progress card may be used to upgrade settlements to harbor settlements with the same discount as that granted by a city upgrade.

The main reason why knights are not considered transportable is mainly the fact that they do not fit on a ship. In the picture on the left, it is shown that Viking wood basic and strong knights fit on a ship, but cannot also accommodate any activation flags. For basic knights, the shape of the piece also does not permit a second basic knight (or any cargo piece, for that matter) to be placed aboard – the thickness of the Viking wood piece is just over the length and width allocated to a single space on the cargo hold.

Pictured on the left is a traditional wood strong knight (representative of all traditional wood knights) and a Viking wood mighty knight. Although the traditional wood piece can fit if it was placed on its side as shown in the picture, needless to say, neither piece fits aboard a ship, let alone having the ability to display its activation status.

This is especially more prominent with plastic pieces, where the round base of a knight and the recessed cargo hold makes it clear that knights are not transportable.

The following additional rules are in effect when playing with “The Fishermen of Catan”. Consult with the Traders & Barbarians section of the guide for additional details with regards to the mechanics found within.

* As fish tokens are not resources, a player gaining only fish tokens as a result of a production roll may take one gold for having produced no resources.

References

Player Supplies

• 5 Settlements

• 15 Roads

• 4 Harbor Settlements

• 3 Ships

• 2 Settlers

Cities & Knights Additions

• 4 Cities

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

Harbor Settlement 2 grain, 2 ore

Settler 1 brick, 1 grain, 1 lumber, 1 wool

Cities & Knights Additions

City 2 grain, 3 ore

City Wall 2 brick

Knight 1 ore, 1 wool

Knight Activation 1 grain

Knight Promotion 1 ore, 1 wool

Movement Phase Costs

Extra Ship Movement 1 wool

## The Pirate Lairs

“The Pirate Lairs” is the first Explorers & Pirates scenario that introduces the concept of crews and missions.

This scenario was originally reveled on the Catanism blog, as the fourth part in a series that introduced Explorers & Pirates.

Gold Field Hexes and Pirate Lairs

Explorers & Pirates includes three Gold Field hexes for each unexplored area. Whenever they are discovered, each gold field is assigned a pirate lair token. Each pirate lair token depicts a picture of the lair on its reverse side, and a number token on its obverse side.

* Whenever a gold field hex is discovered, a pirate lair hex must be placed on it, face down. The gold field hex and a face-down pirate lair token together is collectively referred to as a pirate lair.
* As long as the pirate lair token is face-down, players may not build roads on the pirate lair’s edges or expand to a pirate lair’s intersections.
* While the pirate lair token is face down, players may unload crews on a gold field hex. A player needs to have a ship with at least one end pointing towards one of the intersections adjacent to the pirate lair in order to unload a crew at a pirate lair.
* Once a pirate lair is captured, the pirate lair token is turned over. Thereafter, the gold field hex is treated as a normal hex, producing two gold pieces for each settlement and harbor settlement adjacent to the gold field hex in accordance to the number token depicted on the pirate lair token’s obverse side.

The following additional rules are in effect when playing with Cities & Knights. Consult with the Cities & Knights section of the Guide for additional details on the mechanics discussed within.

* Once a pirate lair is captured, the printed number token on the pirate lair token is treated as any other number token. Specifically, it may be swapped via the Inventor progress card for any other eligible number token on either the mainland or any of the unexplored areas.

The “Pirate Lairs” Mission

Over the course of the game, pirate lairs are captured and turned into productive gold field hexes. Players advance on this mission by assisting in the effort to capture pirate lairs. The scoring bonus for this mission is known as the Greatest Pirate Scourge, worth 1 victory point.

* Once a pirate lair receives a total of three crews from any combination of players, a pirate lair is considered captured. Once the player placing their third crew ends their movement phase, each player contributing at least one crew (starting with the player to move and proceeding in turn order) gains 2 gold from the supply and advances their marker on the mission track by one space.
* Hero of the Battle: After advancing markers, the hero of the battle must be determined amongst all involved players. Each player must roll one die, adding its result to the number of crews the player contributed to the pirate lair’s capture. The player with the greatest sum is declared the hero of the battle. In the case of a tie, the tied player contributing the most crews is declared the hero. If two or more players contribute the same number of crews, then additional roll-offs are performed.
* The hero of the battle must return one of their crews to the supply, but also gets to advance their marker an additional space on the mission track.

Spaces Victory Points

1-2 1

3-5 2

6-7 3

Scenario Rules

* All of the rules from “Land Ho!” apply to this scenario. Consult with the section for “Land Ho!” for more information about the rules therein.
* Note that as gold is not a resource, players receiving only gold pieces as a result of a production roll still earn one additional gold piece in addition to gold earned from gold fields for having earned no resources.

Game is to:

* 12 points, without Cities & Knights
* 17 points, with Cities & Knights

The following additional rules are in effect when playing with Cities & Knights. Consult with the Cities & Knights section of the Guide for additional details on the mechanics discussed within.

* Knights may not take the place of crews in capturing pirate lairs. Only crews may capture pirate lairs.

References

Player Supplies

• 5 Settlements

• 15 Roads

• 4 Harbor Settlements

• 3 Ships

• 2 Settlers

• 9 Crews

• 1 Pirate Ship

• 1 Marker

Cities & Knights Additions

• 4 Cities

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

Harbor Settlement 2 grain, 2 ore

Settler 1 brick, 1 grain, 1 lumber, 1 wool

Crew 1 ore, 1 wool

Cities & Knights Additions

City 2 grain, 3 ore

City Wall 2 brick

Knight 1 ore, 1 wool

Knight Activation 1 grain

Knight Promotion 1 ore, 1 wool

Movement Phase Costs

Extra Ship Movement 1 wool

## Fish for Catan

This scenario, originally reveled in the fifth part of a series of blog posts on the Catanism blog, introduces a second mission in the game. The scenario was originally titled “Whales for Catan”, and rather than ordinary fishing, the fishing of whales was justified by the use of whale oil to heat the long winters of the middle ages, as well as being a secondary source of food in times of poor harvest. The decision to change whales to fish was suggested by representatives from Mayfair Games (then the English language distribution partner for Catan), and was motivated by the fact that whaling is now generally prohibited due to many species of whales being hunted to near extinction, and they did not want Catan to promote a practice that is seen as unacceptable today.

Fish Hauls

Fish Hauls are a type of cargo that may be carried by ships. A fish haul is considered a large transportable piece, which means that it takes up both spaces on a ship’s cargo hold.

It is to be noted that while the English edition uses a single “fat goldfish”, fish hauls in the international editions are represented by a school of smaller fish.

* Fish hauls are not currencies; they may only exist either at fish shoal hexes, in a harbor settlement’s basin, or in a ship’s cargo hold.

Fish Shoal Hexes

Explorers & Pirates includes three Fish Shoal hexes for each unexplored area. Fish shoal hexes are ocean hexes that depict both fish, as well as a preprinted yellow die with one of the six die outcomes; each of the six die outcomes is represented exactly once amongst the six fish shoal hexes. (More specifically, the fish shoals showing 1-3 are amongst the reserves in the green area, and 4-6 are amongst the reserves in the orange area.)

Note that “Fish for Catan” itself uses only five of the six fish shoal hexes (two of the green reserves and all three of the orange reserves); if not all six fish shoal hexes are in use, which ones are in use is entirely randomly determined.

As ocean hexes, fish shoal hexes do not normally produce resources; however, they do produce fish hauls as part of the movement phase.

* Once per turn, at any time during the movement phase except during a ship’s movement, a player may make a fish shoal production roll. One die is rolled, and a fish haul is placed on any face-up fish shoal hex with a matching number.
* Because the fish shoal production roll may be made anytime during the movement phase, it is specifically legal to move a ship to a fish shoal, end its movement, roll for production, and, if the fish haul produced is adjacent to the ship, immediately load the fish haul onto the ship.
* A fish shoal hex may only have at most one fish haul at a time. If a production roll is made and the affected fish shoal hex already has a fish haul, no additional fish hauls are placed.
* The pirate blocks production of fish hauls, even if the player to move is in control of the pirate. Whenever the pirate enters a fish shoal hex, any fish hauls already present there are returned to the supply.

The “Fish for Catan” Mission

The main mission in this scenario is also titled “Fish for Catan”, and involves delivering fish hauls to the Council of Catan. The scoring bonus for this mission is known as the Best Fisher, and is worth 1 victory point.

* Unloading Fish Hauls: A ship with a fish haul on board may be unloaded at the Council of Catan hex whenever one of its ends touches either of the Council of Catan’s anchor points. Each fish haul unloaded allows the player to advance their marker one space on the “Fish for Catan” track.
* The fish unloaded is returned to the supply.
* As unloading cargo in general does not affect a ship’s movement, a ship may be free to move after unloading.

Spaces Victory Points

1-2 1

3-5 2

6-7 3

Scenario Rules

* All of the rules from “Land Ho!” apply to this scenario. Consult with the section for “Land Ho!” for more information about the rules therein.
* The “Pirate Lairs” mission is present in this scenario. Consult with the section for “The Pirate Lairs” for more information about the mission.

Game is to:

* 15 points, without Cities & Knights
* 20 points, with Cities & Knights

References

Player Supplies

• 5 Settlements

• 15 Roads

• 4 Harbor Settlements

• 3 Ships

• 2 Settlers

• 9 Crews

• 1 Pirate Ship

• 2 Markers

Cities & Knights Additions

• 4 Cities

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

Harbor Settlement 2 grain, 2 ore

Settler 1 brick, 1 grain, 1 lumber, 1 wool

Crew 1 ore, 1 wool

Cities & Knights Additions

City 2 grain, 3 ore

City Wall 2 brick

Knight 1 ore, 1 wool

Knight Activation 1 grain

Knight Promotion 1 ore, 1 wool

Movement Phase Costs

Extra Ship Movement 1 wool

## Spices for Catan

This scenario was originally revealed in the sixth part of a series of blog posts introducing Explorers & Pirates.

This scenario should not be confused with the variant also known as “Spices for Catan”, which is included with Legend of the Sea Robbers.

Spice Sacks

Spice Sacks are a type of cargo that may be carried by ships. A spice sack is considered to be a small transportable piece, which means that it takes up only one space in a ship’s cargo hold.

* Spice sacks are not currencies; they may only exist either on board spice hexes, in a harbor settlement’s basin, or in a ship’s cargo hold.

Spice Hexes

Spice hexes are a new type of terrain introduced in this scenario. These represent villages populated by native tribes willing to engage in trade.

* Once a spice hex is discovered, one spice sack per player is placed on the hex.
* Spice hexes do not produce resources.
* Spice Trade: A crew may be unloaded at a spice hex if they have a ship with one end pointing to the hex. Once a crew is unloaded they must immediately load one of the spice sacks from the hex.
* A player may not unload more than one crew on any given spice hex.
* Once unloaded on a spice hex, a crew must remain there for the remainder of the game: crews unloaded onto spice hexes may not be loaded again.
* A player may not expand to an intersection adjacent to a spice hex or build a road next to it until they unload a crew there.

Each spice hex confers a unique benefit for players who have crews there. There are three spice hexes in both the green and orange reserve piles.

The swift voyage benefit grants players with crews there one additional edge of movement to all of the ships. Unless the ship delivering the crew there has just discovered the spice hex (as discovery always ends movement), the ship delivering the crew may immediately take advantage of the extra edge of movement, even if it had used all of its movement to arrive to the point where the crew may be unloaded.

There is one swift voyage spice hex in either reserve pile.

The pirate bonus benefit grants players with crews there an additional die outcome where they may chase the pirate. The one shown on the left allows the pirates to be chased on a roll of 5.

There is one pirate bonus spice hex in either reserve pile. The one in the green reserve allows pirates to be chased on a roll of 5, while the one in the orange reserve allows pirates to be chased on a roll of 4.

The fast gold benefit grants players with crews there the ability to, once per turn as a trade action, sell a single resource for 1 gold.

There is one fast gold spice hex in either reserve pile. Thus, players with crews on both hexes may sell gold twice per turn for 1 gold each.

The following rules are in effect when playing with Cities & Knights. Consult with the Cities & Knights section of the Guide for additional details with regards to the mechanics found within.

* Knights may not be used to obtain spice sacks or the benefits of spice hexes. Only crews may do so.
* The fast gold benefit may be used to sell commodities for 1 gold.

The “Spices for Catan” Mission

The main mission in this scenario is also titled “Spices for Catan”, and involves the delivering of spice sacks to the Council of Catan. The scoring bonus for this mission is known as the Greatest Spice Merchant, and is worth one victory point.

* Unloading Spice Sacks: A ship with a spice sack on board may be unloaded at the Council of Catan hex whenever one of its ends touches either of the Council of Catan’s anchor points. Each spice sack unloaded allows the player to advance the marker one space on the “Spices for Catan” track.
* The spice sacks unloaded are returned to the supply.
* As unloading cargo in general does not affect a ship’s movement, a ship may be free to move afterunloading.

Spaces Victory Points

1-2 1

3-4 2

5-6 3

Scenario Rules

* All of the rules from “Land Ho!” apply to this scenario. Consult with the section for “Land Ho!” for more information about the rules therein.
* The “Fish for Catan” mission is present in this scenario. Consult with the section for “Fish for Catan” for more information about the mission.

Game is to:

* 15 points, without Cities & Knights
* 20 points, with Cities & Knights

References

Player Supplies

• 5 Settlements

• 15 Roads

• 4 Harbor Settlements

• 3 Ships

• 2 Settlers

• 9 Crews

• 1 Pirate Ship

• 2 Markers

Cities & Knights Additions

• 4 Cities

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

Harbor Settlement 2 grain, 2 ore

Settler 1 brick, 1 grain, 1 lumber, 1 wool

Crew 1 ore, 1 wool

Cities & Knights Additions

City 2 grain, 3 ore

City Wall 2 brick

Knight 1 ore, 1 wool

Knight Activation 1 grain

Knight Promotion 1 ore, 1 wool

Movement Phase Costs

Extra Ship Movement 1 wool

## Explorers & Pirates

The feature scenario of Explorers & Pirates combines all of the rules of the other scenarios of the expansion together. This was an intentional design decision, as stated in the seventh blog post on the Catanism blog that served to introduce the expansion. Because of this, some official documentation may refer to Explorers & Pirates as a single scenario. In any event, any rule affecting this scenario generally affects the other scenarios of the other scenarios that make use of the same mechanics.

Scenario Rules

* All of the rules from “Land Ho!” apply to this scenario. Consult with the section for “Land Ho!” for more information about the rules therein.
* The “Pirate Lairs” mission is present in this scenario. Consult with the section for “The Pirate Lairs” for more information about the mission.
* The “Fish for Catan” mission is present in this scenario. Consult with the section for “Fish for Catan” for more information about the mission.
* The “Spices for Catan” mission is present in this scenario. Consult with the section for “Spices for Catan” for more information about the mission.

Game is to:

* 17 points, without Cities & Knights
* 22 points, with Cities & Knights

References

Player Supplies

• 5 Settlements

• 15 Roads

• 4 Harbor Settlements

• 3 Ships

• 2 Settlers

• 9 Crews

• 1 Pirate Ship

• 3 Markers

Cities & Knights Additions

• 4 Cities

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

Harbor Settlement 2 grain, 2 ore

Settler 1 brick, 1 grain, 1 lumber, 1 wool

Crew 1 ore, 1 wool

Cities & Knights Additions

City 2 grain, 3 ore

City Wall 2 brick

Knight 1 ore, 1 wool

Knight Activation 1 grain

Knight Promotion 1 ore, 1 wool

Movement Phase Costs

Extra Ship Movement 1 wool

# Legend of the Sea Robbers Scenarios

2017 marked the 20th anniversary of Seafarers, and, like the 10th anniversary of Seafarers, a special expansion was commissioned to celebrate the occasion. It is also the first major expansion to have Benjamin Teuber be cocredited as designer. (Benjamin Teuber, as the second son of Klaus, has been with the development of Catan since the very beginning, but officially joined Catan GmbH in 2011. His first solo contribution to Catan was Catan Scenarios: Frenemies, and he has been credited as co-designer a number of non-Catan games alongside his father.)

Instead of a single scenario taken from Das Buch zum Spielen, however, Legend of the Sea Robbers is entirely original, and consists of four scenarios meant to be played consecutively in campaign style (though all scenarios may be played standalone). Furthermore, unlike the 10th anniversary expansion, Legend of the Sea Robbers was fully localized to English, and marks the first release of a Catan product since Catan Studios was formed in 2016 to represent the Catan brand in the Anglosphere. Like Die Kolonien before it, this expansion requires Seafarers in order to play. (Note that players with the English 3rd edition of Seafarers may not have the needed components to play Legend of the Sea Robbers scenarios without additional components; consult with the Seafarers section of the Guide for additional details.)

The release of Legend of the Sea Robbers was also accompanied by a text-based adventure game for mobile devices, titled Catan Stories: Legend of the Sea Robbers, and acts as a prologue to the events depicted in the game proper.

Similarly to Die Kolonien before it, Legend of the Sea Robbers is available in Germany both separately and as part of a combo pack that includes Seafarers, for the benefit of those who do not already have the prerequisite expansion; only the standalone release is available in English. As of 2017, there are no plans to include a Legend of the Sea Robbers extension for six-player play.

Legend of the Sea Robbers is incompatible with any part of Traders & Barbarians, aside from “The Friendly Robber”, which is in effect for all scenarios, and “Catan for Two”, which was posted shortly after the release of the game; as well as Explorers & Pirates, due to the fact that it depends on Seafarers, itself incompatible with Explorers & Pirates.

About the Scenarios

The scenarios in this section of the Guide are presented in the order they appear in the Legend of the Sea Robbers manual.

The Game Frame, Victory Point Markers, and Scoring Track

Legend of the Sea Robbers includes a number of frame pieces. Unlike those found in the base game and other expansions, these frame pieces depict land rather than water, to emphasize the fact that only a portion of the island of Catan is represented.

A total of three frame pieces, one end piece with a pre-printed hills hex, one one-hex frame extension, and one two-hex frame extension is included with Legend of the Sea Robbers. Of particular note is that two of the frame pieces combine to form a victory point scoring track, which may be used with the included scoring markers to track the game score. Aside from the standalone “Catan Event Cards” release and certain mass-market editions of Catan, this is the first time a victory point scoring track is included with any release of Catan. The victory point scoring track has spaces 1-8 in the first frame piece, and spaces 9-14 in the second. This is good for Legend of the Sea Robbers scenarios specifically, but may not be well-suited for general use, or even in combination with Cities & Knights, which often has a higher victory point requirement.

The end piece from Legend of the Sea Robbers. Like other end pieces, there is a pre-printed hex; on this piece, it is a hills hex. The opposite end of the game board is an end piece that must be taken from Seafarers or Explorers & Pirates.

The reverse side of this piece is in ocean hex blue, complete with a pre-printed ocean hex.

The reverse side of the frame pieces are in solid blue, consistent with the frame pieces from Explorers & Pirates (though, of course, different from those in the base game, or from Traders & Barbarians, where the “front side” is unusable). In particular, this means that the Legend of the Sea Robbers frame pieces can be used as frame extensions for scenarios where the reverse sides of the frame pieces are used (for example, the base game).

Hexes

Two ocean hexes, one forest hex, and one desert hex is included for use by all Legend of the Sea Robbers scenarios. Other hexes are provided, and are only used in one scenario. All of the hexes have a small logo in one corner, to differentiate them from hexes from the base game or other expansions.

Number Tokens

Legend of the Sea Robbers includes two additional number tokens, one 5 and one 6, for use in scenarios. The same logo that adorns the hexes is also found on the reverse side of the number token.

Ships

Legend of the Sea Robbers scenarios make a small number of adjustments to the rules introduced in Seafarers, mainly to prevent overcrowding on the board.

* Two ships may occupy any coastal or ocean edge. These two ships must belong to different players, in order to prevent players from blockading their opponents.
* As with before, players may not build or move ships past opposing settlements and cities.

The following additional rules are in effect when playing with “Catan for Two”. Consult with the section of the Guide for “Catan for Two” for additional details.

* The rule change above does not apply; the original rule of allowing only one ship per edge is in effect.
* Ships are never built for the neutral player, unlike normal rules for “Catan for Two”.

The Friendly Robber

The rules for the Friendly Robber, first introduced in Traders & Barbarians, is in effect for all Legend of the Sea Robbers scenarios. Consult with the section of the Guide on “The Friendly Robber” for more information on the rules therein.

To remind players that the rule is in effect, by convention, the robber, which begins the game off of the board in all Legend of the Sea Robbers scenarios, is placed beside the scoring track, adjacent to the space that is one space ahead of where all of the markers begin the game. (In the case of Legend of the Sea Robbers scenarios without Cities & Knights, this would be the 4 space on the scoring track.)

Harbors

Harbors are not normally present in any of the Legend of the Sea Robbers setups; only one scenario makes use of harbors, and even then only 2:1 harbors are used. In a vein similar to Explorers & Pirates, the default prevailing trade rate for all resources is lowered to 3:1.

Starting Settlement Tokens

Each setup contains a set of starting settlement locations, with one for each player. At the start of the game, the starting settlement tokens are placed on the board at the specified locations. During initial setup, each player must claim one of the starting locations with their first settlement, and place a ship rather than a road adjacent to it, before removing the starting settlement token. (None of the scenarios have starting locations that are not on a coast.)

The starting settlement tokens depict a settlement and a ship on one side (plastic pieces for international versions, traditional wooden pieces for English versions), and the Legend of the Sea Robbers logo on the other.

* Players must place a total of three settlements during initial setup. As with the base game, this is done snake style, with the last player to place their first settlement being the first to choose the second, and the last player to place their second settlement being the first player to place their third.
* Both the second and third settlements must be away from the coast, though they may be adjacent to the edge of the game board where the frame pieces depict land rather than water.
* As with the base game, players collect their initial resources based on the last settlement placed during initial setup.

The following additional rules are in effect when playing with Cities & Knights. Consult with the Cities & Knights section of the Guide for additional details.

* Players must place a city in place of their second settlement during initial setup.

The following additional rules are in effect when playing with “Catan for Two”. Consult with the section of the Guide on “Catan for Two” for additional details.

* “Catan for Two” requires players to play on the three-player setup. After both players have placed their first settlement and claimed their respective starting settlement token, the remaining starting settlement token is replaced with a settlement from the neutral player.
* As with the base “Catan for Two” rules, no starting ship is placed for the neutral player.
* The neutral player has their second and third settlements placed only after both players have placed their second and third settlements. The player placing their settlement second must also place the neutral player’s settlement.

Chest Tokens

Chest tokens are small square tokens with an obverse and reverse side. Chest tokens are typically placed on open water intersections or distant coasts (though one scenario notably places them in the center of a hex), and are typically claimed by players whenever they place a ship at any adjacent edge.

* Once claimed, chest tokens are placed face down in front of the player.
* Chest tokens are not resources, do not count as part of the hand, and may not be traded.
* A player may play a chest token by turning it face up and revealing it to all players; they then claim the contents stated therein.
* A player may only play one chest token per turn, and may not play a chest token on the same turn as they are claimed.
* Chest tokens and development cards are not mutually exclusive; a player may play a chest token and a development card in the same turn. Note that as with the base game, a development card obtained from a chest token cannot be played on the same turn.

Qty Reward

4 1 resource

4 1 road or ship

4 1 development card

2 1 grain and 1 lumber

2 1 grain and 1 wool

2 1 lumber and 1 ore

2 1 ore and 1 wool

Outposts

Outposts, originally introduced in the Seafarers 10th anniversary revision of Die Kolonien, are an additional type of building. However, they are treated completely differently from Die Kolonien, with a new set of rules. Legend of the Sea Robbers includes a single outpost for each player. Note that since Die Kolonien was never released in English, a new triangular piece was commissioned for the English version, and serves as both the traditional and Viking wood versions of the piece (as with all wooden pieces since Traders & Barbarians).

* Outposts do not collect resources whenever adjacent hexes produce.
* Outposts are worth one victory point when built.
* Outposts do not obey the distance rule. Specifically, outposts may be built on intersections adjacent to those of a settlement or city belonging to any player.
* Because outposts do not obey the distance rule, outposts, once built, cannot be converted into settlements or cities.
* Like settlements, an outpost may be used as an anchor to a shipping line. As such, shipping lines extending from an outpost to a settlement is considered to be closed.
* Note that there are other conditions that may dictate where an outpost may be built, which depends on the individual scenario. Consult with the scenario’s section in the Guide for additional details.

Units

Units are pieces that are available in player colors, whose purpose changes between different scenarios. Legend of the Sea Robbers includes three units for each player. The design of units is identical to that of crews from Explorers & Pirates, and indeed the original German term is identical in both.

Friend Cards

Friend cards are a concept borrowed from the scenario “The Helpers of Catan”. During the Legend of the Sea Robbers campaign, players may receive friend cards as a reward. Like helper cards from “The Helpers of Catan”, each friend card has two sides, an “A” side, and a “B” side. In all four scenarios, four friend cards are available in each scenario, available to be claimed.

* Friend cards are not resources, do not count as part of the hand, and may not be traded or stolen.
* Whenever a friend card is acquired, it is placed on its “A” side.
* Whenever a friend card is used, it is flipped to show its “B” side. When a friend card is used while it is “B” side up, it is removed from the game. This effectively means that a player may use the effects of a friend card twice per game.
* A friend card may be used on the same turn as it is received. However, most friend cards cannot be used twice in one turn.
* Only one friend card may be used per turn.
* Friend cards, once acquired, are available to the player for each remaining game in the Legend of the Sea Robbers campaign, regardless of how many times they were used in the previous game.

The following additional rules are in effect when playing with “Catan for Two”. Consult the section of the Guide on “Catan for Two” for additional details.

* The first player to claim a friend card must remove one of the three remaining friend cards from play. Thus, the other player may only choose from two friend cards.
* As such, friend cards removed from play in this manner will be unavailable to either player for the remainder of the campaign.

General Overview Cards and Personal Overview Cards

A general reference for each of the four scenarios is printed on a set of overview cards, outlining the overall objective and various scenario rules. The general overview for “The Castaways” and “The Attack” are printed on opposite sides of one card, and the general overview for the other two scenarios are printed on the opposite sides of a second card.

A set of personal overview cards, one for each player per chapter, is also provided that summarizes the same information. Unlike the general overview cards, each summary is printed on a separate card, with the chapter number printed on the back of the card.

Building Cost Cards

Each scenario in the Legend of the Sea Robbers campaign includes its own building cost card. The building costs for “The Castaways” and “The Attack” are printed on opposite sides of one card, and the building costs for the other two scenarios are printed on opposite sides of a second card. In all cases, these building cost cards depict only the new building costs introduced for that scenario; the building cost card from the base game and end piece from Seafarers remains in use as building cost references.

The Chronicle Scoring Sheet

The Legend of the Sea Robbers campaign is played through a sequence of four missions. At the conclusion of each game, the players’ progress is translated into legend points, and are kept on the score sheet, known as the chronicle. The player with the highest legend point total is declared the winner of the campaign; in the event of a tie, the tied player with the highest combined victory point total is considered the winner.

* Legend points are claimed based on two criteria: the final victory point ranking of the players, and a bonus that only the players who were not in first place or tied for first place may claim.
* If two or more players are tied for a particular rank, all tied players receive the greater number of legend points, which may cause trailing players to obtain more legend points as well. For example, if two players tie for first, both players will get first place points (and be ineligible to receive bonus points), and the thirdplace player will get the points normally awarded to second place. (In a four-player game, the last place player in this scenario will get the points awarded to third place, or second place if they manage to tie the third-place player.)
* Note that it is entirely possible that the winner of a particular scenario is not the player with the highest number of victory points. Thus, it is possible that the winner is not the player who receives the most legend points in the scenario, and it is possible that the winner may receive bonus points.

## The Castaways

“The Castaways” is the opening chapter of the Legend of the Sea Robbers campaign. Set 71 years after the first settlers arrived on Catan (presumably based off of the novel The Settlers of Catan), Catanian society has evolved to where a Council of Catan (first introduced in Explorers & Pirates) has leadership authority around the island. The tale begins when Catanians rescue a castaway named Captain Dever, who implores the Council of Catan to rescue the crew of Dever’s ship, the Dragon Wing. Dever also tells them that crew members have been found to the west of Catan, in an area known as the Barren Island.

Castaway Tokens

Castaway tokens represent the lost crew members of the Dragon Wing. Each cast member, when rescued, provides units that may be used to mine ore from the mountains hexes on the Barren Island. Castaway tokens are small hexagonal pieces, depicting two resources on its obverse side.

* Castaway tokens may only be claimed once a player has placed their outpost.
* At the start of the game, castaway tokens are placed face down on the marked intersections of the board.
* Rescuing Castaways: Once per turn, a player may peek at a castaway token. If the player pays for the resources found on the front of the token, the castaway is rescued; otherwise the token is returned face down to its location.
* A player, after peeking at a castaway token, may not trade, play development cards, play chest tokens, or use the effects of friend cards to muster the resources needed to rescue the castaway; the cost to rescue a castaway must be paid immediately, or not at all.
* Once rescued, the castaway token is placed under the settlement or city on the main island connected to the player’s outpost, and a unit is placed adjacent to the same settlement or city.
* As a player only has three units, they may rescue at most three castaways.
* The first player to rescue three castaways receives two Catan chits. Each subsequent player to rescue three castaways receive one Catan chit. Each Catan chit is worth one victory point.

2 brick

1 brick, 1 grain

1 brick, 1 grain

1 brick, 1 lumber

1 brick, 1 wool

2 grain

1 grain, 1 lumber

1 grain, 1 wool

1 grain, 1 wool

2 lumber

1 lumber, 1 wool

2 wool

Ore Miners

Units in this scenario represent ore miners. They are placed on the board as a result of rescuing castaways.

* + Ore miners may either be located on a player’s outpost, or on the original location where they are placed.
  + Players move their miner from the main island to the outpost through a normal build action.
  + Players may move any number of miners to the outpost, resources permitting.
  + Any miners located at a player’s outpost at the start of a player’s turn is returned to their starting location, at which point 1 ore is taken from the supply for each miner that is moved.
  + Each miner may only mine once per turn. It is legal for a miner to mine, and then return to the outpost, where they can mine on a future turn.
  + Miners that were moved to the outpost may not return from the outpost on the same turn.
  + Players are not compelled to move their miners from the outpost if they are able to do so.

Friend Cards

This scenario presents four friend cards.

* Players may claim friend cards from those available whenever they place their outpost.
* In a 3-player game, the fourth friend card is removed from play, and will not be available for the remainder of the Legend of the Sea Robbers campaign.

Name Effect

Captain Dever This effect may only be used whenever a chest token is redeemed. Take one

resource, in addition to any granted by the chest token.

Jerok the Smith A single development card may be purchased for 1 less ore.

Olaf the Master Builder A single road may be purchased for either 1 brick or 1 lumber, or one existing road

from an open trade line may be moved. The road being moved must be placed in any

location where they may legally be placed.

Oda the Healer This effect may only be used whenever the production roll is not a 7 and the player

receives no resources during production. Take one resource.

Scenario Rules

* Outposts may only be built on a coastal hex on the Barren Island.
* Settlements and Roads may not be built on the Barren Island.

Game is to:

* 11 points, without Cities & Knights
* 14 points, with Cities & Knights

Legend points are awarded based on the following:

* Victory Point Ranking: 4 legend points for first place, 3 for the second place, 2 for the third place, and 1 for last place.
* Bonus Points: 1 legend point if a player has rescued three castaways.

The following additional rules are in effect when playing with Cities & Knights. Consult with the Cities & Knights section of the Guide for additional details.

* During initial setup, players must place a basic knight after they have placed their city. This knight may be placed on either the intersection extending from their road or their ship.
* All knights placed during initial setup are placed deactivated.

The following additional rules are in effect when playing with rules from “Catan for Two”. Consult with the section of the Guide for “Catan for Two” for additional details.

* The Largest Army bonus is worth only one victory point.
* The Longest Road bonus is worth only one victory point.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 5 Ships

• 3 Units

• 1 Outpost

• 1 Marker

Cities & Knights Additions

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Outpost 2 lumber, 1 wool

Move Miner 1 grain

1 wool

## The Attack

The second mission of the Legend of the Sea Robbers campaign starts off on a sour note, as while the castaways were being rescued, hostile ships arrived on the south coast of Catan and openly attacked the Catanians, taking many hostages and burning down many settlements. The Council of Catan accuses Dever of being complicit with these attacks, and although Dever does not attempt to deny the accusations, he explains that he opposes their actions. As he makes his case to the Council, he explains that is part of a crew known by the Catanians as the “sea robbers”, under the command of one Captain Whitebeard. Whitebeard had enlisted a number of ship captains, Dever among them, on what was ostensibly a trading voyage that rapidly devolved into plundering every island they came across. Dever refused to participate in the plundering, and had, under the cover of night, defected from Whitebeard’s fleet.

As proof of his willingness to help the Catanians defeat Whitebeard, Dever hands over his younger brother, rescued in the last scenario, as a hostage. Whitebeard demands 50 pounds of gold to be delivered to him in one week for the release of the hostages, but Catan does not have the natural resources to fulfill the demand. However, north of the island lies a separate island known as the Gold Island, which may have the resources to pay off Whitebeard if they can be mined fast enough.

Bog Iron Tokens

In this scenario, a number of bog iron tokens are provided. In the story of the Legend of the Sea Robbers, the castaways that were rescued were particularly adept at finding bog iron, which could prove useful in finding a way to mine the needed gold.

At the start of the scenario, up to five tokens are placed on each pasture hex, depending on the number of castaways rescued in the previous scenario. Bog iron tokens allow some limited production of ore from pasture hexes.

* At the start of a 3-player game, one bog iron token is placed on each pasture hex. One additional token is placed for each crew member above 5 that were rescued by the players as a whole in “The Castaways”.
* At the start of a 4-player game, one bog iron token is placed on each pasture hex, plus one additional token for each crew member above 8 that were rescued by the players as a whole in “The Castaways”.
* A maximum of five bog iron tokens may be placed on the hex, for 9 crew members rescued in a 3-player game and 12 rescued in a 4-player game.
* If playing this scenario standalone, 4 bog iron tokens are placed on each pasture hex.
* Whenever pasture hexes produce, players may choose to replace the production of 1 wool for each settlement or city with 1 ore by claiming a bog iron token.
* If there are no bog iron tokens to be claimed, then the pasture hex can no longer produce ore.
* The player to move has the first priority in claiming bog iron tokens, with each player following in turn order. Resource shortage rules for pasture hexes apply for wool only after players have claimed their bog iron tokens.

The following additional rules are in effect when playing with rules from Cities & Knights. Consult with the Cities & Knights section of the Guide for additional details.

* All pasture hexes receive six bog iron tokens, regardless of the outcome of the previous scenario.
* Whenever pasture hexes produce, players with adjacent cities always collect 1 cloth as their commodity. However, they may choose to claim a bog iron token and collect 1 ore, or not do so and collect 1 wool as their resource, as normal.

The following additional rules are in effect when playing with rules from “Catan for Two”. Consult with the section of the Guide for “Catan for Two” for additional details.

* At the start of the game, one bog iron token is placed on each pasture hex. One additional token is placed for each crew member above 2 that were rescued by the players as a whole in “The Castaways”.
* A maximum of five bog iron tokens may be placed on the hex, for 6 crew members rescued.
* If playing this scenario standalone, 4 bog iron tokens are placed, as with the 3-4 player game.
* Note that when playing with both Cities & Knights and “Catan for Two”, the rules for Cities & Knights supersedes that of those mentioned here; six bog iron tokens are placed, regardless of the outcome of the previous scenario.

Gold Miners

In this scenario, units represent gold miners.

* Gold miners may only be built if players have already built their outpost.
* Once built, gold miners are placed at the location of their outpost.
* Gold miners may be moved by paying the cost to move them. Each movement allows gold miners to move up to three intersections away.
* Any number of gold miners may occupy an intersection.
* Each gold miner may only be moved once per turn. A player may move multiple gold miners each turn.
* Gold miners must remain on Gold Island.

Gold Mining Tokens and the Gold Mining Progress Board

On the setup charts are a set of 12 gold mining tokens: six depicting two gold miners on the back and six depicting three gold miners. Each tile contains a number of gold nuggets on its front side. These are square tiles which may be claimed over the course of the game. Gold nuggets are used to move a player’s marker on the Gold Mining Progress Board.

The Gold Mining Progress board is a track consisting of 22 spaces.

* A gold mining token is claimed when there are a number of gold miners at the intersection equal to the number depicted on the token. These may belong to different players.
* Once there are enough gold miners, the token is flipped over, and each player advances their marker a number of spaces equal to the number of nuggets on the front side of the token for each of their gold miners at the intersection.
* Markers are always advanced in turn order, starting with the player on move.
* If a player reaches or passes spaces 2, 7, 12, 17, and 22 on the board, they claim a Catan chit, worth one victory point.

Gold Miners Qty – 2 Nuggets Qty – 4 Nuggets

2 4 2

3 2 4

Friend Cards

This scenario presents five friend cards, four normal friend cards, and a fifth who is claimed from gold mining.

* If playing this scenario standalone, each player receives one friend card, chosen at random, from those introduced in “The Castaways”.
* Friend cards other than Nyala are claimed those available whenever players place their outpost.
* In a 3-player game, the fourth friend card is removed from play, and will not be available from the remainder of the Legend of the Sea Robbers campaign.
* Nyala is claimed by the first player to land on or pass space 13 on the gold mining progress board.

Name Effect

Gerhild the Brave Play only when another player has a strictly greater number of victory points. Take two resources.

Isa the Shipbuilder A player may move a second ship, or build a ship for either 1 lumber or 1 wool.

Nyala the Diplomat Expel the robber, and take one resource of type produced by the hex at the robber’s

former location.

Reiko the Strong Play whenever a 7 is rolled for production. The hand limit is temporarily raised by 4

cards for this turn only.

Suna the Cunning Play when moving the robber. Steal resources from two affected opponents rather than

one.

Scenario Rules

* Outposts may only be built on a coastal intersection on the Gold Island.
* Settlements and roads may not be built on the Gold Island.

Game is to:

* 12 points, without Cities & Knights
* 15 points, with Cities & Knights

Legend points are awarded based on the following:

* Victory Point Ranking: 5 legend points for first place, 4 for second place, 3 for third place, and 1 for last place.
* Bonus Points: 1 legend point if a player has advanced to or past space 12 on the gold mining progress board in a 3-player game or space 10 on the board in a 4-player game.

The following additional rules are in effect when playing with Cities & Knights. Consult with the Cities & Knights section of the Guide for additional details.

* During initial setup, players must place a basic knight after they have placed their city. This knight may be placed on either the intersection extending from their road or their ship.
* All knights placed during initial setup are placed deactivated.

The following additional rules are in effect when playing with rules from “Catan for Two”. Consult with the section of the Guide for “Catan for Two” for additional details.

* The Largest Army bonus is worth only one victory point.
* The Longest Road bonus is worth only one victory point.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 5 Ships

• 3 Units

• 1 Outpost

• 2 Markers

Cities & Knights Additions

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Outpost 2 lumber, 1 wool

Gold Miner 1 ore, 1 wool

Move Gold Miner 1 grain

## The Battle Against the Sea Robbers

The third scenario in the Legend of the Sea Robbers campaign begins with the note that while the Catanians were able to mine the needed gold in the previous scenario, the negotiations with Whitebeard went horribly, with Whitebeard’s crew being able to make off with half of the gold while none of the hostages were freed, by disgusing some of the sea robbers amongst the Catanian hostages and ambushing the Catanian negotiators. Dever believes that Whitebeard will remain near Catan, if only to steal the other half of the gold that the Catanians still have, and as such, proposes a plan to counterattack Whitebeard’s fleet by hurling mysterious “liquid fire” from catapults installed on their own warships.

Harbors

In this scenario, each player may place one 2:1 harbor with their first settlement if, in the previous scenario, the combined total number of spaces on the gold mining progress board is at least 30 in a 3-player game and 40 in a 4-player game. This option is awarded to players when playing this scenario standalone.

The following additional rules are in effect when playing with rules from Cities & Knights. Consult with the Cities & Knights section of the Guide for additional details.

* Each player may place one 2:1 harbor with their first settlement, regardless of the outcome of the previous scenario.

The following additional rules are in effect when playing with rules from “Catan for Two”. Consult with the section of the Guide for “Catan for Two” for additional details.

* Each player may place one 2:1 harbor with their first settlement if, in the previous scenario, the combined total number of spaces is at least 20.
* As with the 3-4 player game, both players may place harbors if playing the scenario standalone.
* When playing with both Cities & Knights and “Catan for Two”, the rules for Cities & Knights take precedence over the rules above: namely, both players may place harbors, regardless of the outcome of the previous scenario.

Ship Tiles

Each player is given a ship tile, which contains a track denoting the number of clay jugs containing the liquid fire the catapults are equipped with. A marker is placed on the track to denote the number currently equipped.

* At the start of the game, the ship tile is equipped with no clay jugs.

Sea Robber Ships and Sea Robber Cards

At the start of the game, there are up to 15 sea robber ships on the board. These are identical in design to the Viking wood pieces for the Seafarers pirate, or, for international editions, the warship from the Seafarers 10th anniversary expansion Die Kolonien. In addition, there are 16 sea robber cards, with eight of them having backs showing a zero and a single ship, and the other eight showing two ships.

* Sea robber ships are always placed on the center of a hex. At the start of the game, each ship covers a chest token.
* At the start of the game, the two sets of sea robber piles are placed face-down in separate piles.
* Battling the Sea Robbers: Whenever a player extends a shipping line to an intersection adjacent to a sea robber, battle occurs. The topmost card from one of the sea robber card piles is drawn, and the number of clay jugs is compared to the number of clay jugs currently equipped on the ship tile.
* If the player has defeated two or more sea robber ships, then the player must draw the card from the pile showing two ships. Otherwise, the card must be drawn from the pile showing a zero and one ship.
* If the number shown on the card is greater, then the sea robbers are victorious, and the ship that triggered the battle is removed from the board. To compensate for losing the ship, the player gains either 1 lumber or 1 wool from the supply.
* If the two numbers are tied, the ship that triggered the battle is moved away, in accordance with ship movement rules in Seafarers. This movement is made in addition to the regular ship movement rules, and does not use up the one ship movement a player may make in a turn.
* If the number of the ship token is greater, the player claims both the sea robber ship and the chest token underneath.
* Regardless of the outcome of the battle, the card drawn is returned to the bottom of its stack, and its deck is reshuffled.
* A player must immediately end their turn after battling the sea robbers.

0-1 ships defeated:

1 clay jug (3x)

2 clay jugs (3x)

3 clay jugs (2x)

2 or more ships defeated:

3 clay jugs (2x)

4 clay jugs (3x)

5 clay jugs (2x)

6 clay jugs (1x)

Greatest Sea Robber Nemesis Bonus

This scoring bonus, worth one victory point, is used in this scenario to denote the player who has the most sea robber ships in their possession.

* The first player to claim three sea robber ships claims this scoring bonus.
* Thereafter, any player who has defeated more sea robber ships may claim this bonus from its current holder.

Friend Cards

An additional four friend cards are available in this scenario.

* When playing as a standalone scenario, each player receives two friend cards, randomly chosen from the nine available in the previous campaign scenarios. Note that this may result in a player receiving a combination of friend cards that is not possible when playing the campaign. (For example, two friend cards introduced in the same scenario)
* Friend cards introduced in this scenario are claimed whenever a player builds their first settlement on any of the gold field hexes. Building settlements on additional gold field hexes does not allow players to claim additional friend cards.
* In a three-player game, the fourth friend card is removed from play, and cannot be used in the final campaign mission.

Name Effect

Hakon the Trader The player may trade one resource for one resource of any other type.

Lea the Gambler Roll 1 die. On a roll of 1 or 2, the player must discard one resource. Otherwise, the

player may take two resources.

Lias the Pickpocket Steal one resource from the player with the most victory points. If there are multiple

players, the player may choose which player to steal from.

Wulf the Nightmare Whenever a Knight development card is played, the robber may be moved twice.

Scenario Rules

* Each player, when they claim their friend card, also claims one Catan chit, worth one victory point.

Game is to:

* 13 points, without Cities & Knights
* 16 points, with Cities & Knights

Legend points are awarded based on the following:

* Victory Point Ranking: 6 legend points for first place, 4 points for second place, 3 points for third place, and 1 point for last place.
* Bonus Points: 2 legend points if a player has defeated three sea robber ships in a 3-player game, or two sea robber ships in a 4-player game.

The following additional rules are in effect when playing with Cities & Knights. Consult with the Cities & Knights section of the Guide for additional details.

* During initial setup, players must place a basic knight after they have placed their city. This knight may be placed on either the intersection extending from their road or their ship.
* All knights placed during initial setup are placed deactivated.

The following additional rules are in effect when playing with rules from “Catan for Two”. Consult with the section of the Guide for “Catan for Two” for additional details.

* The Largest Army bonus is worth only one victory point.
* The Longest Road bonus is worth only one victory point.
* At the end of the game, the player with fewer victory points (which may be the winner) receives 2 additional legend points if they have defeated four sea robber ships, for a total of 4 legend points.
* The trailing player continues to receive 2 legend points if the player defeated three sea robber ships.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 15 Ships

• 2 Markers

Cities & Knights Additions

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Equip Catapult 1 lumber, 1 ore

## The Spice Islands

The final mission of the Legend of the Sea Robbers campaign focuses on the outcome of the battle. The Catanians were able to rout the sea robbers, with the Catanians able to free the hostages and take many of the sea robbers into custody. Among those captured was a close confidant of Whitebeard, whose real goal was to ransack a set of spice islands located to the southeast of Catan. Whitebeard himself, however, survived the conflict, and was last seen in a raft, cursing at the sea for his misfortunes.

Having heard of these spice islands, Dever, now named the new commander of Catan’s fleets, is ordered by the Council of Catan to embark on his own voyage to these islands, so that peaceful trade relationships may develop.

It is to be noted that this scenario is the most like a standard Seaferers scenario amongst the scenarios presented in Legend of the Sea Robbers, so much so that the core mechanics from this scenario is repackaged as a variant known as “Spices for Catan” (not to be confused with the “Spices for Catan” scenario from Explorers & Pirates) for integration with other Seafarers scenarios. In particular, this scenario is the only one where no special rule changes (not even the free knight present in the other three scenarios) are necessary to accommodate Cities & Knights.

Spice Cards

A new type of hand card, representing the spices produced from the spice islands, is introduced for this scenario. There are 30 spice cards, 10 each of three varieties: cinnamon, pepper, and nutmeg.

* At the start of the game, the spice cards are shuffled together to form a draw stack.
* Spice cards are considered part of the hand, and are subject to the hand limit. As such, they may be stolen from the hand, and be claimed as a result of the Monopoly development card.
* Spice cards may not be traded in maritime trade, and resources may not be traded in maritime trade for spices.
* Spice cards, when spent, are placed in a discard pile. If the spice stack is exhausted, the discard pile is reshuffled to form a new spice stack.
* Spice Trade: A player may trade in three spice cards of one type, or one card of each of the three types, for two Catan chits, worth one victory point each.

Spice Hexes and Gold Field Hexes

An additional two gold field hexes are provided in this scenario, as well as two spice hexes. It is also noted that these hexes are similar to but distinct from the spice hexes from “Spices for Catan”, which is a scenario from Explorers & Pirates.

Pictured on the left is a comparison between the spice hex from 4th edition Explorers & Pirates (left), and the spice hex from Legend of the Sea Robbers (right). Aside from the annotation specifically for “Spices for Catan” in the former, the art from the hex is very similar between the two; the buidings on the hexes stand out in particular.

Note that the 5th edition Explorers & Pirates spice hex largely split the difference, with the annotation of the former but the hex orientation of the latter.

* Spice hexes do not produce resources.
* Settlements and roads may not be built adjacent to spice hexes. Ships, however, may be placed adjacent to spice hexes.
* If a player discovers a spice hex, they may take a resource from the spice stack.

Merchants

Units in this scenario represent merchants who trade with the foreign tribes that reside in the spice hexes.

* When purchased, merchants must be played on an intersection adjacent to both a player’s ships and a spice hex.
* Merchants may not be placed on an intersection adjacent to two spice hexes. Each merchant is thus associated with only a single spice hex.
* A shipping route is considered closed if a merchant is on either end of the route.
* Only one merchant may occupy an intersection.
* A player may only have at most one merchant adjacent to any spice hex.

Trade Option Cards

This scenario includes 10 trade option cards, which may be used to acquire spice cards.

* A player, after placing a merchant, must take a trade option card from those available and place it face down in front of themselves.
* The hand limit of a player is increased by two cards for each trade option card in their possession.
* A player may draw a card from the top of the spice stack if they pay the cost shown on the trade option card. The trade option card is turned face up if it is face down.

2 brick

2 brick

2 grain

2 grain

2 lumber

2 lumber

2 ore

2 ore

2 wool

2 wool

The Sea Robber

The pirate from Seafarers, in this scenario, is renamed “the sea robber”. It is representative of Whitebeard’s remaining fleet. As it is the pirate, the sea robber is subject to the same friendly robber rules as the robber.

Note that the original German term for the pirate is indeed the “sea robber”; the renaming of the pirate is uniquely a by-product of English localization.

The following additional rules are in effect when playing with rules for “Catan for Two”. Consult with the section of the Guide for “Catan for Two” for additional details.

* A player may use a trade token action to expel the sea robber in the same manner as the robber.

Sea Robber Lair Tokens

There are four sea robber lair tokens, representing the remnants of the sea robber fleet. If, in the previous campaign mission, at most one sea robber ship remained when the game ended, then these tokens are set aside and not used. These tokens are used when playing this scenario standalone.

* Sea robber lair tokens are placed whenever players discover an ocean hex.
* A sea robber lair token is removed from the board when there are four ships belonging to any combination of players adjacent to the hex at the token’s location. The sea robber remnants are considered defeated, and all players with at least one adjacent ship may take one chest token.

Scenario Rules

* The rules for undiscovered terrain, as introduced in “The Fog Islands”, is in effect for this scenario. Consult with that section of the Guide for additional details.
* If an ocean hex is discovered, the player may take one chest token as a reward for its discovery.

Game is to:

* 14 points, without Cities & Knights
* 17 points, with Cities & Knights

Legend points are awarded as follows:

* Victory Point Ranking: 7 legend points for first place, 5 points for second place, 3 points for third place, and 1 point for last place.
* Bonus Points: 2 legend points if a player has the most Catan chits, or are tied for having the most Catan chits. Exception: if all eligible players have the same number of Catan chits, then no legend points are awarded.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 5 Ships

• 3 Units

• 2 Markers

Cities & Knights Additions

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Merchant 1 ore, 1 wool

# Historical Scenarios

In late 1998, the first of the Historische Szenarien was published. These adapted the mechanics of Catan to scenarios based on historical events. The concept had been alluded to in the 2/1997 issue of Catan-News (then known as Siedler-Zeitung), with a sneak peek at a scenario titled “Rameses”, later developing into “Cheops”. The Historische Szenarien expansions were never released in English; Mayfair Games, then the distributor of Catan in the Anglosphere, however, did import the game and bundled a short translation of the manual. Full localizations were available in other languages, most notably Dutch by distributor 999 Games.

A major defining feature of the Historische Szenarien is the fixed boards. Each Historische Szenarien contained two scenarios, and came with a double-sided board, one side per scenario. While necessary for the scenarios therein, it was very much contrary to the defining feature of Catan: variable hexes and number tokens providing unlimited replayability. Having said that, “Cheops” received a modification titled “Uprising in Egypt” in Catan-News that accommodated variability, and “Troy” was reimplemented in Catan Online World, then the online multiplayer version of Catan, for some degree of variability.

The lasting legacy of the Historische Szenarien is said to be the Catan Histories series of games (Settlers of the Stone Age, Struggle for Rome, Settlers of America: Trails to Rails, and Merchants of Europe), all standalone games that made use of the signature Catan game mechanics.

About the Scenarios

The scenarios in this section of the Guide are presented first by release order of each Historische Szenarien expansion, and second by the order in which they are introduced therein.

## Alexander the Great

The Game Board

The preprinted game board represents a rough area representing Alexander’s travels. Due to the fact that the hexes in the Guide is oriented differently from that of the actual board, north is represented by the right side of the board. (This is consistent with many scenarios in the Guide.)

Along the board is a path that starts on an intersection representing the start of his journey in Macedon at the top (west end) of the board, meandering through the map, before ending at an intersection representing Persepolis. This path is outlined in blue, with the last three edges on the map in red. Dotted throughout the path are certain points marked in gray; these are known as temples. Other points are marked in green, and are known as event spaces.

Event Tokens

Event tokens are a set of tokens with a “?” on the reverse side and one of four possibilities on the obverse side.

Each event token represents a trial that Alexander must overcome: famine, battle, bridge building, and statues.

* At the start of the game, one event token is placed on each event space on the board. Note that there are more event tokens than event spaces; the remaining tokens are not used for the game.

Alexander

The Alexander figure represents Alexander the Great. Alexander moves from intersection to intersection down the path on the board.

* On the first turn of the game, Alexander is placed at the start of the path at the top of the board.
* Starting on the second turn, and on every turn thereafter, Alexander will move one intersection down the path after resources have been collected from production.
* When Alexander reaches the paths in red, Alexander will only advance down the path whenever a 7 is rolled.
* Alexander’s Events: Whenever Alexander moves to a temple or event space, a bidding round occurs. Event spaces allow for players to win the event token at the space, while temples allow the player the right to build a settlement at Alexander’s location.
* Note that as Alexander begins the game on a temple, there is a bidding round on the first turn.

First, Second, and Third Advisors

The First, Second, and Third Advisors are scoring bonuses awarded to the players who have amassed the most event tokens.

* The First Advisor: The player with the most event tokens (minimum three) is awarded the First Advisor, worth four victory points.
* The Second Advisor: The player with the second most event tokens (minimum three) is awarded the Second Advisor, worth three victory points.
* The Third Advisor: The player with the third most event tokens (minimum three) is awarded the Third Advisor, worth two victory points.
* Players may only have one of these three scoring bonuses at a time.
* Note that there will always be an unranked player: in a three-player game, the Second Advisor bonus is not used.
* Note that this is not a persistent ranking: the third advisor can have the same number of event tokens as the second advisor, for example, if the third advisor was originally behind and pulls into a tie with the second advisor.
* A lower ranked player may swap their advisor title of a higher-ranked player (or if unranked, claim the advisor of a ranked player) whenever they have a strictly greater number of event tokens. If there is more than one player that they can swap with, the player may choose. For example, if the first, second, and third advisors are all tied in number of event tokens, and the third advisor wins an event token, the third advisor may choose to swap their title with either the first or second advisors. (The net effect is that the former third advisor is now the first advisor, and may also determine who amongst the former first and second advisors obtains the second and third advisor titles, as the former third advisor may switch directly to the first advisor, or switch to the second advisor and then to the first advisor.)

The Provisions Deck

The Provisions Deck is a deck of resource cards formed from the supply at the start of the game. At the start of each turn, each player draws one card from the Provisions Deck, in addition to obtaining resources from the production roll (although this should be unlikely as most if not all of the resources from the supply were taken to form the Provisions Deck). This proceeds until the Provisions Deck is exhausted.

* The Provisions Deck is formed from shuffling 15 of each resource in a 3-player game, and 19 of each resource in a 4-player game.
* The Provisions Deck is considered exhausted whenever there are not enough resources to give each player one resource card. When this occurs, return the remaining cards in the Provisions Deck to the supply. The Provisions Deck has no further role in the game.
* Players may not decline to draw resources from the Provisions Deck.
* The rules do not specify the order in which players draw cards from the Provisions Deck; turn order is recommended.

Gold Pieces

Gold Pieces are a type of currency introduced in this scenario. Unlike gold pieces found in Traders & Barbarians and Explorers & Pirates, gold pieces serve only a single purpose: they take the place of any resource in bidding rounds.

* Gold pieces are not a resource: they are not considered part of the hand, and they are not subject to the hand limit. They may not be stolen, nor may they be taken by the effects of the Monopoly development card.
* Gold may be traded between players. A player may also choose to trade gold at 4:1, or 3:1 with control of a 3:1 harbor. Resources may not be traded for gold.

Gold Field

Gold fields, like their counterparts in Explorers & Pirates, produce gold coins for players with adjacent settlements and cities. A single gold piece is produced for each adjacent settlement, while two gold pieces are produced for each adjacent city.

Scenario Rules

* Players do not begin the game with any initial settlements.
* At the start of the game, each player draws five cards from the Provisions Deck.
* As an optional rule, players may speed up gameplay by starting with 8 gold pieces.
* No production roll is made in the first turn, as none of the players have any settlements.
* The hand limit in this scenario is 11 cards.
* Bidding Rounds: A bidding round consists of each player committing resources to Alexander’s cause. Each player, starting with the player to move and proceeding in turn order, may bid any number of resources. A player may amend their bid in response to an opponent’s bid, or pass; once a player passes, they can no longer amend their bid.
* Each event type has a list of resources that may be committed to a bid. For event spaces, the resources permitted are determined based on which event is shown on the obverse side of the event token.
* Players are not obligated to disclose the exact distribution of resources in which they will bid, only the total amount of resources. For example, in bidding for a famine, a player does not need to specify the exact number of grain or wool in a bid, only their combined total.
* For the Battle event only, a player may commit one of their played Knight cards in a bid. A played Knight card is worth the equivalent of three resources.
* The winner of the auction must be able to pay the amount of resources that they have bid. If not, the player submitting the winning bid must discard half of the resources in their hand (rounded down), and the auction is restarted.
* Any played Knight cards that were paid by the winner of the auction are returned to the bottom of the development card deck.
* The winner of a bidding round at an event space takes control of the event token, while the winner of a bidding round at a temple may build a settlement at Alexander’s location.
* The winner of a bidding round at a temple is not obligated to build a settlement; players may decline to do so, and players who have placed all of their settlements may still bid in a bidding round at a temple, in order to potentially deny other players a settlement.
* Note that winning bids at temples is not the only method in which settlements may be built; once a player has built their first settlement from a winning temple bid, a player may expand and build new settlements normally.
* Settlements may not be built on Alexander’s path, except as a result of winning bids at temples. The intersections that are adjacent to intersections on Alexander’s path ahead of Alexander’s location are also off-limits to new settlements; both of these restrictions primarily exist to ensure that temple sites abide by the distance rule.

Game is to 14 points. However, the game may also end if Alexander reaches the end of his path. If this happens, the player with the most victory points wins. In case of a tie, the tied player with the most event tokens win.

Bidding Rounds

Temples Brick, grain, lumber, or wool

Famine event Grain or wool

Bridge building event Brick or lumber

Statue event Brick or ore

Battle event Ore or wool

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

Building Costs

Road 1 brick, 1 lumber

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

## Cheops

“Cheops” is a scenario that simulates the building of the ancient pyramids of Egypt. Some of the concepts in this scenario were used in spinoff games such as The Settlers of Canaan, and the theme was explored again in Catan Collector’s Edition: Ancient Egypt.

Ships

Eight ships are provided in four player colors, for the benefit of players who do not own Seafarers. Unlike Seafarers, however, ships in Historische Szenarien were simple cardboard pieces.

* Roads and ships are considered connected to each other even if there is no settlement or city in between.

Pyramid Stones

One of the main goals in “Cheops” is to build a pyramid, and doing so requires pyramid stones. Player stones are available in both player and neutral colors: Historische Szenarien includes 11 pyramid stones per player in player colors and 16 neutral (black) pyramid stones.

* A player may only build a pyramid stone if they have a settlement or city at an intersection on the red line in the diagram, or if they are connected, through any combination of their own or opposing road networks, to an opposing settlement or city at such a location. Note that in the case of the latter, 1 gold must be paid to the owner of the settlement before a pyramid stone may be built.
* Whenever a production roll of 7 occurs, one neutral pyramid stone is built.
* Players may agree to, at the start of the game, declare that neutral pyramid stones cannot be built until the first pyramid stone is built by a player.

Pharaoh’s Blessing and Pharaoh’s Curse Bonuses

The Pharaoh’s Blessing and Pharaoh’s Curse scoring bonuses are related to the number of pyramid stones that have been built by a player.

* Pharaoh’s Blessing: The first player to build a pyramid stone earns the Pharaoh’s Blessing bonus, worth three victory points. Thereafter, any player having built more pyramid stones may take the Pharaoh’s Blessing bonus from the current holder.
* Pharaoh’s Curse: The players who have built the least amount of pyramid stones are given the Pharaoh’s Curse scoring bonus. This scoring bonus penalizes its holder two victory points.

Gold Fields

Gold fields, like their counterparts in Explorers & Pirates, produce gold coins for players with adjacent settlements and cities. A single gold piece is produced for each adjacent settlement, while two gold pieces are produced for each adjacent city.

Scenario Rules

* The Longest Road bonus is not used in this scenario.
* The Robber is present in this scenario, and begins the game on any desert hex.
* Players begin the game with three initial settlements, and must place all of them on intersections located on the gray lines.
* Each player is given three gold pieces at the start of the game.
* Players may use harbors controlled by an opponent, as long as there exists a connection via roads or ships belonging to any combination of players, from a player’s own settlements to the settlement at the harbor. To make use of an opposing harbor, 1 gold must be paid to the owner of the settlement at the harbor.

Game is to 12 points. The game also ends if 12 neutral pyramid stones or 30 total pyramid stones have been built, in which case the player with the most victory points is declared the winner.

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 8 Ships

• 11 Pyramid Stones

Building Costs

Road 1 brick, 1 lumber

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Pyramid Stone 1 brick, 1 ore

## Uprising in Egypt

One of the main complaints against the Historische Szenarien in general was the lack of a variable setup. The1/2001 issue of Catan-News tried to address this by altering the rules for “Cheops” somewhat, as it was thought that it was the easiest of the four scenarios to make a variable setup: “Alexander the Great” being too difficult, “Great Wall” too pointless, and “Troy” too delicate. (“Troy” itself got an online version that used variable setup, but no such instructions was ever given in board game form.)

Scenario Rules

* This scenario uses all rules and mechanics found in “Cheops”. Consult the section of the Guide on “Cheops” for additional information on the rules and mechanics found therein.
* During initial setup, place a number token face down on each resource-producing hex adjacent to each settlement that does not already have a number token. At the end of initial set up, flip all of the number tokens face up, and ensure that the 6 and 8 number tokens are not in adjacent hexes.
* It is permitted to have a 6 or 8 number token adjacent to a pre-printed 6 or 8 number token.
* Hexes with number tokens produce resources only on production rolls matching the number token. In effect, the number token supersedes the pre-printed number token on the game board.
* The Uprising: If a player builds a settlement adjacent to a resource-producing hex for which there are no other adjacent settlements or cities, then a number token is assigned to that hex. The number token must be taken from a hex adjacent to a player’s own cities or settlements, and the movement of the number token should not result in 6 or 8 number tokens being in adjacent hexes.
* It is permitted to move a number token during the uprising such that a 6 or 8 number token is adjacent to a preprinted 6 or 8 number token.

The following additional rules are in effect when playing with Seafarers. Consult with the Seafarers section of the Guide for more information on the mechanics therein.

* The pirate may optionally be used in this scenario. If so, blockade rules apply. Consult with the section of the guide on “Blockade” for additional details with regards to the blockade rule.

## Troy

“Troy” is the first scenario in the second of the Historische Szenarien, which, unlike the first, has explicit support for six-player play.

The Game Board

The game board represents an area roughly corresponding the Mediterranean coast, as well as the Near and Middle East. During a four-player game, one portion of the board is folded back, so that only the western twothirds of the board are used.

On the game board itself is a track showing the number of battles that have been won by the two sides. Two markers are used provided to indicate the number of battles that have been won by either side in a game.

Trade Tokens

Historische Szenarien includes a set of square tokens in plain yellow, which are used as trade tokens for this scenario.

* Trade tokens are not resources, and are not considered part of the hand. As such, they are not subject to the hand limit.
* Trade tokens may not be traded or stolen.

Decision Cards and the Support Row

In “Troy”, each player is party to the overall war between the city-states of Troy and Mycenae. Each player either supports Troy or Mycenae in this endeavor, by contributing resources to the Support Row. As the name implies, the Support Row is a row of cards placed beside the board.

This scenario assumes that there are an even number of players, so that there is an equal number of players backing each side.

* At the start of the game, each player draws a decision card to determine which side they will be backing. The side that they back is kept secret from all other players.
* Up to three times per turn, a player may, as a trade action, place one resource face-down in the Support Row. Each resource placed in the Support Row earns the player one trade token.
* Battles: A battle occurs whenever the support row has at least 10 cards in a 4-player game and 13 cards in a 6-player game. To resolve a battle, shuffle all of the cards in the support row, and flip over 7 cards in a 4-player game and 9 cards in a 6-player game. The remainder of the cards are left face-down, forming the new Support Row.
* Battle Resolution: Each resource turned face-up may contribute to the war cause of either Troy or Mycenae. Specifically, lumber and wheat contribute to Mycenae, and ore and wool contribute to Troy; brick does not contribute to either side. The side with the most resources is declared the winner of the battle, and the corresponding marker is advanced one space on the track. All resources that are used to resolve the battle return to the supply.
* Neither the Troy nor the Mycenae markers advance if the battle results in a tie.
* Each battle won by Troy and Mycenae confers one victory point to the players with the corresponding decision cards. Like victory point development cards in the base game, a player may only reveal their decision card if the victory points from battle allows them to instantly claim victory; until then, these victory points are “hidden” and are excluded from consideration when determining leading and trailing players.

Pirate

Historische Szenarien includes a cardboard pirate figure for use with this scenario, for the benefit of players who do not have Seafarers.

* As players do not build ships, once the pirate is moved, the player to move may steal a resource from the owner of any adjacent coastal settlement or city, or the owner of any ship token at its location.
* The pirate prevents the use of special abilities granted by any ship token at its location.

Ship Tokens and Trade Markers

Each player has a set of seven Ship Tokens, numbered from 1 through 7. Each ship token, when built, confers a privilege to the player. Amongst the privileges given to the player is the use of a 2:1 prevailing trade rate in a single resource. Upon obtaining this privilege, a random trade marker is drawn to determine which resource will gain the 2:1 prevailing trade rate. In Historische Szenarien, there are two trade markers for each resource.

* Ship tokens must be built in order from 1 through 7. Once built, they must be placed in the middle of any unoccupied ocean hex either adjacent to a player’s own settlements or cities, or adjacent to a hex containing another of a player’s own ship tokens.
* Once a ship token is built, the player must move the pirate.
* A ship token may be built at the location of the pirate. As with all other ship token placement, the pirate is moved immediately afterwards.

No. Effect

1 3:1 prevailing trade rate for all resources

2 1 victory point

3 Swap – Once per turn, you may swap a resource card in your hand with one from the Support Row

4 1 victory point

5 2:1 prevailing trade rate for one resource – draw a trade marker to determine the resource

6 Withdraw – Once per turn, you may take a resource card from the Support Row

7 1 victory point

Scenario Rules

* The development card deck is not used in this scenario.
* The Largest Army bonus is not used in this scenario.
* The Support Row begins with one each of grain, lumber, ore, and wool.

Game is to 15 points. The game may also end if either Troy or Mycenae wins six battles, in which case all decision cards are revealed, and the player with the most victory points is declared the winner. In the case of a tie, the tied player with the most trade tokens is declared the winner.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 1 Set of 7 Ship Tokens

Building Costs

Road 1 brick, 1 lumber

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Ship Token 1 grain, 1 wool, 2 trade tokens

## The Great Wall

“The Great Wall” is the second scenario in the second of the Historische Szenarien. Unique amongst the scenarios is the ability to have all of the players lose together, without a winner being declared.

This scenario is known not to be compatible with Cities & Knights.

The Game Board

The game board represents an area corresponding to north central to northeastern China, as well as portions of the Gobi desert. Players take on the role of sentries on the Great Wall of China, defending China proper from the Huns. During a four-player game, one portion of the board is folded back, so that only the eastern two-thirds of the board are used.

Beyond the Great Wall near the top of the board lies a series of numbered desert hexes, known collectively as the assembly hexes. Each assembly hex is adjacent to two attack hexes, which are used by the Huns to attack the wall. Linking assembly hexes and attack hexes together are a series of arrows, each of which is adorned with a number token. Located at the southeast corner of each attack hex are intersections where each player has a frontier settlement. The column of hexes below each attack hex is known as the support column associated with the frontier settlement. (Note that immediately below the easternmost attack hex is an ocean hex; the first hex in the support column is considered to be the adjacent forest hex instead of the ocean hex.)

Hun Tokens

Historische Szenarien includes 35 Hun tokens, each of which are labeled with a number from 1 through 5 on one side. There are seven tokens for each number, and in a 4-player game, only the tokens from 1 through 3 are used. At the start of the game, all of the Hun tokens are mixed together to form a draw pile.

* Whenever a settlement is built or upgraded to a city, a Hun token is drawn, and placed on the assembly hex indicated on the back of the token.
* Hun tokens are moved from assembly hex to attack hex whenever the number rolled for production matches that of one of the arrows.
* Each attack hex may only have five Hun tokens; no Hun tokens are moved if doing so results in an attack hex with six or more Hun tokens.
* Hun tokens that are located on hexes within the interior of the board block resource production of the hex.

Wall Markers and Breach Tokens

Each player is given a set of five wall markers, which, when built, are placed on the attack hex adjacent to their frontier settlement. Each wall marker depicts a section of the Great Wall, with up to five watchtowers along its route; the wall markers of all players collectively form the Great Wall. The reverse side of each wall marker is labeled by a number indicating its level, as well as the cost of building that particular wall marker.

Breach tokens are tokens that indicate that a player was responsible for a wall breach. They are sometimes referred to as “minus tokens”, as they penalize victory points.

* Wall markers are built in increasing levels, from 1 through 5. A player may not skip levels when building their section of wall.
* Breaching the Wall: If the number of Hun tokens at an attack hex exceeds the wall level, then the wall is considered breached. Whenever the wall is breached, the level of the wall is reduced by one, and the Hun markers on the attack hex are distributed among the hexes in the corresponding support row.
* Hun tokens must be distributed evenly amongst the hexes in the support row, and must be distributed from top to bottom amongst the support column.
* After Hun tokens are placed, the player allowing the wall to be breached is given a breach token.
* Each breach token in a player’s possession penalizes the player by one victory point.

Level Building Cost

1 1 brick, 1 grain, 1 lumber

2 1 brick, 1 grain, 1 lumber

3 1 brick, 1 grain, 1 lumber, 1 ore

4 1 brick, 2 grain, 1 lumber, 1 ore

5 1 brick, 3 grain, 1 lumber, 1 ore

Scenario Rules

* The robber is absent in this scenario.
* Each player begins with three settlements. The first settlement placed by each player must be a frontier settlement.
* Before the start of the game, remove three victory point development cards, and one each of the Monopoly, Road Building, and Year of Plenty development cards from the development card deck.
* The Largest Army bonus is worth only 1 victory point.
* Blockade rules are in effect. See the section on “Blockade” in the Guide with regards to the mechanics therein.
* Whenever a 7 is rolled for production, the player to move may steal a resource from any other player.
* Whenever a Knight development card is played, the player may take any two actions amonst the following: moving a Hun token from one assembly hex to another, removing a Hun token from the interior and putting it back into the supply, or moving the pirate.

Game is to 10 points. The game may also end if the wall has been breached five times in a 4-player game, or seven times in a six-player game, in which case all of the players are declared to have lost.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 1 Set of 5 Wall Markers

Building Costs

Road 1 brick, 1 lumber

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

# Das Buch zum Spielen Scenarios

Das Buch zum Spielen is arguably one of the most extensive Catan expansions that have been published in any language, in terms of number and variety of scenarios and variants. It consists of a book that details history of both Catan and the Catan Card Game (predecessor to The Rivals of Catan), as well as the rules for the scenarios and variants and the parts needed to play them. As with the Historische Szenarien, the English language distributor of Catan at the time, Mayfair Games, chose to import German portions with a partial translation of all of the gameplay-related portions, but stopped short of a full English language localization.

Many of the scenarios in this section have been reprinted in various forms: for example, nearly all of the scenarios and variants in the German language Atlantis expansion, celebrating the 10th anniversary of Catan, were scenarios originally taken from this expansion, and the 10th anniversary of Seafarers revised and reimplemented one of the scenarios found here.

About the Scenarios

The scenarios in this section of the Guide are presented in the order in which they appear in Das Buch zum Spielen. The sole exception is “The Desert Riders”, which was subsequently released under the name “The Desert Dragons” in Schätze, Drachen & Entdecker.

Components Bags

To organize the various game parts, 12 plastic bags were provided, and each of the components belonged to one of the bags. German language labels were also provided to mark each bag with its contents. The bags were laid out as follows:

Bag Contents

1 “The Colonists” Components:

• 4 Building Cost Cards

“Transport Settlers” Components:

• 4 Island Supply Boards

• 4 Ship Supply Boards

• Nameplates for Catan, Roja, and Talis

“Westwards” Components:

• 5 Building Cost Cards

2 “Westwards” Components:

• 7 River Strips

• 5 Forts

• 5 Pioneers

• 1 Native American Figure

3 “The Colonists” Components:

• 20 Gold Tokens

• 20 Ore Tokens

• 20 Gem Tokens

• 20 Discovery Tokens

Other Components:

• 3 Jungle Hexes

• 3 Volcano Hexes

4 “The Bermuda Triangle” Components:

• 10 Blue Number Tokens

“The Specialists” Components:

• 6 Specialist Cards

Other Components:

• 30 Red Tokens

5 “The Treasure Hunters” Components:

• 1 Large Victory Point Marker

• 30 Treasure Tokens: 6 victory point tokens, 8 robber tokens, 8 gold tokens, and 8 development

card tokens

“The Storm Tides” Components:

• 18 Dike Markers (3 per player)

6 • 16 Victory Point Markers

• 15 Number Tokens (2 each of 2, 6, 8, 12, and 1 each of 3, 4, 5, 9, 10, 11, and Magic 7)

7 “The Desert Riders” Components:

• 28 Desert Rider Markers

8 “Catan-Express” Components:

• 1 Fastest Engineer bonus card

• 6 Train Markers (1 per player)

• 36 Water Tower Markers (6 per player)

9 • 1 Citadel Hex

• 100 Flood Markers

• 1 Spinner Hex

10 “The World According to Catan” Components:

• 1 Storm Marker

Other Components:

• 2 Storm Flood Markers

• 1 Dragon Figure

• 6 Balloon Markers (1 per player)

11 “The Desert Riders” Components:

• 12 Discovery Tokens

Other Components:

• 6 Castle Markers (1 per player)

• 6 Factory Markers (1 per player)

12 • 18 figure stands (3 per player)

• 6 black figure stands

• 1 spinner arrow

Information about these parts are provided in the sections of the Guide where these parts are used. Note that some of these components are exclusively used in variants rather than scenarios.

Red Tokens

Das Buch zum Spielen includes 30 tokens that are red on both sides. The red tokens are used generally to mark intersections of significance on the board. Although seen today as a precursor to the Catan chit due to their multipurpose nature, red tokens are never used to denote victory points and rarely used as a currency, two of the other main functions of the Catan chit today.

Desert Rider Markers

The desert rider markers are used in the scenario “The Desert Riders”, which has been subsequently renamed “The Desert Dragons”. The newer revision uses dragon tokens in place of desert rider markers, but otherwise function identically.

More information about “The Desert Dragons” is available from its section in the Guide.

Storm Flood Markers

Das Buch zum Spielen includes two storm flood markers. These markers are placed on edges, and are used to denote that adjacent edges or intersections, depending on the scenario, are inaccessible.

The Guide does not depict storm flood markers directly, instead opting for marking any affected edges and intersections. Consult with the scenario’s section in the Guide for additional details.

Jungle Hex and Discovery Tokens

The jungle hex is a special type of terrain hex that produces its own unique currency, known as a discovery token.

The Guide uses a dark shade of gray, as opposed to a shade of green used on actual hexes, to avoid confusion with forest hexes.

Discovery tokens are not considered part of the hand, and thus is not subject to the hand limit. They are also not resources, and thus may not be stolen or taken as a result of the Monopoly development card.

The role of a discovery token in most scenarios is to take the place of one resource needed to purchase a development card. Typically, multiple discovery tokens may be used as substitutes for multiple resources.

The quantity of discovery tokens vary between scenarios. Consult with the scenario’s section in the Guide for a more precise description of the role of a discovery token.

Volcano Hex

The volcano hex is a special type of terrain hex that produces resources, but at a great risk for players with nearby settlements and cities.

Each intersection adjacent to a volcano hex is marked with a number. During setup, if there are multiple volcano hexes, the orientation of each volcano hex may be the same or different.

After the production roll is resolved and resources are collected, any volcano hex that produced resources is subject to eruption. Roll one die. If there is a settlement at the intersection at the specified number, it is destroyed. Depending on the scenario, cities may be reduced to settlements, or destroyed outright.

The type of resource or other currency produced by a volcano hex depends on the scenario; consult with the scenario’s section in the Guide for additional details.

Spinner Hex

The spinner hex is a spinner whose base is the exact same shape and size of a hex. It is primarily used in variants, but it does see some use in scenarios. Each side of the spinner hex is labeled from 1 through 6. The four cardinal directions are also indicated on the spinner hex, with 1 representing due west. (This corresponds to the top of the map in the Guide’s setup diagrams, due to the different orientation of the hexes.)

Despite the fact that the spinner hex is the exact same size of a hex, it is generally not placed on the board, as the spinner arrow extends well past the edge of a hex, often resulting in pieces being knocked over.

Because of the construction of the spinner hex, players owning a copy of English versions of Traders & Barbarians may find it easier to use the castle hex from “Barbarian Attack” and a die to serve as a proxy for the spinner hex.

Figure Stands

There are some pieces included with Das Buch zum Spielen that are meant to be used as figures, and must be mounted onto the included figure stands. While there are enough figures for the black (neutral) figures, there are not enough stands for all of the figures for the player pieces.

## The Atoll

By Brigitte and Wolfgang Ditt

This scenario is known to not be compatible with Cities & Knights.

Scenario Rules

* During initial setup, players must place their first settlement on the inner island, and the second on the outer island. In a 5-player game, the player placing their first settlement last may choose to place both settlements on the outer island, as the inner island may become too crowded.
* The pirate is governed differently from normal. Whenever the robber is moved, the pirate must also move. The pirate always moves a number of hexes clockwise during its movement.
* If a Knight development card was played, the pirate is moved one hex clockwise. If the pirate is moved as a result of a production roll of 7, the pirate moves a number of hexes equal to the lower of the two dice rolled.
* The robber is always moved before the pirate.
* Even though both the robber and pirate are moved, only one resource is stolen. If the pirate is able to steal a resource (in accordance to the standard rules for the pirate stealing resources in Seafarers), it must do so, and no resource is stolen by the robber. Otherwise, the robber may steal a resource as normal.
* Each shipping line between the inner and outer islands connecting any two settlements or cities, not necessarily a player’s own, is worth one victory point.
* Shipping lines that branch off do not award any additional victory points, and no additional victory points are awarded if there is more than one shipping line connecting the same two settlements and cities.

Game is to 12 points.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 15 Ships

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

## The Bermuda Triangle

By Steffen Richter and Heinz Dasbach

Blue Number Tokens

A number of ocean hexes have special effects happen on adjacent edges. In Das Buch zum Spielen, special blue square number tokens are included to mark each ocean hex.

Bridges

A number of edges between ocean hexes are marked in purple on the setup diagram. These indicate edges where a bridge, represented by an ordinary road, may be built. Bridges act as an extension of the road network, like ships.

* The Road Building development card may not be used to build a bridge.

Scenario Rules

* The robber is present in this scenario, and begins the game on any gold field hex.
* The pirate is present in this scenario, and begins the game on any ocean hex without a number token.
* The first settlement a player builds on the central island is worth one extra victory point.
* The Bermuda Effect: Whenever the production roll matches that of an ocean hex, all ships adjacent to the affected hex are removed from the board.
* Bridges and roads are not affected by the Bermuda Effect, nor are adjacent settlements and cities.
* The rules do not specify what happens if, as a result of the Bermuda Effect, a ship becomes unanchored on both ends.
* Loss of Supply: All settlements and cities on the central island must be connected by ships or bridges to settlements on the outlying islands. If, due to the Bermuda Effect, this no longer holds, settlements and cities on the central island are rendered unproductive.
* A player may not expand on the central island while the central island remains unproductive.

Game is to 12 points.

Setup Notes

The setup diagrams show the recommended setup from official documentation. The land hexes on the outer islands may be altered.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 15 Ships

Cities & Knights Additions

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Bridge 1 brick, 1 lumber, 2 ore, 1 wool

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall 2 brick

Knight 1 ore, 1 wool

Knight Activation 1 grain

Knight Promotion 1 ore, 1 wool

## Catan Express

By Brigitte and Wolfgang Ditt

“Catan Express” is a unique scenario using a fixed base game island that has players racing trains around the board.

This scenario is known not to be compatible with Cities & Knights.

Trains

Trains are the central new piece used in this scenario. Six train figures are included with Das Buch zum Spielen, one for each player color. These figures must be attached to figure stands of matching color.

* Trains are moved only after the race begins, and only during the movement phase.
* Trains may only move if a player has placed at least five rails or ships.
* Each turn, a train may move a number of intersections along their rail and ship network equal to the higher of the two dice rolled for production. Trains need not use their full movement allotment.
* Trains may move over a player’s own rails for free. Trains may also move over opposing rails or ships, but players must pay one resource to the owner of the rail or ship. If there is more than one opponent with a rail, then the player may choose which player they pay the resource to.

Rails

Rails, represented by roads, are used to move the trains once the race begins. Unlike the roads that they replace, settlements need not be connected to each other by rail.

* Rails are always built from an intersection to the center of a hex.
* Players may build rails where other players have built rails, but 1 brick must be paid to each player already having built a rail there.
* A player may build rails past opposing settlements.

Water Towers

Water towers are square cardboard markers used to denote checkpoints in the race. Das Buch zum Spielen includes six water tower markers for each of the six players.

* When the race begins, each player must nominate one of their own settlements or cities (two in a 3-player game), and each player must place one water tower at each nominated location. A player may nominate the settlement where their train is currently located.
* If a player is unable to nominate one of their own settlements, then no action occurs; the race will consist of one less water tower.
* Collecting Water Towers: Whenever a train reaches an intersection containing one of a player’s own water towers, the train must end its movement, and the player removes the water tower from the board and places it in their supply.
* Each collected water tower is worth one victory point.

Fastest Engineer Bonus

The Fastest Engineer bonus is a one-time bonus given to the first player to collect all of their own water towers.

Das Buch zum Spielen includes a scoring card (in the style of the Largest Army or the Longest Road scoring cards) for the Fastest Engineer.

* The Fastest Engineer bonus is worth one victory point.

Scenario Rules

* The Longest Road is not used in this scenario.
* At the start of the game, set aside two cities and all of the water towers from the player supply; they only enter the player supply once the race begins.
* During initial setup, no rail is built extending from the first settlement, but one rail is placed extending from the second settlement.
* Each player’s train begins the game at the location of the second settlement.
* Settlements may only be built at intersections not connected to any player’s rail or ship line. The distance rule continues to apply.
* Victory point development cards must be revealed and played immediately once drawn.
* A player earns one victory point every time they connect an isolated settlement to their own rail network.
* A player earns one victory point for the first rail connection between their own rail network and that of an opponent.
* No victory points are awarded if the first rail connection between two players occur during initial setup.
* Only settlements that are connected to any player’s rail network may be upgraded to cities.
* The race begins whenever any player obtains eight victory points.

The game ends whenever any player claims the Fastest Engineer bonus, with the player having the most victory points is declared the winner. If there is a tie, and the player claiming the Fastest Engineer is amongst the tied players, then that player is declared the winner. Otherwise, the tied player to have first moved their train is declared the winner.

The following additional rules are in effect when playing with Seafarers. Consult with the Seafarers section of the Guide for additional details.

* Ships are built normally, but players begin with 8 ships instead of 15.
* As an optional rule, players may agree to build ships in the same manner as rails. If adopted, players should begin with the full complement of 15 ships.
* As an optional rule, players may agree to not allow trains to stop at any intersection where rails meet ships.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 1 Train

• 6 Water Towers

Building Costs

Rail 1 lumber, 1 ore

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

## El Dorado

By Andreas Seyfarth

“El Dorado” is an interesting scenario that redefines the role of the pirate, termed the corsair in this scenario.

El Dorado

The titular El Dorado in this scenario refers to the central gold field hex. Players may not place their initial settlements adjacent to this hex, nor may players expand to the El Dorado hex.

* At the start of the game, the three number tokens from the reserve are placed face-down on the El Dorado hex. The first three players to place a ship adjacent to the El Dorado hex flips over one of the number tokens.
* After one of the number tokens has been flipped face-up, whenever one of the face-up number tokens matches the production roll, each player with a continuous road and/or ship connection between the El Dorado hex and a city receives a Catan chit.
* Note that the city does not have to be on the coast; the city may be located inland, and be connected via roads to a settlement that extends a shipping line out to El Dorado. The ship, however, must be adjacent to the El Dorado hex, and not merely touching one of its intersections.
* The supply of Catan chits is considered finite, and standard resource shortage rules apply.
* Each Catan chit is worth one victory point.

Corsair

In this scenario, the pirate is renamed the corsair, and is governed by different rules.

* Taking Control of the Corsair: The corsair is said to be under the control of a player. A player takes control of the corsair from its current holder (if applicable) whenever they pay the build cost.
* Whenever a 7 is rolled for production, the player in control of the corsair must place it on any ocean hex adjacent to El Dorado after the robber is moved. If no player is in control of the corsair, the corsair is not placed on the board.
* After the corsair is placed, the player with control of the corsair may do one of two actions, outlined below.
* Corsair Stealing Resources: The player may steal one resource from up to two opposing players with ships adjacent to the corsair’s location. The corsair is removed from the board, though the player retains control of the corsair.
* Corsair Attack: The player may remove from the board any two ships, including their own, adjacent to the corsair’s location. The corsair is then removed from the board, and the player relinquishes control of the corsair.
* A shipping line that is unanchored on both ends as a result of a corsair attack cannot move until they are reconnected to an anchoring settlement or city. A player is not obligated to immediately reconnect isolated ships, and is free to build ships elsewhere.
* As an optional rule, the player in control of the corsair may use the ability of the corsair once per turn, including the turn in which they take control of the corsair.

Scenario Rules

* The robber is present, and begins the game in any desert hex.
* Ships may not be moved between the interior ocean hexes and the exterior of the game board.

Game is to 12 points. The game also ends if 8 Catan chits have been awarded, with the player having the most victory points being declared the winner. In the event of a tie, the tied player having most recently had control of the corsair is declared the winner.

Setup Notes

The terrain hexes and number tokens may be freely altered, though the 6 and 8 number tokens should be evenly distributed about the inner part of the island, and the other number tokens should be placed so as to not have two adjacent hexes with the same number token.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 4 Ships

Cities & Knights Additions

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Corsair 1 lumber, 2 ore, 1 wool

Cities & Knights Additions

City Wall 2 brick

Knight 1 ore, 1 wool

Knight Activation 1 grain

Knight Promotion 1 ore, 1 wool

## The Explorers

By Hannes and Christian Till

“The Explorers” is a scenario that combines the discovery elements of “The Fog Islands” with the number token movement mechanics from “Greater Catan”.

The Game Board

In this scenario, the left and right edges of the board (top and bottom, as represented in the Guide) are considered to wrap around and connect to each other.

Shown on the left is how the top-left and bottom-left ends of the board are considered to wrap around and connected to each other, with a 3rd edition Seafarers frame. The two ships on the left are considered to be connected to each other, despite nominally being on opposite ends of the board. This means that there may be ships on edges that are considered to be the same, as is the case with the ship on the right: the ship is on the top edge of the printed hex on the top end of the

board, which is considered to be the same as the bottom edge of the printed hex on the bottom end of the board.

Although a setup for the 4th edition Seafarers frame is available, there has been no attempt to consolidate that the fact that the outer and inner columns would have a different number of hexes in them. (The 4th edition frame was introduced after the release of Das Buch zum Spielen, with the scenario setups for the 4th edition frame being available for download from the Catan website; however, the setup for this scenario lacks any instructions on how to implement the board wraparound.) It can still be presumed, however, that there is effectively one hex separating every other column on the board, consistent with the intent of the 3rd edition frame.

Scenario Rules

* The reserve consists of two piles: one with ocean hexes and one with only land hexes.
* Players must place their initial settlements in the middle of the board, not adjacent to the unexplored area.
* Discovery: Whenever a player builds a road or ship on edges facing unexplored terrain, discovery occurs. During discovery, a land hex is drawn from the reserve and placed on the empty space, and, if possible, an ocean hex is placed in an adjacent empty space.
* If the land hex discovered produces resources, a number token is also assigned from the reserve. Should the reserve be empty, then a number token must be moved from the central area, subject to the following restrictions: the number token being moved must be taken from a hex adjacent to a player’s own settlements and cities, every settlement or city must border a hex with a number token, and the 6 and 8 number tokens may not be placed in adjacent hexes. If this is not possible, then they may be ignored in the order stated. If there are no eligible number tokens from the central island, then the number token may be moved from anywhere else on the board, subject to the same restrictions.

Game is to 12 points.

Setup Notes

Under the 3rd edition rules, the harbor hexes from the base game are used instead of the harbor tokens from Seafarers, and these hexes are shuffled into the ocean hex reserves. Whenever a harbor hex is drawn, it must be placed, if possible, so that both harbor intersections touch land. The rules do not specify what happens if a harbor hex may be subsequently rotated so that it faces land after it is placed.

Under the 4th edition rules, harbor tokens are placed on specific edges on the game board. The first player to build a road or ship on these edges may take the harbor token and place it on any coastal edge, subject to the restriction that at most one harbor may be on one edge, and that harbors may not be placed on adjacent edges.

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 15 Ships

Cities & Knights Additions

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall 2 brick

Knight 1 ore, 1 wool

Knight Activation 1 grain

Knight Promotion 1 ore, 1 wool

## The Fleets

By Horst Rainer Rösner

“The Fleets” is a scenario where the mechanics involving ships are different from standard Seafarers.

This scenario is known not to be compatible with Cities & Knights.

The Fleet

The defining feature of this scenario is a line of ships known as a fleet. A player may have only a single fleet, which may consist of anywhere between one to five ships. Fleets, unlike ordinary shipping lines, may not branch, but they may move about on the board.

* As fleets are to be moved about on the board, fleets, unlike ordinary shipping lines, do not contribute to the Longest Road.
* A player may, during initial setup, set up the first ship in their fleet in place of a road. Because a player may only have one fleet, only one ship may be substituted in this manner.
* Building and Extending the Fleet: The first ship in a fleet is constructed as normal. Thereafter, a fleet must have at least one ship connected to a player’s own settlements or cities in order for it to be extended. Players may extend the fleet on either end, so long as it does not branch.
* Fleet Movement: A fleet of one ship moves to an adjacent edge. A fleet of more than one ship moves by removing one ship on one end and placing it so that it extends the other end.
* Fleets may move anytime during the turn; it is not considered a trade or build action.
* Each ship in a fleet may move only once per turn.

Scenario Rules

* The robber is present in the game, and begins the game in any desert hex.
* The pirate is present in the game, and begins the game in any ocean hex.
* Each player begins the game with one number token from the reserve in their possession.
* Players may only place their initial settlements on the two large islands at either end of the board.
* Expansion Using Fleets: In order to expand to any of the small islands in the middle of the board, a player must first move their fleet so that there is a ship adjacent to the settlement site. A player may only build their first settlement on each small island in this manner; after a settlement has been established on an island, they may only expand further on that island through conventional means.
* If both of a player’s initial settlements are on the same side of the board, they may not expand to the large island on the opposite end of the board.
* Fleet Destruction: If the pirate is moved as a result of a production roll of 7, and the pirate is moved to an ocean hex adjacent to the end of an opponent’s fleet of three or more ships, the last ship in that fleet is removed from the board.
* Fleets of two or fewer ships are not affected by the fleet destruction mechanic.
* The pirate does not prevent the extension of a fleet, nor the movement of any ship therein.
* Island Settlement Bonus: each of the small islands confers a bonus, worth one victory point. Each settlement on the island confers one settlement point for its owner, and each city confers two settlement points. The player with the most settlement points on an island earns the bonus.
* No bonus is awarded for an island if two or more players are tied in having the most settlement points.
* Number Token Swapping: If any ship in a player’s fleet borders a land hex, the player may exchange
* the number token in their possession with the number token from that hex.
* Number token swapping may be done any number of times, and is not considered either a trade or a build action.
* The robber does not prevent the exchange of number tokens.

Game is to 12 points.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 5 Ships

Cities & Knights Additions

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall 2 brick

Knight 1 ore, 1 wool

Knight Activation 1 grain

Knight Promotion 1 ore, 1 wool

## The Colonists

“The Colonists” is one of the most republished scenarios included with Das Buch zum Spielen. It is one of the scenarios that made up the Dutch “Six Scenarios” series of expansions, and was republished twice in the German language: once as part of Atlantis, and the other as the scenario celebrating the 10th anniversary of Seafarers.

Because of its unique setups and rules, one may argue that this scenario acts as a spiritual successor to “The Fog Islands” in Seafarers as well as a spiritual predecessor to the scenarios of Explorers & Pirates.

This scenario is known not to be compatible with Cities & Knights.

The Game Frame

The Seafarers 10th anniversary edition of “The Colonists” includes two single-hex frame extension pieces, to accommodate the increased length of the board. Players with the Seafarers extension should use the two-hex frame extension piece from the extension in place of the two single-hex extension pieces, for greater board stability.

Gold Field, Jungle, and Volcano Hexes

The Seafarers 10th anniversary edition of “The Colonists”, like other releases, includes jungle and volcano hexes, as to date they have not been released as part of any standard expansion. Unlike the other releases, however, the jungle and volcano hexes included with the Seafarers 10th anniversary edition have pre-printed number tokens: 4, 9, and 10 for the jungle hexes, and 3 and 6 for the volcano hexes. Other releases do not have pre-printed number tokens for the jungle or volcano hexes.

Similarly, the Seafarers 10th anniversary edition of “The Colonists” includes one gold field hex with a preprinted 5 number token, in the only case where a standard hex has a pre-printed number token outside of a mass-market edition or historical scenario.

Colony Tokens

“The Colonists” uses four distinct types of currencies, collectively referred to as Colony Tokens. Each type of hex in the reserves produces a specific type of colony token, which must be transported back to the main island in order for them to be added to a player’s supply and subsequently redeemed. The four types of colony tokens are gold tokens, ore tokens, gemstone tokens, and discovery tokens.

Type Terrain Quantity Redeemed

DB 6S 10th

Gold Token Gold Field 20 20 20 1 token for any resource except ore

Ore Token Mountain 20 20 20 1 token for 1 ore

Gemstone Token Desert 20 20 24 2 tokens for 1 development card

Discovery Token Jungle 26 26 24 3 tokens for 1 victory point

(DB: Das Buch zum Spielen, 6S: Six Scenarios, 10th: Seafarers 10th anniversary)

* Colony tokens are not resources, and they are not considered part of the hand. As such, they are not subject to the hand limit.
* Colony tokens may not be traded or taken as a result of the Monopoly development card.
* Colony tokens in a player’s supply must be redeemed for their reward whenever possible.
* When colony tokens are produced, they are not placed in a player’s supply: rather, they are placed with the settlements that produce them. Each settlement may store a toal of three colony tokens; any excess colony tokens produced are lost.
* Colony tokens may be shifted from settlement to settlement through a player’s own road network.

Ships

Ships are governed by rules different from that in Seafarers. Ships are placed on intersections, and are moved about during the movement phase.

Note that under the original rules, ship pieces represent ships, outposts, and warships. A player may have at most three ships at any given time: the remaining ship pieces are used as outposts and warships. (The Seafarers 10th anniversary rules have ships and outposts be different pieces.)

* When a ship is built, it is placed at the location of a player’s coastal settlements or cities on the home island.
* During the movement phase, each ship may move a number of intersections equal to the higher of the two dice rolled for production. A ship does not need to use their full movement allotment.
* Ships may not end their movement on intersections containing other ships, nor opposing settlements or cities. They may, however, pass through them en route to their destination. Ships may not move past the pirate.
* Ships may move on the turn that they are built.
* Discovery by Ship: If a ship moves to an intersection bordering unexplored territory, a hex is taken from the reserve and placed there. If it is a land hex, a number token is drawn at random from the reserve and immediately placed there (ensuring that the 6 and 8 number tokens are not adjacent – number tokens may need to be redrawn). As a reward for discovery, one colony token of the type produced by the hex is immediately added to the player’s supply.
* If an ocean hex is discovered, no reward is given. If playing by rules predating the Seafarers 10th anniversary, the ship making the discovery must also end its movement.
* Transporting Colony Tokens: A ship at the location of a settlement with colony tokens may load the colony tokens from that settlement. A ship may hold up to three colony tokens. Colony tokens may be unloaded at any coastal settlement or city on the home island, where they are immediately transferred to the player’s supply.
* Loading and unloading colony tokens is a free action, and does not affect the movement ability of the ship.
* Colony tokens may not be transferred between ships.

Outposts

Outposts are structures that are built by ships, allowing players to build settlements in the outlying areas. They are placed in the center of a hex.

As originally presented in Das Buch zum Spielen, outposts are represented by ships being placed upside down; the Seafarers 10th anniversary edition instead has outposts be distinct plastic pieces, and provides five outposts for each player.

* A player discovering a land hex in the outlying areas using a ship must remove the ship from the board and place an outpost on the newly-discovered hex.
* Thereafter, any other player with a ship adjacent to the hex may convert their ship to an outpost.
* Each player may only have one outpost on a hex.
* Outposts may not be established on the home island; expansion on the home island is only possible by land.

Pirate

As originally presented, the pirate from Seafarers is reused in this scenario. However, the Seafarers 10th anniversary edition provides a different pirate figure, in the form of a black warship. In any event, the pirate is governed differently from how it is in Seafarers.

* The pirate, like ships, is placed on intersections. Under the Seafarers 10th anniversary rules, the pirate may not be placed on intersections bordering the game frame.
* Once the pirate is moved, the player moving the pirate may either steal a resource from the owner of any adjacent colonial settlement or ship, or steal a colony token from an adjacent colonial settlement or ship.
* Any colony tokens stolen by the pirate is placed immediately in the supply of the player moving the pirate.
* A player may not steal their own colony tokens.
* Under the original rules, the pirate may not steal resources from coastal settlements or cities on the home island. Under the Seafarers 10th anniversary rules, the pirate may steal resources from coastal settlements and cities on the home island.
* Pirates and outposts do not affect each other.
* If the pirate is at a coastal intersection, the pirate blocks the building of a settlement at its location, but does not block the movement of colony tokens over it.

Warships

Warships are a means to counteract the effects of the pirate. As originally presented, they are represented by regular ships; the Seafarers 10th anniversary edition provides a separate warship figure for each player. The rules for warships differ somewhat between the two rulesets, though not significantly.

* Warships are placed in the middle of hexes. Under the original rules, only one warship may be placed on any hex, but under the Seafarers 10th anniversary rules, multiple warships may be placed on the same hex.
* Warships prevent the pirate from being placed at any of the adjacent intersections.
* If a warship is placed at a location adjacent to the pirate, the pirate must be moved.
* The rules do not dictate where the pirate should be placed in the event that the placement of a warship results in the pirate having no eligible intersections to be placed.
* Additionally, under the Seafarers 10th anniversary rules, the pirate may not target any ship, coastal settlement, or city located next to a warship belonging to the same player.
* Under the original rules, warships contribute to the Largest Knight bonus.
* Moving Warships: Under the Seafarers 10th anniversary rules, a warship may be moved once per turn, to any other ocean hex. If the warship is moved to a location adjacent to the pirate, the pirate is moved, as normal.
* A player may not move their warship on the same turn that it is built. This means that the pirate may move at most three times per turn: once on a production roll of 7, once from a Knight development card, and once from either placing or moving the warship.

Scenario Rules

* The island at the top of each setup is referred to as the home island.
* When playing with the Seafarers 10th anniversary rules, each player begins with three settlements.
* Players must place all of their initial settlements on the home island. Furthermore, the first settlement must be placed on the coast, facing the interior of the board.
* A player placing a coastal settlement may place a ship instead of a road, as normal, but be advised that in this scenario, ships are placed on intersections.
* The robber is absent in this scenario.
* The Longest Road bonus is not used in this scenario.
* The pirate is present in this scenario. Under the original rules, the pirate begins on any intersection entirely surrounded by ocean hexes; under the Seafarers 10th anniversary rules, the pirate begins off of the board.
* Only settlements placed on the home island may be upgraded to cities.
* A player may build a settlement on any intersection where all adjacent hexes are discovered and all adjacent hexes have outposts. If a settlement is built using this manner, all adjacent outposts are removed.
* Note that settlement placement is still subject to the distance rule. Also note that as outposts can only be placed on coastal hexes, only coastal settlements may be built using outposts.
* Once a settlement is built on an outlying area, a player may expand either using outposts (possibly putting a new outpost where one was previously removed for a settlement) or normally using roads.
* Volcano hexes produce any type of colony token for adjacent settlements. After colony tokens are produced, eruption occurs.
* Under the original rules, if a settlement at a volcano hex is affected by an eruption, it is placed on its side. Settlements placed on their side are unproductive, and are worth no victory points. Players are not compelled to immediately rebuild settlements placed on their side.
* Under the Seafarers 10th anniversary rules, if a settlement at a volcano hex is affected by an eruption, it is destroyed. The settlement is returned to the supply, and any colony tokens that remain must be moved to other settlements through the player’s road network, if possible. Any colony tokens that cannot be accommodated are lost.
* The volcano’s eruption does not affect the movement ability of a ship.

Game is to:

* 13 points, under the original rules
* 12 points, in a 3-player game under the Seafarers 10th anniversary rules
* 11 points, in a 4-player game under the Seafarers 10th anniversary rules

Setup Notes

The hexes on the home island may be altered as needed. The distance between the home island and the outlying areas can also be modified, though it is recommended that there should be at least two and at most nine full hexes separating the main island from the outlying areas.

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 15 Ships (3 if under Seafarers 10th rules)

Seafarers 10th anniversary additions:

• 4 Outposts

• 1 Warship

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Warship 1 lumber, 1 ore, 2 wool (Das Buch zum Spielen)

2 lumber, 1 wool (Seafarers 10th anniversary)

Move Warship (Seafarers 10th anniversary) 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

## The Great Race

By Stefan Schwaninger

“The Great Race” is a scenario where, instead of having a particular focus on collecting victory points, the objective is to build a city on the opposite end of the game board.

This scenario is known not to be compatible with Cities & Knights.

Scenario Rules

* The Largest Army bonus may be used in this scenario, although it is optional. If present, the player with the Largest Army bonus may steal two resources instead of one whenever the robber is moved.
* The Longest Road bonus is not used in this scenario.
* The robber is present, but begins the game off of the board.
* The robber only enters play after the second settlement has been built outside of the main island.
* The robber may not be placed on the main island.
* Players must place their initial settlements on the main island, located at the bottom of the map.
* As victory points are not the means of winning in this scenario, victory point development cards are treated as normal development cards in this scenario. A player playing a victory point development card may place a road for every ship that has been placed.
* Contrary to the base game rules, players may build roads where roads have previously been built by other players.
* This scenario makes use of the rules for discovery, introduced in “The Fog Islands”. Consult with that scenario’s section of the Guide for more information on the rules therein.
* Players may build ships off of an opponent’s coastal settlements, but after the ship is placed, the owner of the settlement may steal a resource from the player’s hand.
* Each player may only build one settlement on the gold field hexes at the top of the map. By necessity, this settlement must be built at the “finish line”.

The first player to build a city at the “finish line” is declared the winner.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 15 Ships

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

## The Treasure Hunters

By Stefan Risthaus

“The Treasure Hunters” is a scenario making use of the outer edge of the game frame as part of the board.

This scenario is known not to be compatible with Cities & Knights.

The Motherland

“The Treasure Hunters” defines the top and bottom edges of the game frame (left and right edges in the Guide) as “the Motherland”.

The motherland specifically refers to the outer edges of the board. Pictured is a two-hex frame extension piece. Here, there are two motherland edges, and three edges linking the outer hexes to the motherland: the top and bottom of the piece, as well as an imaginary edge linking the middle hex to the middle of the frame (shown as a dotted line here). In essence, a motherland “hex” is a pentagonal shape where one of the sides forms the outer edge of the board.

The motherland edges only extend as far as the last hex in the outermost columns. Thus, in a 4th edition frame, the uppermost and lowermost rows of the board are not connected to the motherland, and do not have edges that extend from the outermost hexes

* Motherland Shipping Lines: A player establishes a trade line with the motherland if they have at least two ships on motherland edges on the same side of the board. A player earns one resource of their choice at the end of their turn for motherland shipping line.
* Note that since only the left and right sides of the board have motherland edges, a player may have at most two motherland shipping lines, one for each end of the board.

Treasure Tokens

Das Buch zum Spielen includes a set of 28 treasure tokens for use with this scenario. These are square tokens with a picture of a treasure chest on one side, and one of four different images on the other. During setup, treasure tokens are placed face-down on the intersections marked on the board. Some treasure tokens are placed on intersections on the Motherland.

* Whenever a player reaches an intersection with a treasure token by road or ship, the player may claim the treasure token. Once claimed, it must be immediately redeemed for the reward indicated on the front of the token.

Type Qty Effect

Victory Point 5 1 victory point

Development Card 7 1 free development card

Gold 8 2 free resources

Robber 6 Move the robber or pirate

Longest Shipping Line Bonus

Das Buch zum Spielen includes a large victory point marker, which is used for the Longest Shipping Line bonus in this scenario.

* The first player with a shipping line that has a ship on a Motherland edge takes the Longest Shipping Line bonus and places it at the anchoring settlement or city in the line. This city is worth one additional victory point.
* Thereafter, if there is another shipping line with more ships on motherland edges, the owner of the shipping line may claim the scoring marker and place it in its anchoring settlement or city.

Scenario Rules

* The robber is present, and begins the game on any desert hex.
* The pirate is present, and begins on any ocean hex not adjacent to land.
* Blockade rules are in effect. Consult the section for “Blockade” in the Guide for additional information with regards to this variant.
* The pirate may block the ability to earn free resources from the motherland if it is placed on the frame, adjacent to a motherland edge. This does not affect the Longest Shipping Line.

Game is to 14 points.

Setup Notes

When designing a custom setup with the rules from this scenario, it is highly recommended to split the board down the central column with ocean hexes, creating at least two islands. Treasure tokens on the outer edge of the game frame may remain-as is, but treasure tokens placed in the interior of the board should satisfy the following requirements:

* All hexes adjacent to the treasure token should be hexes that do not produce resources
* Adjacent intersections should not receive treasure tokens.

No other restrictions exist for number tokens and hexes, other than the standard restriction of not allowing 6 and 8 number tokens to be placed adjacent to each other.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 15 Ships

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

## The Specialists

By Stefan Risthaus

“The Specialists” is, unique to Das Buch zum Spielen, offered as both a scenario and variant (the variant being titled “The Specialst Rules”). It is also one of the scenarios that comprise the “Six Scenarios” series of expansions released in Dutch. As a variant, it was reintroduced in Atlantis, and a revised version of the rules is included as a free download in the German language.

Specialist Cards

Das Buch zum Spielen includes six specialist cards, with each specialist card corresponding to a different type of terrain: hills, fields, forest, mountains, pasture, and gold field. Each is labeled with a particular profession at the top of the card, and also the phrase “1 Victory Point” at the bottom.

The gold field specialist card is not necessary when playing “The Specialists” as a scenario, as there are no setups that use gold field hexes; it is included when it is used as a variant that include gold field hexes in its setup.

* Specialist Points: Each settlement confers one specialist point in each of the types of resources corresponding to the resource-producing hexes adjacent to the settlement, while each city confers two specialist points.
* Note that although specialists are named by resource, specialist points are given by hex type. Specifically, settlements adjacent to gold field hexes gain one gold field specialist point, rather than one point in each resource.
* Specialty hexes producing non-resources (for example, the lake hex from “The Fishermen of Catan”) do not confer any specialist points, nor do hexes that do not produce resources.
* Specialist Bonus: The first player with four specialist points in a resource is deemed the Specialist in that resource, and earns the specialist card and scoring bonus. Thereafter, if a player has more specialist points in that resource than the current holder, they may take the specialist card and scoring bonus.
* Each specialist card is worth one victory point.
* A player with the specialist card in a given resource gains one of the corresponding resource each turn, in addition to their normal production.

Scenario Rules

* When playing as a standalone scenario, the robber is present, and begins the game on any desert hex.
* When playing as a standalone scenario, the pirate is present, and begins the game on any ocean hex.
* When playing as a standalone scenario, initial settlements may not be placed on the central island. The islands in which a player places their initial settlements is termed their home islands.
* When playing as a standalone scenario, the first settlement a player builds outside of the home islands is worth one additional victory point.
* When combined with another scenario, players place one additional settlement during initial setup.
* When combined with another scenario, if a 7 is rolled for production on any player’s first turn, the dice are rerolled.

Game is to:

* 16 points, as a standalone scenario
* The base scenario’s victory conditions, when combined with another scenario

A player may also claim victory if they hold four specialist cards.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 15 Ships

Cities & Knights Additions

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall 2 brick

Knight 1 ore, 1 wool

Knight Activation 1 grain

Knight Promotion 1 ore, 1 wool

## The Storm Tides

By Brigitte and Wolfgang Ditt

“The Storm Tides” was originally presented under the title “Catlantis” by its authors. In this scenario, gameplay is divided into three phases, the last of which consists of hexes being slowly flooded.

Dikes

Dikes are pieces built by players to prevent a hex from being flooded. Das Buch zum Spielen includes three dikes for each player, in player colors.

* Dikes may only be built starting in the second phase of the game, known as the Dike Round.
* Dikes may only be built on resource-producing hexes adjacent to a player’s own settlements and cities.
* Only one dike may be built on any hex.
* Hexes with dikes do not produce resources.

Scenario Rules

* Players may not place their initial settlements on the small island.
* The robber is present, and begins the game off of the board.
* The pirate is present, and begins the game on any ocean hex.
* The game is divided into three phases. The second phase is known as the Dike Round, while the third phase is known as the Storm Rounds.
* Dike Round: The first phase ends whenever any player has ten victory points. The Dike Round begins on the following turn, and consists of players taking at most one turn, during which dikes are available to be built.
* The player first reaching ten victory points is considered to be the player moving last in all subsequent rounds; the Dike Round is considered finished when that player completes their turn. Note that this may mean that not all players get a turn in the Dike Round, if a player reaches ten victory points during an opposing turn or during the Special Build Phase.
* For a faster game, it is suggested that the Dike Round begins when any player has eight victory points instead of ten.
* The rules do not specify whether victory point development cards may be revealed early to trigger the Dike Round.
* Storm Rounds: The Storm Rounds begin after the Dike Round is complete. There are 4 rounds in a 3- or 5-player game, and 3 rounds in a 4- or 6-player game. Each round ends after each player has taken a turn.
* Flooding: After production is resolved in a storm round, the player to move must select a hex with a number token matching the production roll. If this hex has a dike, then the dike is removed from the board, and returned to its owner’s supply. Otherwise, the hex becomes flooded.
* Dikes may continue to be built during storm rounds.
* When a hex is flooded, it is replaced with an ocean hex, and the number token is removed from the board.
* Any roads, settlements, and cities that are entirely surrounded by ocean hexes as a result of flooding are removed from the board. Any roads that are not connected to any settlement or city are also removed from the board.
* Any ships that are part of a shipping lane that becomes unanchored on both ends remain on the board. Players with an isolated shipping lane may not build any new ships until these isolated shipping lanes are reconnected.
* If the hex at the location of the robber is flooded, then the robber is expelled.
* Aggressive Storms: As an optional rule, players may choose to have all hexes matching the production roll affected by flooding instead of one selected hex.
* Fleeing Robber: If, conversely, storm rounds are too aggressive, players may, as an optional rule, choose to remove the robber from the game after the Dike Round has completed.
* Tide Rounds: As an optional rule, players may extend the game into a new phase after the last storm round is complete. This phase of the game acts identically to the storm rounds, except that dikes may no longer be built.

The game ends as follows:

* If tide rounds are not used, then the game ends following the completion of the last storm round.
* If tide rounds are used, then the game ends when there are 7 or fewer land hexes remaining on the board in a 3-4 player game, and 11 or fewer hexes remaining on the board in a 5-6 player game.

The player having the most victory points is declared the winner. In case of a tie, the tied player with the most hand cards is declared the winner.

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 15 Ships

• 3 Dikes

Cities & Knights Additions

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Dike 1 brick, 1 wool

Cities & Knights Additions

City Wall 2 brick

Knight 1 ore, 1 wool

Knight Activation 1 grain

Knight Promotion 1 ore, 1 wool

## Transport Settlers

By Jürgen Rojacher and Florian Kraus

“Transport Settlers” is a scenario whose premise is that, rather than having a player’s hand consist of all of the resources that are gathered from everywhere on the board, the hand is divided into resources that are located on each island therein, as well as onboard ships that serve to transport these resources from island to island.

This scenario is known not to be compatible with Cities & Knights.

Name Plates

“Transport Settlers” largely relies on there being three major landmasses: the larger island of Catan, and the smaller islands of Roja and Talis. Nameplates are provided so that all three islands may be consistently identified by all of the players.

Supply Boards

The main mechanic of “Transport Settlers” is the fact that the resources normally held in the hand are divided amongst the three islands, as well as the ships that transport resources between them. Each player is given a set of two supply boards: a larger board where hand cards belonging to the islands of Catan, Roja, and Talis are kept, and a smaller one where cards belonging to the two ships are kept.

In Das Buch zum Spielen, the island supply boards are printed on the back of the building cost reference used in “Westwards”, while the ship supply boards are printed on the back of the building cost reference used in “The Colonists”.

* There are two separate hands per player: one consisting of resources on Catan, and one consisting of resources held on Roja and Talis combined. As there are two separate hands, the hand limit is applied separately to each hand. If the hand limit of Roja/Talis is exceeded, resources may be discarded from either island’s supply, in any combination.
* Resources may only be traded between players for resources from the same island.
* Harbor use is restricted to trading in resources located on the same island as the harbor.
* Resources used in build actions may only be taken from the supplies from the island where the item is to be built.

Warehouses

Warehouses are a special type of structure, represented by a settlement being placed “roof side down”. They provide a means to store resources on an island before a settlement may be built there.

* Warehouses are free, but a player may only have one warehouse at a time.
* To build a warehouse, a ship must be carrying at least one resource and must be located at a coastal intersection; the warehouse will be built at the location of the ship.
* There is no requirement that the ship unloads its resources onto a newly-constructed warehouse. Similarly, building a warehouse does not end the ship’s movement.
* Once there are enough resources to build a settlement on the island, a warehouse may be converted to a settlement.
* As warehouses may be converted to settlements, warehouse building is subject to the distance rule.

Ship 1 and Ship 2 Figures

In “Transport Settlers”, ships are used to move resources between islands. A player may have only two ships, which, for the purposes of resource transport, must be told apart from each other. Das Buch zum Spielen includes a “Ship 1” and a “Ship 2” figure for this purpose. These are ordinary cardboard figures which must be affixed to figure stands of matching color.

Note that figures are only available for the four player colors found in the base game (red, blue, white, and orange), and not the two player colors found in the extensions (green and brown), as this scenario does not support six-player play.

* Each ship may store up to three resources. Resources stored on ships are not subject to any hand limits.
* Ships are placed on any intersection of any coastal settlement, and may be deployed at an opposing coastal settlement. If a ship is deployed at an opposing coastal settlement, the player must pay one resource to the owner of the settlement.
* Ship Movement: Each turn, each ship may move a number of intersections equal to the smaller number of the two dice rolled for production.
* Ships may choose to not use their full movement.
* Up to two ships may occupy any open water intersection. Any number of ships may occupy an intersection containing a warehouse, settlement, or city.
* Ships may move past other ships, and through settlements, cities, and warehouses. However, they may not move past the pirate.
* A ship may end their movement at an opposing warehouse, settlement, or city, but one resource must be paid to the owner of the opposing structure.
* Loading and Unloading: A ship, when located at a player’s settlement, city, or warehouse, may choose to load and unload its resources. Loading and unloading may be performed on the same turn, though doing so ends a ship’s movement.
* Special Movement Phase: After a player ends their turn, all other players, in turn order, may move their ships a number of intersections equal to the smaller number of the two dice used for production in the previous turn. All other movement restrictions apply, except that loading and unloading may not be performed.

Pirate

Das Buch zum Spielen also includes a cardboard pirate figure, to be attached to a black figure stand. The inclusion of the pirate figure is seen as unusual, given that this scenario requires the Seafarers frame, and Seafarers already includes a pirate figure. The reason for having a separate pirate figure may be due to the different mechanics involving the pirate: most notably, the pirate is placed on intersections rather than the middle of a hex.

* The pirate begins the game at the marked intersection of the board, and enters play only after the first ship is built.
* Each turn, the pirate moves a number of intersections equal to the higher of the two dice rolled for production. If a 7 is rolled, the pirate moves twice this number.
* The pirate must use its full movement allowance, and may not cross its own movement path.
* The pirate may not end its movement on intersections containing a warehouse, settlement, or city.
* Robbing Ships: The pirate must end its movement if it reaches an intersection containing a ship belonging to a player other than the player to move. The ship is then considered robbed, and all of the resources on the ship are moved to the Catan hand of the player to move.
* A player may not rob their own ships.
* If the pirate ends its movement on an intersection with two opposing ships, both ships are robbed. Similarly, if the pirate ends its movement on an intersection with two ships, of which only one is an opposing ship, only the opposing ship is robbed.

Scenario Rules

* The Robber is absent in this scenario.
* The development card deck is not used in this scenario. As such, the Largest Army bonus is not used.
* The Longest Road bonus is only worth one victory point.
* Players must place all of their initial settlements on Catan, with one settlement on the coast facing the interior of the board.

Game is to:

* 10 points in 3-player game
* 8 points in a 4-player game

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 1 Set of 2 Ships

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

## The World According to Catan

By Guido Kleinke

“The World According to Catan” is a scenario incorporating certain aspects of “Greater Catan”, but is known mainly from the layout of the hexes, which abstractly resemble a map of Earth.

The Game Board

In this scenario, the left and right edges of the board (top and bottom, as represented in the Guide) are considered to wrap around and connect to each other.

Shown on the left is how the top-left and bottom-left ends of the board are considered to wrap around and connected to each other, with a 3rd edition Seafarers frame. The two ships on the left are considered to be connected to each other, despite nominally being on opposite ends of the board. This means that there may be ships on edges that are considered to be the same, as is the case with the ship on the right: the ship is on the top edge of the printed hex on the top end of the board, which is considered to be the same as the bottom edge of the printed hex on the bottom end of the board.

Although a setup for the 4th edition Seafarers frame is available, there has been no attempt to consolidate that the fact that the outer and inner columns would have a different number of hexes in them. (The 4th edition frame was introduced after the release of Das Buch zum Spielen, with the scenario setups for the 4th edition frame being available for download from the Catan website; however, the setup for this scenario lacks any instructions on how to implement the board wraparound.) It can still be presumed, however, that there is effectively one hex separating every other column on the board, consistent with the intent of the 3rd edition frame.

Storm Marker

A storm marker is a small hexagonal marker with an arrow pointing to one of its sides. During gameplay, the storm marker is placed at the center of a hex, with its arrow pointing to one of its edges.

* The storm marker is moved whenever a 7 is rolled for production, but before the robber is moved. The storm marker moves a number of hexes equal to the higher number on the two dice, in the direction it is facing.
* If, during movement, the storm marker reaches the end of the board, the marker must be rotated to any other direction for which the storm marker may continue to move.
* The storm marker may not wrap around the board.
* After the storm marker is moved, every player with a road or ship adjacent to the storm marker must remove one road or ship from the board.
* A ship from the middle of a shipping line may be removed, but if doing so will leave a shipping line unanchored on both ends, the player may not build any new ships until the isolated ships are reconnected.
* The storm marker does not affect the production of the hex it is on.

Water Towers

Note that this scenario requires that each player has six cities in their supply. As only four are included with Catan itself, Das Buch zum Spielen suggests using the water towers from “Catan-Express” as stand-ins (and appropriate figure stands, if necessary) for any missing city pieces.

Scenario Rules

* At the start of the game, place one Catan chit on each marked intersection.
* Players must place their initial settlements in the area corresponding to Eurasia. Players may not place their initial settlements on the desert dividing Europe and Africa.
* The robber is present in this scenario, and begins the game off of the board.
* The pirate is absent in this scenario.
* If a player places a road or ship on an edge adjacent to a Catan chit, they may claim it. Each Catan chit is worth one victory point.
* Migration: If a player builds a road or ship outside Eurasia for which adjacent resource-producing hexes do not have assigned number tokens, number tokens are assigned to them randomly from the reserve.
* Should the reserve be exhausted, number tokens must be moved from Eurasia, subject to the following conditions: the number token being moved must be adjacent to a player’s own settlements or cities, every settlement and city must have at least one neighboring hex with a number token, and the 6 and 8 number tokens must not be in adjacent hexes. If these conditions cannot be satisfied, then they may be ignored in the order stated.
* If there are no number tokens that may be taken from Eurasia under the above conditions, they may be taken from anywhere on the board.

Game is to 15 points.

References

Player Supplies

• 5 Settlements

• 6 Cities

• 15 Roads

• 15 Ships

Cities & Knights Additions

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall 2 brick

Knight 1 ore, 1 wool

Knight Activation 1 grain

Knight Promotion 1 ore, 1 wool

## Westwards

By Brigitte and Wolfgang Ditt

“Westwards” is a scenario depicting the continental United States, and more specifically its western expansion. The same idea would be explored again in the standalone Catan Histories series game Settlers of America: Trails to Rails, though the two do not otherwise have a relationship with each other.

City Sites

A number of intersections on the game board are marked with a red chip. These are city site intersections, representing major cities within the continental United States. Although not all of these locations will have settlements built on them, in this scenario only settlements on city sites may be upgraded to cities.

The cities represented in this scenario are as follows:

* Pacific Northwest: Seattle, Spokane, Portland
* California: San Francisco, Los Angeles, San Diego
* Southwest and Mountain West: Phoenix, Denver
* Texas: Dallas, Houston, El Paso
* Midwest: Omaha, Minneapolis, Chicago, Detroit, St. Louis
* Northeast: Buffalo, Boston, New York, Pittsburgh, Philadelphia
* Mid-Atlantic: Washington DC, Norfolk
* Southeast: New Orleans, Atlanta, Savannah
* Florida: Jacksonville, Tampa, Miami

River Strips

Das Buch zum Spielen includes nine river strips of various lengths, meant to mark important edges as river crossings. The strips are labeled from A to G, and represents three major rivers that flow through the US. Strips A and B represents the Colorado River, C and D the Missouri River, and E, F, and G representing the Mississippi River.

Native American Figure

Das Buch zum Spielen includes a single Native American figure, which is attached to a black figure stand. The Native American figure acts a themed replacement for the robber for this scenario.

* The Native American, like the robber, blocks production of the hex it is on.
* The Native American may only be moved to a hex west of the Mississippi, and even then only to a hex adjacent to a pioneer. If there are no eligible hexes, the Native American does not move.
* Note that this may mean that a player may be forced to move the Native American adjacent to their own pioneers, if theirs is the only one west of the Mississippi.
* If the Native American is moved, then the player to move may steal a resource from the owner of an adjacent pioneer.

Pioneers

Each player is given a pioneer figure, which must be attached to a figure stand of matching color. Pioneers are units that move along the rail network at the end of each turn, and serve as a “mobile settlement” of sorts.

Das Buch zum Spielen includes pioneer figures for only five players, as this scenario may accommodate only five players at most; the brown player color is not given a figure.

* At the end of each turn, a player may move their pioneer anywhere along their own rail network.
* If playing with the “trade before building” rule, pioneers move after trade actions are completed and before build actions may be performed.
* Pioneers are never obligated to move from their current location.
* Pioneers may not end their movement at a city or settlement, but may end their movement at an intersection containing an opposing pioneer.
* Pioneers may not move over a rail located adjacent to the Native American.
* For the purposes of resource production, pioneers act as settlements.
* Note that as pioneers are not settlements, a pioneer at a harbor does not allow the player to use the harbor’s improved trade rate.

Rails

Rails are the replacement of roads in this scenario, and are represented by roads. A rail may only be built by a pioneer, and one of the main objectives in this scenario is to have a rail extend from the Atlantic coast to the Pacific.

* Rails may only be built at an edge adjacent to the location of the pioneer. Once a rail is built, the pioneer is moved to the opposite end of the rail.
* Note that this is the only method in which a pioneer may be located on the same intersection as a player’s own settlements and cities, as pioneers cannot move there normally.
* Rails may be built on edges where opposing rails exist, and rails may be built past opposing settlements and cities.
* A player may not have “doubled rails” on the same edge.
* Rails may not be built adjacent to the Native American, unless the pioneer is located in a fort.

Bridges

Bridges are represented by ships placed on its side in this scenario, and serve as crossings over the bridge edges.

* Like rails, ships may only be built at an edge adjacent to the location of the pioneer.
* Bridges and rails must be built separately, and a player must have a bridge before they may build a rail over a river edge. To denote that a bridge has a rail, the ship representing the bridge must be turned upside-down. (It is said that an upside-down ship resembles a viaduct.) Once the rail is built, the pioneer is moved across the bridge, as normal.

Forts

Forts allow pioneers some temporary protection from the Native Americans. Each player is given a single fort, but Das Buch zum Spielen includes forts in only five of the six player colors.

* Once built, the fort is placed under the pioneer.
* A player may not build a fort if their pioneer is already adjacent to the Native American.
* Should the pioneer move from its current location, the fort is returned to a player’s supply.
* A pioneer in a fort is able to move or build rails and bridges even if the Native American is adjacent.

Scenario Rules

* The robber is absent in this scenario.
* The Longest Road is not used in this scenario. Instead, the Longest Road represents an award of two victory points, given to the first player to construct a rail path leading from the Atlantic to the Pacific. The Pacific coast is defined as the edges in red in the setup diagram.
* Each player begins with only a single city. This city must be placed in one of the following locations: Boston, New York, Norfolk, Savannah, Jacksonville, or Miami. After the city is placed, starting rails must be placed. Players starting in Boston or Miami place three rails, New York and Norfolk two rails, and Savannah and Jacksonville one rail.
* Initial rails may not branch.
* The player’s pioneer is then placed on the end of the rail line.
* A player’s starting resources consists of two resources for each resource-producing hex adjacent to their starting city. Note that each starting city is adjacent to a 2:1 harbor; players may, during startup, make use of their harbor to trade in some of their starting resources.
* The distance rules only apply with respect to a player’s own settlements and cities: a player may build a settlement in an intersection adjacent to an opposing settlement as long as it is also not adjacent to a player’s own settlement.
* Settlements may not be built at the location of a player’s own pioneer. However, they may be built at the location of an opposing pioneer. This does not compel the opposing pioneer to move in any way.
* The Road Building development card may be used to build any combination of rails and bridges, including a bridge with a rail on top of it. Note that the pioneer must move after each rail built, so a player may not use the Road Building development card to build two branching rails.
* Note that because the two roads/bridges are built in sequence, the second build is forfeit if, as a result of the first build, the pioneer moves adjacent to the Native American.
* The Knight development card, for this scenario, is termed “cavalry”, but affects the Native American in the same manner as that of the robber.
* Fire Water: A player building Fire Water may move the Native American to any desert hex. No resources are stolen if the Native American is moved in this manner.

Game is to 10 points. However, a player must have a continuous rail line from the Atlantic to the Pacific (north of Los Angeles) in order to claim victory.

Setup Notes

The four blank spots of the map represent Canada and Mexico. These hexes are treated as regular hexes, although they do not produce resources.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 15 Ships

• 1 Fort

• 1 Pioneer

Cities & Knights Additions

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Rail 1 lumber, 1 ore

Bridge 1 brick, 1 lumber

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Fort 1 brick

Fire Water 2 grain

Cities & Knights Additions

City Wall 2 brick

Knight 1 ore, 1 wool

Knight Activation 1 grain

Knight Promotion 1 ore, 1 wool

# Schätze, Drachen & Entdecker Scenarios

Originally released in 2009, Schätze, Drachen & Entdecker is an official expansion to Catan released exclusively on the Catan Shop website in the German language. It contains a number of scenarios, all of which required Seafarers and most of which required Cities & Knights. When originally released, all but one of these scenarios had been previously offered in some form of another, and the last was introduced in the 2009 issue of Catan- News, released at roughly the same time as the expansion itself. Schätze, Drachen & Entdecker was re-released in 2017 with updated components to fit the latest edition of the German game.

To date, only three scenarios (“The Great Canal”, “The Desert Dragons”, and “Greater Catan”) had been released in English in some form of another, with “The Great Canal” being exclusive to computer implementations.

Most of the components included Schätze, Drachen & Entdecker are to specifically accommodate “Greater Catan”, which, when it was originally introduced as part of Seafarers, was the only scenario requiring two copies of the base game. Although the scenario “Settlers in Need” (found in the Miscellaneous Scenarios section of the Guide) tried to reuse the game mechanics in a way that only required a single copy of the base game, the enduring popularity of the original scenario saw its re-release as part of this expansion. However, despite the fact that historically there was a 5-6 player setup for “Greater Catan” and also of “The Desert Dragons”, to date there has not been a release of an extension for Schätze, Drachen & Entdecker to accommodate six-player play.

About the Scenarios

The scenarios in this section of the Guide are presented in the order in which they appear in the Schätze, Drachen & Entdecker manual. The sole exception to this is “Greater Catan”, which was first originally introduced in Seafarers.

The Game Frame

Schätze, Drachen & Entdecker includes two two-hex frame extensions to accommodate the additional length of board needed for “Greater Catan”. These are the same size and shape as those from Seafarers as well as Explorers & Pirates, and none of the other scenarios require all of the frame pieces from Seafarers in addition to the two new extension pieces.

Treasure Tokens

Treasure Tokens are used in some of the scenarios in this expansion. They are square tokens with an image of a treasure chest on the reverse side, and one of five possible images in the obverse. Schätze, Drachen & Entdecker includes 20 treasure tokens, almost evenly divided amongst the five types.

When originally introduced in the version of “Departure Into the Unknown” published in Catan-News, players were required to mark one side of 17 Catan chits with a number from 1 to 5. (Catan-News only provided a 3-player setup; the 4-player setup requires 20 treasure tokens.) The distribution of the treasure tokens, as well as reward on the front, is outlined below.

No. Qty (CN) Qty (SDE) Reward

1 4 4 2 free resources

2 4 4 Development card

Cities & Knights: Progress card, from any deck

3 3 5 1 free resource

4 3 4 2 free roads

Seafarers: 2 free roads or ships

5 3 3 1 brick, 1 lumber, and 1 wool

More information on the role of treasure tokens may be found in the individual scenario’s section of the Guide.

Dragon Tokens

Dragon Tokens are used in some of the scenarios in this expansion. They are hexagonal tokens with an image of a dragon on the reverse side, and one of three different images in the front, depicting one, two, and three flags. There are 19 dragon tokens included with Schätze, Drachen & Entdecker.

Dragon tokens are used in two scenarios: “The Desert Dragons” and “Enchanted Land”. In the case of the former, they act as successors to the desert rider tokens from Das Buch zum Spielen. As rider tokens are single-sided, only the back side of the token is used in that scenario. When “Enchanted Land” was introduced in the 1/2001 issue of Catan-News, players were required to mark the back of 19 Catan chits with numbers from 1 to 3 (more specifically, 6 marked with “1”, 7 marked with “2”, and 6 marked with “3”).

As seen above, the two scenarios, as originally presented, did not share any common equipment, and thus it can be said that dragon tokens exist simply as a means to reuse the same equipment between different scenarios.

More information on the role of dragon tokens may be found in the individual scenario’s section of the Guide.

## The Treasure Islands

“The Treasure Islands” was a scenario originally introduced in computer implementations of Catan, specifically Catan: Cities & Knights for PC and Catan for Nintendo DS. The version presented in Schätze, Drachen & Entdecker is a modified version of what was presented there, to account for the shape of the game board used in the 4th edition of Seafarers.

Scenario Rules

* The robber is present, and begins the game on any desert hex.
* This scenario uses the discovery mechanic introduced in “The Fog Islands”. Consult with the section for that scenario for additional details.
* Claiming Treasure Tokens: A treasure token on the board is claimed if a player’s road network extends to an edge adjacent to the location of the token.
* If a desert or ocean hex is discovered, the player discovering the hex is rewarded with a treasure token from the reserve.
* Regardless of how a treasure token is claimed, it is immediately redeemed for the reward shown on the front of the token.
* The first settlement built on each outlying island is worth one additional victory point.

Game is to:

* 14 points, without Cities & Knights
* 16 points, with Cities & Knights

Setup Notes

Set up the main island as with the base game. Place a treasure token face-down, at all marked intersections; the remaining treasure tokens form a reserve.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 15 Ships

Cities & Knights Additions

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall 2 brick

Knight 1 ore, 1 wool

Knight Activation 1 grain

Knight Promotion 1 ore, 1 wool

## Departure Into the Unknown

“Departure Into the Unknown” is the sole “new” scenario in Schätze, Drachen & Entdecker. A slightly altered version of the scenario was presented in the 2009 issue of Catan-News, which also served to promote the expansion as a whole.

Scenario Rules

* The robber is present in this scenario, and begins the game on any desert hex.
* Players begin with three initial settlements instead of two. All initial settlements must be placed on the main island.
* This scenario uses the discovery mechanic introduced in “The Fog Islands”. Consult with the section for that scenario for additional details.
* Claiming Treasure Tokens: If a hex is discovered, the player making the discovery claims all adjacent treasure tokens. Treasure tokens, once acquired, may be exchanged for the reward shown on the front of the token.
* If a player declines to claim the reward for the token, they may not claim the reward at any later point in the game. Instead, each unclaimed treasure token confers a bonus to the player.

Game is to:

* 12 points, without Cities & Knights
* 14 points, with Cities & Knights

The following additional rules are in effect when playing with rules from Cities & Knights. Consult with the Cities & Knights section of the Guide for more information with regards to the mechanics therein.

* Players begin with two settlements and one city. The city must be placed second. All initial settlements and cities must be placed on the main island.

References

Treasure Token Bonuses

1 Hand limit is raised to 9 cards

2 Take and place a 2:1 harbor

3 1 victory point

4 2 victory points

No additional bonuses are conferred for additional unclaimed treasure tokens.

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 15 Ships

Cities & Knights Additions

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall 2 brick

Knight 1 ore, 1 wool

Knight Activation 1 grain

Knight Promotion 1 ore, 1 wool

## The Desert Dragons

“The Desert Dragons” is the second oldest of the scenarios presented in Schätze, Drachen & Entdecker after “Greater Catan”, and the scenario that has been published the most number of times without ever having made it to any part of an expansion proper. The scenario, originally titled “The Desert Riders”, was first introduced in the 2/1997 issue of Catan-News (then named Siedler-Zeitung) and published in English on the University of Catan website (then the official English language website of Catan). It was subsequently made available in Das Buch zum Spielen as well as the German language scenario expansion Atlantis.

Because of its many releases, the requirements of this scenario has changed over the years. As originally presented, this game, like “Greater Catan”, required two copies of the base game, and was later modified to use one copy of the base game, one copy of Seafarers, and the specialty hexes provided by the expansion the scenario was presented in.

This scenario is known not to be compatible with Cities & Knights.

Jungle and Volcano Hexes

Some setups in this scenario make use of the jungle and volcano hexes, buth introduced in Das Buch zum Spielen. Consult the section on Das Buch zum Spielen in the Guide for additional details with regards to the rules regarding those hexes.

* If the board has at least one jungle hex, 10 discovery tokens are needed in a 3-4 player game, and 12 discovery tokens in a 5-6 player game.
* Volcano hexes do not themselves produce resources. Instead, if the number rolled for production matches that of a volcano hex, the field hex adjacent to the volcano hex (or nearby, in the case of one setup) produces. The eruption is then performed afterwards.

Scenario Rules

* The robber is absent in this scenario.
* The pirate is absent in this scenario.
* The Largest Army bonus is not used in this scenario.
* Under rules prior to Schätze, Drachen & Entdecker, each player must place at least one of their initial settlements on a coast with a ship. As published by the English language University of Catan rules, the first settlement must be on the coast with a ship.
* On a production roll of 7, the player to move may steal a resource from any other player.
* Dragons Gather: Each time a settlement is built or upgraded into a city, three dragon tokens (two in a 4- player or 6-player game) are placed on the desert hexes.
* Dragon tokens must be placed as evenly on the desert hexes as possible.
* Dragons Attack: Once all dragon tokens are placed, the dragon attack phase begins. Whenever a hex adjacent to one with a dragon token produces resources, a dragon token is moved from any desert hex to the hex after resources are collected.
* The Knight development card allows players to remove one dragon token from play, as well as stealing a resource from any other player.
* Dragon tokens on a hex blocks all production from the hex.
* Roads lying between two hexes with dragon tokens do not contribute to the Longest Road.
* A player may not build roads on edges between two hexes with dragon tokens on them. A player may, however, build a road on an edge between an ocean hex and a land hex with a dragon token.
* Settlements and cities that are rendered unproductive due to having dragon tokens on all adjacent land hexes are not worth any victory points.
* Under rules prior to Schätze, Drachen & Entdecker, players may not use harbors attached to settlements and cities that are otherwise rendered unproductive due to dragon tokens.
* Under rules prior to Schätze, Drachen & Entdecker, the first player to remove two dragon tokens is awarded an additional victory point.

Game is to 13 points.

Setup Notes

The number of dragon tokens needed for this scenario should match the number of resource-producing hexes on the main island. The front side of the dragon tokens are unused in this scenario.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 15 Ships

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

## The Great Canal

“The Great Canal” was originally introduced in the 2003 issue of Catan-News, and was one of the scenarios published by Dutch distributor as part of its “Six Scenarios” series of expansions. As originally presented, the scenario did not require Cities & Knights, but since its release in computer form on Catan Online World and in physical form in Schätze, Drachen & Entdecker, this is one of the scenarios in which Cities & Knights is required.

Knights

As originally introduced, knights are units that are represented by round print-and-play markers, and generally act as a stripped-down version of the knights from Cities & Knights. When playing with Cities & Knights, these rules are disregarded in favor of the knights from that expansion.

* A player, when playing a Knight development card, may either place a knight on the board or move an existing knight.
* Knights are placed on intersections in the middle of a player’s road network on the main island, as in Cities & Knights. Like the rules of Cities & Knights, their presence blocks opposing roads, and the rules governing movement are the same.
* One major difference between knights in this scenario and their Cities & Knights counterpart is that there is no concept of activation, and knights may not displace other knights.

Unique to this scenario is the use of knights in “specialist roles”.

* Knights as Gold Miners: If a knight is positioned adjacent to a gold field hex and the canal is incomplete, then, when the gold field produces resources, each player with at least one adjacent knight collects one resource of their choosing.
* Multiple knights adjacent to gold fields do not increase the resource yield, unlike settlements and cities: only one resource is produced even if multiple knights are adjacent to a gold field.
* Knights as Traders: If a knight is positioned at a 2:1 harbor and the canal is incomplete, their owner may make use of the harbor for a 2:1 prevailing trade rate for the resource.

The following rules are in effect when playing with rules from Cities & Knights. Consult with the Cities & Knights section of the Guide for additional details on the rules therein.

* Activated knights located off of the main island do not contribute to the defense against barbarians.
* Knights do not have to be activated in order to use them in any specialist roles.

Pirate Ships

Despite the fact that the pirate is unused in this scenario, the Dutch “Six Scenarios” release, titled Het Grote Kanaal, included one pirate ship for each player in player colors. This concept would go on to be used in Explorers & Pirates.

Canal Pieces

One of the main objectives in “The Great Canal” is to construct the namesake canal, leading from an ocean hex and meandering about the main island before reaching a desert hex that is surrounded by field hexes. To denote the successful construction of a portion of the canal, a set of nine canal pieces are included with Schätze, Drachen & Entdecker, with four straight and five curved pieces. (Not all setups use four straight and five curved pieces, but all setups use a canal that spans nine hexes.) Each piece has two sides, one where water is flowing through the canal and one where there is no water.

At the start of the game, none of the canal pieces are on the board, as they have not been constructed. As individual portions of the canal are constructed, they are placed on the board. Once the canal is completed, all of the pieces are flipped over to denote the completion of the canal.

The canal pieces are ultimately a visual reminder of the construction progress of the canal; its use is strictly optional.

Scenario Rules

* The pirate is absent in this scenario.
* Shipping lines may not branch.
* Players may not expand off of the main island.
* Setting up the Canal: The path in which the canal flows is indicated on the setup diagram. On each hex, where the canal passes through, place two Catan chits, one on each edge where the canal starts and ends.
* Building the Canal: Two knights are needed to build any portion of the canal. As originally introduced in 2003, the canal is built one edge at a time, while in Schätze, Drachen & Entdecker, the canal is built one hex at a time.
* Under the original rules, a portion of the canal is built whenever there are two knights on the intersections adjacent to each edge. The two Catan chits are then removed from the board, with the players owning the knights taking one chit each. (If both knights belong to the same player, that player takes both chits.)
* For the edges that start and end the canal, the lone Catan chit goes to the owner of the knight who was there the earliest.
* Under the rules as presented in Schätze, Drachen & Entdecker, the two knights need only to be adjacent to the hex. The two Catan chits for that hex are then removed from the board, with the players owning the knights taking one chit each. Finally, a canal piece is placed “dry side up” to show that the portion of the canal is built.
* Each Catan chit is worth one victory point.
* Completing the Canal: If, on a player’s turn, one or fewer canal portions remain unbuilt, the canal will be considered completed at the end of the turn. All remaining Catan chits are removed from the board, and, if playing with the canal pieces, all pieces are placed or flipped with the water side face up. Additionally, the desert hex at the end of the canal is replaced with an ocean hex.
* Until the canal is completed, all field hexes do not produce resources. Conversely, after the canal is completed, all gold field hexes will not produce resources. By convention, the number tokens of these hexes are flipped to denote whether or not they are productive.

Game is to:

* 19 points, in a 3-player game without Cities & Knights
* 21 points, in a 3-player game with Cities & Knights
* 16 points, in a 4-player game without Cities & Knights
* 19 points, in a 4-player game with Cities & Knights

The following additional rules are in effect when playing with rules from Cities & Knights. Consult with the Cities & Knights section of the Guide for additional mechanics therein.

* Only activated knights may build canals.
* Building the canal automatically occurs whenever the second knight is activated; a player cannot activate a knight and decline to build the canal.
* Building the canal is not considered a knight action, and after building the canal, neither knight is deactivated.
* The Irrigation progress card may be used to collect grain from fields even before the canal is completed.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 15 Ships

• 4 Knights

Cities & Knights Additions

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall 2 brick

Knight 1 ore, 1 wool

Knight Activation 1 grain

Knight Promotion 1 ore, 1 wool

## Enchanted Land

“Enchanted Land” was originally introduced in the 1/2001 issue of Catan-News, without a Cities & Knights requirement. Like “The Great Canal”, its reintroduction in computer form on Catan Online World and in physical form in Schätze, Drachen & Entdecker introduced Cities & Knights as a requirement. Aside from this requirement, there was a thematic change introduced with Schätze, Drachen & Entdecker: the treasures of the namesake enchanted land was originally said to be guarded by pirate spirits when originally introduced, while dragons took up the duty of guarding the treasure in Schätze, Drachen & Entdecker.

Knights

As originally presented, each player is given a single knight to capture the treasures located on the Enchanted Land. Knights are played on the intersections, and have a unique movement mechanic. When playing with Cities & Knights, the knights from that expansion is used instead, but it retains most aspects of the unique movement mechanics while on the Enchanted Land.

* A player must place their knight whenever they have played at least one Knight development card, and have built a shipping line that extends to the coast of the Enchanted Land. The knight is placed at the coastal intersection at the end of the shipping line.
* If there is a settlement at the end of the shipping line, the knight must be placed in any adjacent intersection on the Enchanted Land.
* Knight Movement: Knights may move one intersection per grain paid. Knights may move over coastal intersections, but may not end their movement there. Knights may not move over other Knights, and only one knight may be on an intersection at any given time.
* Claiming Treasures: If a knight is on an intersection with a dragon token, the knight may attempt to battle the dragon. The player compares the value on the front side of the dragon token to the number of Knight development cards they have played. If the latter is greater, the player may claim the dragon token. Otherwise, the dragon token is returned, face down, to the board.

The following additional rules are in effect when playing with rules from Cities & Knights. Consult with the Cities & Knights section of the Guide for additional mechanics therein.

* Knights are built as normal, but may only be built on the main island.
* Once a player has a shipping line extending to the coast of the Enchanted Land, they must move one knight to the end of the shipping line at the earliest convenience. (That is, if the player has at least one activated knight that can reach the Enchanted Land, one must be moved there. If a player only has deactivated knights, then the first activated knight that can move to the Enchanted Land must do so. If a player has no knights at all, the next knight built must be placed at the end of the shipping line.)
* If there is an opposing knight at the intersection where a knight is to be deployed onto the Enchanted Land, it must be displaced if possible.
* Only one knight may be on the Enchanted Land. The knight that is moved there cannot subsequently return to the main island.
* All knights off of the Enchanted Land move as per the normal rules. Knights on the Enchanted Land must be activated in order to move. Moving the knight is a knight action, which allows a knight to move up to three intersections.
* The knight on the Enchanted Land, if active, does not contribute to defense against barbarians.
* Under the rules as presented in Schätze, Drachen & Entdecker, activated knights on shipping lines do not contribute to defense against barbarians.
* If a knight is displaced on the Enchanted Land, the player displacing the knight must place the knight on any coastal intersection on the Enchanted Land.
* Only activated knights may battle dragons. The strength of the knight is compared to the value on the front of the dragon token, and if the knight is equal in strength or stronger, then the treasure token is claimed.
* Battling dragons is considered a knight action. Under the original rules, deactivated knights may check the strength of the dragon token without battling.
* The Deserter progress card may not be used against knights on the Enchanted Land.
* Under the original rules, knights on the Enchanted Land may be targeted by the Intrigue progress card, wherein the player playing the card moves the opposing knight to a coastal intersection of their choosing. Under the rules as presented in Schätze, Drachen & Entdecker, knights on the Enchanted Land may not be targeted by the Intrigue progress card.

Scenario Rules

* The island with the group of desert hexes is known as the Enchanted Land. At the start of the game, place one dragon token face down on every intersection adjacent to at least one desert hex.
* The Largest Army bonus is not used in this scenario.
* The robber and pirate are both present in the scenario. They begin the game off of the board if they are absent from the setup diagrams.
* The robber may not be placed on the Enchanted Land.
* Under the rules introduced in Schätze, Drachen & Entdecker, players begin with three settlements instead of two.
* Players may place settlements on the Enchanted Land. These settlements must be on the coast, and they may not be upgraded to cities.
* Under the original rules, roads may be placed along the coast of the Enchanted Land. Under the rules introduced in Schätze, Drachen & Entdecker, roads may not be built on the Enchanted Land.
* Each claimed dragon token is worth one victory point.

Game is to:

* 17 points or 4 claimed dragon tokens, whichever comes first, in a 3-player game without Cities & Knights, under the original rules.
* 19 points or 4 claimed dragon tokens, whichever comes first, in a 3-player game with Cities & Knights, under the original rules.
* 19 points or 6 claimed dragon tokens, whichever comes first, in a 3-player game without Cities & Knights, under the rules as presented in Schätze, Drachen & Entdecker.
* 21 points or 6 claimed dragon tokens, whichever comes first, in a 3 player game with Cities & Knights, under the rules as presented in Schätze, Drachen & Entdecker.
* 15 points or 6 claimed dragon tokens, whichever comes first, in a 4-player game without Cities & Knights, under the original rules.
* 17 points or 6 claimed dragon tokens, whichever comes first, in a 4-player game with Cities & Knights, under the original rules.
* 16 points or 6 claimed dragon tokens, whichever comes first, in a 4-player game without Cities & Knights, under the rules as presented in Schätze, Drachen & Entdecker.
* 18 points or 6 claimed dragon tokens, whichever comes first, in a 4-player game with Cities & Knights, under the rules as presented in Schätze, Drachen & Entdecker.

The following additional rules are in effect when playing with rules from Cities & Knights. Consult with the Cities & Knights section of the Guide for additional mechanics therein.

* Under the rules introduced in Schätze, Drachen & Entdecker, players begin the game with two settlement and one city. The city must be placed second.
* The Inventor progress card may not be used to exchange number tokens on the Enchanted Land.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 15 Ships

• 1 Knight

Cities & Knights Additions

• 3 City Walls

• 2 Basic Knights

• 2 Strong Knights

• 2 Mighty Knights

Building Costs

Road 1 brick, 1 lumber

Ship 1 lumber, 1 wool

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall 2 brick

Knight 1 ore, 1 wool

Knight Activation 1 grain

Knight Promotion 1 ore, 1 wool

# Catan Scenarios Series Scenarios

The Catan Scenarios series is a line of mini-expansions first introduced in 2010. Many of these scenarios are available for free download or individual purchase at the Catan Shop, although the newest ones may be exclusive to conventions as giveaways before general release.

As opposed to the scenarios presented in the expansions, the scenarios of the Catan Scenarios series aims to primarily enhance the base game, and, as such, lack things typical of scenarios making use of expansions such as board setups.

About the Scenarios

The scenarios in this section of the Guide are presented in order of their date of release.

## The Helpers of Catan

“The Helpers of Catan” was originally introduced in the 2010 issue of Catan-News, which was the final edition of Catan-News to feature a new scenario or variant. (Catan-News would continue to exist past 2010, but was generally a summary of news and other materials that were more easily found on the Catan website.) Although originally presented as a print-and-play scenario, this scenario would be localized and published as the first entry in the Catan Scenarios line of products. The enduring popularity of this mini-expansion also led to similar concepts being included as part of the core game mechanics in Star Trek Catan as well as Catan Scenarios: Rickshaw Run.

This scenario is known not to be compatible with Cities & Knights.

Helper Cards

“The Helpers of Catan” includes ten helper cards, with one side labeled A and the other side being labeled B. In addition, six of the helper cards are numbered, and their number is shown on both sides. Each helper confers an ability that may be used during a player’s turn.

* During initial setup, players receive one helper card after their second settlement (or city, if applicable) is placed. If a numbered helper card is available, the lowest numbered card must be taken.
* Using Helpers: A player may use their helper, in accordance to the instructions stated on the helper card. Afterwards, if their helper card is “A” side up, it may either be flipped over to its “B” side, or exchanged for another helper card. If their helper card is instead “B” side up, must be exchanged for another helper card.
* Note that the net effect of helpers is that a helper may be used no more than twice consecutively before they are exchanged for another helper.
* A helper may not be used more than once per turn.
* The use of a helper is not considered a build action. As such, it may not be used during the Special Build Phase.
* Exchanging Helpers: Whenever a player exchanges a helper card, they may take any card from among those available. All acquired helpers are placed “A” side up.
* The numbers on a helper card do not have any meaning after initial setup; there are no restrictions as to whether or not a numbered card can or cannot be taken.
* Note that this means that a player must always have exactly one helper.
* A player may not use a helper on the turn that they acquire them. Note that helpers acquired by a player during initial setup may be used on the first turn.
* Players may not trade helpers.

It is to be noted that Nassir and Lin were not explicitly named in the original release, being instead given generic titles. This is also the first time that the English language localized names Sean and Hilde are used for the characters (previous materials used the German names Siegfried and Hildegard, respectively).

No. Name Effect

1 Nassir Forced Trade: The player may, once per turn, ask for a single resource from up to two

opponents. The opposing players must give the resource if able, and, if resources are given,

the player must give then one other resource of a different type from their hand.

2 William Makeshift Road Building: The player may, once per turn, build one road by substituting one

resource used in building the road with any other resource.

3 Marianne Resource Compensation: If, on any production roll that is not a 7, a player collects no

resources, the player may take any singe resource from the supply. This helper may be used

on opposing turns, and must be resolved before other helper cards are resolved.

4 Louis Move a Road: Once per turn, a player may remove an open road and place it anywhere

where a road may be built. An open road is a road where one if its two ends is not connected

to a player’s own pieces.

Seafarers: This ability may not be used to move ships. Also note that roads and ships are

only considered connected if there is a settlement between them, and thus a road adjacent to

a ship without a settlement in between may be moved.

5 Sean Protection from the “7”: On any production roll of 7, a player may either take one resource

if they are at or under the hand limit, or ignore the hand limit if they exceed it. This helper

may be used on opposing turns.

6 Candamir Development Card Choice: The player may, once per turn, purchase a development card by

substituting one resource used in doing so with any other resource. If a development card is

purchased this way, the player may choose any single card from the top three cards in the

development card deck. After choosing the card, the development card deck is shuffled.

No. Name Effect

Jean Special Trade Pricing: The prevailing trade rate for any single resource is 2:1 for one turn

only.

Lin Banish the Robber: Once per turn, the player may move the robber to a desert hex. The

player, instead of stealing a resource as normal, instead collects one resource of the type

produced by the hex that was just vacated. This helper may either be played before the

production roll, or after the production roll is resolved. (Specifically, this helper cannot be

used to banish the robber immediately following a production roll of 7 in place of moving the

robber normally: the robber must be moved normally before it can be banished.)

Hilde Alms for the Poor: Once per turn, after the production roll has been resolved, a player may

look at the hand of any opponent with greater victory points and take a resource card.

Vincent Swords to Plowshares: Once per turn, you may discard one Knight development card,

played or not, to reduce the cost of building a settlement to 1 brick and 1 lumber, or to reduce

the cost of building a city to 2 ore and 1 grain.

As originally presented in Catan-News, only played Knight development cards may be

discarded.

## Oil Springs

By Erik Assadourian and Ty Hansen

Catan Scenarios: Oil Springs was released in 2011 by representatives of the Worldwatch Institute, to raise awareness for pollution and climate change, as it relates to the oil extraction industry. It is available for free download, although actual cardboard versions are made available for sale, with proceeds going to Worldwatch’s Transforming Cultures Project.

This scenario is known not to be compatible with Cities & Knights.

Victory Point Markers

7 Catan chits are included with Catan Scenarios: Oil Springs, used to denote victory points. The instruction leaflet for Catan Scenarios: Oil Springs refer to them only as victory point markers, and never as Catan chits.

Oil Spring Tiles

Oil spring tiles are add-ons to existing hexes to denote that the hex produces oil instead of whatever is produced by the underlying terrain, if any. There are four oil spring tiles: one covering a pasture, one covering a forest, and two covering deserts with preprinted number tokens; the two numbers on the two desert oil spring tiles are 5 and 9.

In terms of game mechanics, this effectively replaces one pasture, one forest, and two deserts with four oil spring hexes, without providing actual hexes.

Oil spring tiles are meant to blend into their English 4th edition base hexes, which may make for an awkward fit with different editions of Catan, as shown on the left. Pictured are the two desert tiles, one on an English 3rd edition desert hex (left), and one on a 5th edition Legend of the Sea Robbers desert hex (right).

The international release of Oil Springs had its tiles also clashing with the international editions of the time, complete with the English edition style pre-printed number tokens.

Oil Tokens

Oil is a currency that is used in this scenario. Oil is produced by oil springs, but the usage of oil may lead to disaster. Alternatively, oil may be sequestered, removing it from the supply, but granting victory points. Oil tokens are depicted with one normal side, and one side showing that it has been sequestered. Catan Scenarios: Oil Springs includes 21 oil tokens.

* Although oil is kept visible to all players, oil tokens are considered part of the hand, and is subject to the hand limit.
* In all other aspects, oil is considered a resource: it may be stolen by the robber, it may be traded between players, and it may be taken by the Monopoly development card. Players may also take oil as an effect of the Year of Plenty development card.
* The supply of oil is considered finite, but is not subject to the standard resource shortage rules. Instead, oil is collected by each player in turn, starting with the player to move. If there are not enough resources for all of the players, the players taking their oil last may be denied oil.
* Oil Limit: A player may only hold 4 oil tokens in a 3-4 player game, and 6 oil tokens in a 5-6 player game. If, as a result of production, a player has more than the specified amount of oil, the excess are returned to the supply and not collected.
* A player may not make any kind of trade that would result in them exceeding the oil limit, even temporarily.
* If, as a result of playing the Monopoly development card, a player would gain oil tokens in excess of the limit, oil tokens are only taken from players, one at a time in turn order, until the player is at the limit.
* Resources may not be traded for oil.
* Selling Oil: As a trade action, one oil may be traded in for two of any resource.
* Sequestering Oil: Once per turn, as a trade action, a player may sequester one of their oil tokens. Every three oil tokens a player sequesters is worth one victory point.
* An oil token that is sequestered no longer counts as part of the hand, and no longer counts as any kind of currency. As such, sequestered oil may not be traded, stolen, or taken by the Monopoly development card.
* As sequestering oil is a trade action, a player may not, on a production roll of 7, sequester oil so that the remaining hand falls under the hand limit.
* A player may not both use oil and sequester oil in the same turn.

Disaster Track

Every time oil is used in a trade or build action, it may contribute to making a disaster. The means of tracking disaster is through the disaster track, which contains a six-space track denoting how much oil has been spent, as well as a track that unlocks a game-ending alternate condition. When talking about a singular disaster track, however, it is in reference to only the former.

* At the start of the game, the disaster track marker is at the 0 space on the track. Every time oil is sold or used as a build action, the disaster marker is advanced one space for each oil spent.
* Oil that is traded between players, stolen between players, or lost as a result of the hand limit do not advance the disaster track. Similarly, sequestering oil does not advance the disaster track.
* Disasters: Whenever the disaster track reaches the 5 space, a disaster strikes at the end of the turn. The dice are rolled again, and one of two things may happen, depending on whether or not a 7 is rolled. Afterwards, the disaster token returns to the 0 space on the board.
* A player may not spend oil in such a way that it would cause the disaster track marker to overrun the 5 space. For example, if the disaster track marker is on the 4 space, a player may not use any action that costs 2 oil tokens.
* Coastal Floods: If a disaster roll results in a 7, coastal flooding occurs. All coastal settlements are removed from the board, and all cities on the coast are reduced to settlements. All metropolises are unaffected.
* The rules do not specify what happens if, as a result of a coastal flood, a player has more settlements than available in the supply.
* Industrial Pollution: If a disaster roll results in a supply, industrial production occurs. One hex with number token matching the number rolled is selected at random. If it is an oil spring hex, then three oil tokens are removed from the supply and will not be used for the remainder of the game. Otherwise, the hex no longer produces resources, and its number token is removed from the board.
* If, in the case that oil is to be removed from the supply, and there are not enough oil tokens in the supply to remove, players, starting with the player to move and proceeding in turn order, must discard oil tokens until there are enough tokens in the supply to remove from the game. Oil discarded in this manner does not advance the disaster track when the disaster ends.
* A player may not choose to sequester oil so that they avoid discarding it.
* Oil may not be spent during the Special Build Phase if spending oil would cause a disaster.

Metropolises

Metropolises are considered to be an upgrade of a city, granting increased production and immunity from coastal flooding. In Catan Scenarios: Oil Springs, six metropolis markers are included, although only four are used in a 3-4 player game.

* A hex, when it produces resources, including oil, grants the owner of an adjacent metropolis three resources.
* A metropolis is worth three victory points.

Champion of the Environment Bonus

The Champion of the Environment is a scoring bonus in the shape of a large circle with a cross over an oil field. It represents an effort to preserve the ecology of Catan through sequestering oil.

* The first player to sequester three oil tokens receives the Champion of the Environment bonus.
* Thereafter, any player who has sequestered more oil tokens than the current holder of the bonus may take the bonus from its current holder.
* The Champion of the Environment Bonus is worth one victory point.

Scenario Rules

* The robber is present in this scenario, and begins the game off of the board.
* The robber may not be placed on any hex whose number token was removed as a result of industrial pollution.
* During setup, the oil spring tiles are placed such that the forest hex with the second lowest probability of producing and the pasture hex with the second highest probability of producing is replaced with oil springs hexes. If there are more than one eligible forest or pasture hex, any hex may be selected, so long as oil spring hexes are not adjacent to each other. (Number tokens may need to be swapped in order for this to not happen.)

Game is to 12 points. A player may only claim victory after any potential disasters are resolved. Alternatively, the game ends if four number tokens are removed from the board as a result of industrial pollution in a 3-4 player game, or six number tokens are removed as a result of industrial pollution in a 5-6 player game. In this case, the player holding the Champion of the Environment Bonus is declared the winner, irrespective of the number of victory points each player has.

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

Building Costs

Road 1 brick, 1 lumber

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Metropolis 1 brick, 1 grain, 1 ore, 2 oil

Development Card 1 grain, 1 ore, 1 wool

## Frenemies

By Benjamin Teuber

Catan Scenarios: Frenemies is a scenario that introduces the concept of guilds to the game. Two copies of this mini-expansion are required for 5-6 player play.

This scenario is known not to be compatible with Cities & Knights.

Victory Point Markers

8 Catan chits are included as part of Catan Scenarios: Frenemies, used to denote victory points. The instruction leaflet for Catan Scenarios: Frenemies refer to them only as victory point makrers, and never as Catan chits.

Favor Tokens

Favor tokens are a set of tokens that are plain on its reverse side and have one of five different images, representing one of five different guilds, on is obverse side. All favor tokens are mixed together to form a draw pile.

Some favor tokens have a dot on their front side; these merely serve to denote which favor tokens are used only in a 4-player game.

* Favor tokens are kept face down until used.
* Favor tokens are not resources, and they are not considered part of the hand. As such, they are not subject to the hand limit.
* Favor tokens may not be traded, stolen, or taken by the Monopoly development card.
* The supply of favor tokens is considered to be finite. The rules do not state what happens if there is a shortage of favor tokens.
* Favor tokens that are used are not returned to the supply.
* Exchanging Favor Tokens: A player may, once per turn, as a trade action, may either exchange one of their favor tokens or redeem them. When exchanging favor tokens, a player draws a favor token from the supply, and discards one of their favor tokens back into the supply.
* A player may discard the favor token just drawn back into the supply.

Guild 3P 4P 5P 6P Cost Effect

Traders 6 8 10 12 1 Exchange up to two resources 1:1

Merchants 6 8 10 12 1 Take one resource

Road Builders 6 8 10 12 1 Build one road

Scholars 13 17 21 26 2 Draw one development card

Master Builders 13 17 21 26 2 1 victory point

Guild Hall

The Guild Hall is a small board, used to redeem favor tokens for special actions. As a convention, when favor tokens are redeemed, they are placed face up on the guild board, on a space matching the guild.

* A player may, once per turn, as a trade action, may either exchange one of their favor tokens, or redeem favor tokens.
* Redeeming Favor Tokens: Favor tokens are redeemed by placing them up on the matching guild on the guild hall. Each guild action requires a specified number of favor tokens of their corresponding type, and immediately grants the corresponding effect.
* Favors that are granted from redeeming favor tokens may not be saved for use until a later time.
* Favor tokens may not be redeemed on the same turn that they are earned. If a favor token is earned on an opponent’s turn, or during the Special Build Phase, the player may redeem it on the following turn.

Scenario Rules

* Earning Favor Tokens: Favor tokens may be earned in one of three ways: moving the robber harmlessly, giving away resources, and connecting road networks.
* Harmless Robber Movement: A robber movement is considered harmless if it is moved to a hex without any adjacent settlements or cities.
* A player moving a robber to a desert hex is not required to steal a resource. If a player declines to steal a resource, it is considered harmless robber movement.
* All harmless robber movements earn one favor token for the player moving the robber.
* Giving Away Resources: Once per turn, as a trade action, a player may offer one resource from their hand to any player with fewer victory points. The player may accept or reject the offer, or propose a different resource to give. If the final offer to give one resource away is accepted, then the player making the offer earns one favor token.
* If an offer to give away resources is rejected, the player is free to make an offer to give away resources to another player; the trade action is only executed if an offer to give away resources is accepted.
* Connecting Road Networks: The first connection a player makes between a road network and that of an opponent earns one favor token for the opponent and three favor tokens for the player. As players may have multiple connected components, each connected component making a connection to a component belonging to an opponent earns new favor.
* A player may not earn favor from connecting their own components together. However, a player earns favors if they connect multiple components to the same opposing component. Connecting to the same component multiple times does not earn additional favor.
* Favor is not awarded if opposing components are connected during initial setup.
* If a player connects two of their own components together while connecting to an opposing component, favor is awarded.
* Only three favor tokens may be awarded to a player per connection: if a player connects to two opposing components at the same time, both opponents earn one favor token, but the player only earns three favor tokens.

Game is to 11 points.

## Big Game, Big Honor

Catan Scenarios: Big Game, Big Honor is a scenario released in 2015, for participation in the Catan Big Game. It was also available to entrants in a number of tournaments. To date, it is not available to the general audience.

This scenario is known not to be compatible with Cities & Knights.

Big Game Table

The Big Game Table is a two-piece construction representing ten players being set up to play the Big Game. There are two rows of seats, with each seat being assigned a number token.

The Catan Big Game itself requires one copy of the Catan Big Game Event Kit for every six players. Each copy of the event kit includes three pre-printed map boards, accommodating two players each. The event kit also includes a deck of dice as well as all of the game pieces needed to play a six-player Seafarers scenario. While the English language version uses all cardboard components to save on cost, it is to be noted that the German language version includes plastic pieces in six new colors.

Settlers

Settlers are cardboard pieces that are sent to occupy seats at the Big Game table. Each player is given six settlers with player colors in the background, each depicting one of the Catan characters.

* Players may, as a build action, place a settler to any open space on the Big Game table.
* Once all ten spaces have been filled, players may continue to try to attempt to send players to the Big Game table. The dice are rolled, and the settler at the specified space on the Big Game table is replaced by a player’s own settler. Note that a player may end up replacing one of their own settlers at the Big Game table.
* If a 7 is rolled for replacing settlers, the dice are re-rolled until a different number is rolled.
* A player may only send settlers to the Big Game table once per turn if there are open spaces remaining. A player may attempt to send settlers to the Big Game table twice per turn if all spaces are occupied.

Laurel Tokens

This scenario includes 24 square laurel tokens, which are produced by settlers at the Big Game table. Laurel tokens may be traded in for various actions.

* Whenever a number other than 7 is rolled for production, the settler at the corresponding space on the Big Game table produces one laurel token for its owner.
* Whenever a 7 is rolled for production, the player with the most settlers at the Big Game table earns one laurel token. If there is a tie for players with the most settlers, no one receives laurel tokens.
* A player may have at most six laurel tokens.
* Laurel tokens are not resources, and are not considered part of the hand. Hence, they are not subject to the hand limit.
* Laurel tokens may not be traded, stolen, or taken by the Monopoly development card.

Cost Effect

1 Expel the robber.

2 Steal a resource from any opponent.

3 Take a resource from the supply.

4 Build one road.

5 Take one development card.

Big Game Champion Bonus

The Big Game Champion bonus is awarded to the player who has the greatest number of settlers at the Big Game table at any given time.

* The first player to have three settlers at the Big Game table takes the Big Game Champion bonus, worth one victory point.
* Thereafter, any player having more settlers at the Big Game table may take it from the current holder.
* The rules do not dictate what happens if, as a result of displacement, the current holder of the Big Game Champion bonus no longer has the most settlers at the Big Game table.

Scenario Rules

* After initial settlements are placed, each player must place one settler in any open position on the Big Game table.
* Actions requiring laurel tokens may only be performed once per turn.

Game is to 12 points.

## Santa Claus

Catan Scenarios: Santa Claus is a scenario released in 2015, celebrating the Christmas season. It was also released with a different theme to celebrate the 25th anniversary of 999 Games, the official licensor of the Catan brand in the Netherlands, alongside mini-expansions of other games.

In Germany, it was released in 2015 as part of a board game advent calendar, featuring mini-expansions for 24 games from 21 publishers. It is the first of the mini-expansions that are unlocked.

Santa’s Workshop Hex

Santa’s Workshop is a special hex that replaces any terrain hex other than the desert. It does not produce resources, but it provides other benefits.

For the 999 Games release, the Santa’s Workshop hex depicts a gift-wrapped present instead.

Santa Claus Figure

The Santa Claus figure acts as a beneficial counterpart to the robber. The figure is assembled from two cardboard pieces that interlock with each other.

For the 999 Games release, the Santa Clause figure is replaced with a jester figure.

* At the start of the game, the Santa Claus figure begins at the Santa’s Workshop hex.
* Moving Santa Claus: Once per turn, as a build action, the Santa Claus may be moved from its current location. Movement of the Santa figure to any hex not occupied by the robber costs 1 wool, and movement of the Santa figure to the robber’s location costs 2 wool.
* The Santa figure and the robber may not be on the same hex at the same time. If the Santa figure is moved to the robber’s location, the robber is moved to a desert hex, or expelled if there is no desert hex on the board.

Gift Tokens

Gift tokens are square cardboard markers representing gifts that are given out by Santa Claus. There are 11 gift tokens in total, representing one of 11 Catan products. Although all 11 gift tokens are different on both sides, all gift tokens act identically.

* Whenever the Santa figure is moved to any hex other than the Santa’s Workshop hex, each player with at least one adjacent settlement or city receives one gift token.
* Whenever the Santa figure is moved to Santa’s Workshop, each player with at least one adjacent settlement or city receives two gift tokens.
* Gift tokens must be immediately redeemed whenever possible. Two gift tokens may be exchanged for any single resource.

The 11 gift tokens are as follows:

* The Catan base game
* The base game extension
* Catan: Seafarers
* Catan: Cities & Knights
* Catan: Traders & Barbarians
* Catan: Explorers & Pirates
* Catan Compact Edition, a traveler’s edition of the base game
* The Rivals for Catan base game
* The Catan Dice Game
* The Struggle for Catan
* Catan Junior

Setup Notes

In a base game setup, the hex normally assigned to the 2 number token is replaced by Santa’s Workshop, and the 2 number token is moved to the location of the 12 number token. The rules do not have a provision for what

happens if there is more than one eligible hex that may be replaced by Santa’s Workshop, as is the case in the 5-6 player base game. When laying out a base game island as recommended, with the number tokens being laid out starting in one corner and proceeding counterclockwise, the 2 number token (at position B) will be moved to the other side of the board in the general case. Shown on the left is the layout if the desert hex was on any of the unmarked hexes. A similar case appears if the desert hex is one of the first two hexes, owing to the order in which the number tokens appear; in this case, the Santa’s Workshop hex and the 2/12 hex will be on opposite corners.

In all other cases (if the desert hex lies between the Santa’s Workshop hex and the 2/12 hex, the 2/12 hex will be two corners away from the starting (5) hex.

# Catan Geographies Series Scenarios

Catan Geographies is a line of both standalone games as well as fixed maps that require the base game in order to play. There are four standalone games in the line: Catan Geographies: Germany, the only standalone game released in English, as well as Wien Catan (Vienna), Baden-Württemberg Catan, and De Kolonisten van de Lage Landen (Netherlands).

Amongst the fixed maps, there are two distinct series: a primarily Anglosphere-oriented series of maps outlining regions within the United States, and a primarily German-oriented series of maps originally outlining regions of Germany, but have since expanded to regions in Europe. The former series is generally available in both English and German, while the latter series is primarily available in German, with English language versions particularly difficult to find. All of the fixed maps are available for purchase from their respective Catan Shops.

In terms of their gameplay rules, the Catan Geographies series, while still containing the base mechanics of collecting resources, differ slightly from the base game, although the rules are fairly consistent between the different Catan Geographies maps. Most of the German series scenarios are fairly straightforward in their designs, with few additional rule quirks, while the English series scenarios often feature a unique mechanic relating to the region being depicted (though newer scenarios tended to make the new mechanic optional).

The same rules, for the most part, was also adopted for Star Trek Catan: Federation Space, which matched the Catan Geographies series gameplay to the geography of the Star Trek series.

About the Scenarios

The scenarios in this section of the Guide are presented in order of their release date.

City Sites

One of the main features of the Catan Geographies series of scenarios is the presence of city sites, located on select intersections of the map. Each city site represents a real-world city, although city site locations may differ from real life in order to fit the hexagonal board. Along the edges of the game board is detailed information on each city site. The game board also includes an accurate map showing the locations of each city site, as well as a number of notable cities in the region that are not represented.

* Settlements may only be placed at the location of city sites.
* The distance rule is not in effect with respect to city sites: a player may build a settlement at a city site even if there is an occupied city site in a neighboring intersection.
* Players may not expand past the location of unoccupied city sites.
* Roads that meet at a city site are not considered connected to each other unless there is a settlement or city at a city site.

Victory Point Sites

Additionally, there are a number of locations on the board where, at the start of the game, players must place a Catan chit. These are known as victory point sites.

Note that Catan chits are not included with most Catan Geographies scenarios; players must separately provide them from other sources, or make do with substitutes.

* The first player to build a road extending to a victory point site claims the Catan chit, worth one victory point.
* In a 5-6 player game, no Catan chits are placed on victory point sites. Instead, victory point sites act as additional city sites in a 5-6 player game.

Trading Road Paths

Certain edges on the game board are marked in red, and are known as trading road paths. These paths act as harbors, lowering the prevailing trade rate for the player who builds a road on them. A sign adjacent to each trading path will denote which type of harbor-equivalent these paths will provide for the player.

Waterways

Featured on the game map are a number of edges in blue, denoting waterways. Waterways in these scenarios represent the various ferry routes that serve the region, and act as free extensions of the road networks for any player who builds a road adjacent to it.

* Roads may not be built on a waterway, but a player may extend their road network through the use of a waterway.
* Multiple players can use the same waterways to extend their road networks.
* Waterways do not contribute to the Longest Road for any player.

## Settlers of Hesse

Catan Geographies: Settlers of Hesse is the first installment of the German language scenarios. Proceeds from the sale of this scenario went towards children’s cancer research with Germany.

Compared to later scenarios, this scenario was not designed for 5-6 player play in mind, does not have victory point sites, and has no explicit compatibility with “Catan for Two”.

As with many Catan Geographies scenarios, the art for the mountain hex is changed, to reflect the fact that Hesse isn’t particularly mountainous.

Scenario Rules

There are no additional scenario rules for this scenario. Game is to 10 points.

## North Rhine-Westphalia

Catan Geographies: North Rhine-Westphalia is the 2008 installment of the German language scenarios. As with Settlers of Hesse before it, proceeds from the sale of this scenario were donated to children’s cancer research in Germany.

As with many Catan Geographies scenarios, the art for the mountain hex is changed, to reflect the fact that North Rhine-Westphalia isn’t particularly mountainous.

Scenario Rules

There are no additional scenario rules for this scenario. Game is to:

* 13 points in a 3-player game
* 12 points in a 4-player game
* 10 points in a 5-6 player game

## Indiana & Ohio

Catan Geographies: Indiana & Ohio is the first installment of the English language scenarios, depicting the states of Indiana and Ohio.

As with many Catan Geographies scenarios, the art for the mountain hex is changed, to reflect the fact that the mountainous terrain in New York state consists of rugged peaks rather than the traditional high alpines featured on standard mountain hexes.

Gold Pieces

This scenario makes use of gold pieces, which are not provided with the scenario. Any marker may be used for this purpose, but gold from Traders & Barbarians or Explorers & Pirates is recommended. The rules governing gold pieces in this scenario is identical to that used by those two expansions; consult with the Traders & Barbarians section of the guide for additional information on the mechanics therein.

Scenario Rules

* Unlike standard Catan Geographies series scenarios, players may build settlements on intersections that are neither city sites nor victory point token sites, as long as they are not adjacent to any city sites. In effect, the distance rule applies to these “off-site” settlements, if all city sites are treated as occupied.
* The building of off-site settlements on intersections with one adjacent edge is not recommended.
* Only settlements at city sites may be upgraded to cities.
* Marked on the setup diagram in purple are a number of city sites known as university cities. Players with cities at university city sites collect one resource and one gold piece instead of two resources whenever any adjacent hex produces resources.
* Marked on the setup diagram in blue are a number of city sites known as waterway cities. Players with settlements or cities at waterway city sites may, whenever any adjacent hex produces resources, collect up to two gold in place of two resources.
* Note that only two resources may be substituted for gold, regardless of the number of settlements located at waterway city sites.
* Note that there are no city sites on the board that is both a university city and a waterway city, although there are hexes that are adjacent to both.
* If a player has multiple settlements and/or cities around a single hex, and at least one of them is at a waterway city site, then whenever that hex produces resources, only those that would be collected by the settlement or city at the waterway city site may be substituted for gold.

Game is to:

* 13 points in a 3-player game
* 12 points in a 4-player game
* 10 points in a 5-6 player game

## Settlers of Bavaria

Catan Geographies: Settlers of Bavaria is the 2009 installment of the German language scenarios. As part of the promotion, a contest was commissioned, asking contestants to identify the names of three locations from the following nine that are not among the city sites featured in this scenario. The city sites are:

* Nuremburg
* Altötting
* Passau
* Willow
* Ulm
* Regensburg
* Fürth
* Aschaffenburg
* Berchtesgaden

As a hint to the identity of the three locations, the following three hints were given:

* The cities featured as city sites must be in Bavaria
* The cities featured as city sites must have a population of at least 10000
* The cities featured as city sites must not be within 10km of a larger city that satisfies the first two criteria

Five winners received an autographed copy of this scenario and a copy of Catan Geographies: Germany, and another five winners received an autographed copy of this scenario. (For the record, the answers were Ulm, which is not in Bavaria, Fürth, which is a suburb of Nüremberg, and Berchtesgaden, population 8000)

As with previous years, proceeds from sales of this scenario were donated to children’s cancer research in Germany.

As with many Catan Geographies scenarios, the art for the mountain hex is changed, to reflect the fact that Bavaria isn’t particularly mountainous.

Scenario Rules

There are no additional scenario rules for this scenario. Game is to:

* 13 points in a 3-player game
* 12 points in a 4-player game
* 10 points in a 5-6 player game

## Delmarva

Catan Geographies: Delmarva is the 2010 installment of the English language scenarios, depicting the states of Delaware, Maryland, Virginia, as well as West Virginia and Washington DC. The name “Delmarva” is a portmanteau of the names of the three states; West Virginia is included as it is a state that had been originally splintered from Virginia.

This scenario was released at around the same time as Settlers of America: Trails to Rails, the first game in the Catan family to be made exclusively in the English language.

As with many Catan Geographies scenarios, the art for the mountain hex is changed, to reflect the fact that the mountainous terrain in New York state consists of rugged peaks rather than the traditional high alpines featured on standard mountain hexes.

Shenandoah Valley Hex

On the map is a single hex representing the Shenandoah Valley. This hex may be treated as a field or mountain hex, and when it produces, players with adjacent settlements may choose to take either one grain or one ore. Players with adjacent cities may choose any combination of grain or ore desired.

The Shenandoah Valley hex is represented by a gradient of the yellow of the fields hex and the dark gray of the mountain hex.

Cumberland Gap Trading Road Path

On the map is a single trading road path that acts as a generic 2:1 harbor, allowing the prevailing trade rate to be lowered to 2:1 for all resources.

Coal and Crabs

In honor of the coal industry in the Alleghany mountains and the seafood industry of Chesapeake Bay, this scenario introduces two commodities known as coal and crabs.

* Whenever a 7 is rolled for production, all gold field hexes produce crabs: each player with at least one settlement or city next to each gold field hex earn one crab.
* Whenever a 7 is rolled for production, all hills hexes, except the one on the right side of the setup diagram, produce coal: each player with at least one settlement or city next to each hills hex earn one coal.
* Note that the presence of multiple settlements or cities adjacent to a commodity-producing hex do not increase the gain of that commodity: a player may only gain at most one commodity from each commodity-producing hex per turn.
* Crabs and coal are not resources, and neither are considered part of the hand. As such, they are not subject to the hand limit.
* Crabs may be traded, but may not be stolen, and may not be taken as a result of the Monopoly development card.
* The prevailing trade rate for crabs and coal are both 4:1, as with resources. Players in control of a 3:1 trading road path will have a 3:1 prevailing trade rate for each commodity, as with resources.
* The player with control of the Cumberland Gap trading road path may not trade coal or crabs at 2:1; only resources may be traded at 2:1 with that trading road path.

Scenario Rules

* Unlike standard Catan Geographies series scenarios, players may build settlements on intersections that are neither city sites nor victory point token sites, as long as they are not adjacent to any city sites. In effect, the distance rule applies to these “off-site” settlements, if all city sites are treated as occupied.
* The building of off-site settlements on intersections with one adjacent edge is not recommended.
* Only settlements at city sites may be upgraded to cities.
* Marked on the setup diagram in blue are a number of city sites known as coastal ports. Players with settlements or cities at coastal ports may trade commodities at a 2:1 prevailing trade rate.

Game is to:

* 13 points in a 3-player game
* 12 points in a 4-player game
* 10 points in a 5-6 player game

## Austria

Catan Geographies: Austria is the 2010 installment of the German language scenarios, and marks a move away from depicting individual regions of Germany, and a move to match the graphics for Catan Geographies scenarios to match that of Catan Geographies: Germany rather than that of the Catan base game. As with previous years, proceeds from the sale of this scenario went towards children’s cancer research in Germany.

Scenario Rules

* In reference to Austria’s milk industry, “milk” must be used in place of “wool”. Anyone caught not referring to wool as milk must discard one resource card from their hand.

Game is to:

* 14 points in a 3-player game
* 13 points in a 4-player game
* 10 points in a 5-6 player game

## Penn-Jersey

Catan Geographies: Penn-Jersey is the 2011 installment of the English language scenarios, depicting the states of Pennsylvania and New Jersey in the United States.

As with many Catan Geographies scenarios, the art for the mountain hex is changed, to reflect the fact that the mountainous terrain in New York state consists of rugged peaks rather than the traditional high alpines featured on standard mountain hexes.

Wetland Hexes

This scenario consists of a number of hexes of a new terrain type called wetlands. Wetland hexes are represented by gold field hexes in the Guide.

* Whenever wetland hexes produce resources, each player with at least one settlement or city adjacent to the hex gain one resource of their choice.
* Note that the presence of multiple settlements or cities do not increase resource gain from wetland hexes: a player may only gain at most one resource from each wetland hex per turn.

Iron Ore

In honor of the steel industry in Pennsylvania, this scenario introduces a new currency known as iron ore. Catan Geographies: Penn-Jersey does not include any game equipment, and suggests using any other marker for this purpose.

* Iron ore is not considered a resource, and is not considered part of the hand. As such, they are not subject to the hand limit.
* Iron ore may be traded, but may not be stolen or taken as a result of the Monopoly development card.
* The prevailing trade rate for iron ore is 4:1, as with resources. Players in control of a 3:1 trading road path will have a 3:1 prevailing trade rate, as with resources.
* Only the hexes indicated on the setup diagram produces iron ore. Whenever these hexes produce, each player with adjacent settlements and/or cities earn one iron ore, in addition to the resources normally produced by the hex.
* Note that the presence of multiple settlements or cities adjacent to an iron ore producing hex do not increase the gain of iron ore: a player may only gain at most one iron ore from each iron ore producing hex per turn.

Scenario Rules

* Marked on the setup diagram in blue are a number of city sites known as steel cities. Players with settlements or cities at steel cities may, as a trade action, trade iron ore at a 2:1 rate once per turn for each settlement or cities at a steel city site.

Game is to:

* 13 points in a 3-player game
* 12 points in a 4-player game
* 10 points in a 5-6 player game

## Thuringia

Catan Geographies: Thuringia is the 2011 installment of the German language scenarios, depicting the German state of Thuringia. As with previous scenarios, proceeds from the sale of this scenario went to children’s cancer research in Germany.

Scenario Rules

There are no additional scenario rules for this scenario. Game is to:

* 13 points in a 3-player game
* 12 points in a 4-player game
* 10 points in a 5-6 player game

## New York

Catan Geographies: New York is the 2012 installment of the English language scenarios, depicting the state of New York in the United States.

As with many Catan Geographies scenarios, the art for the mountain hex is changed, to reflect the fact that the mountainous terrain in New York state consists of rugged peaks rather than the traditional high alpines featured on standard mountain hexes.

Canal Tokens

The Erie Canal is an important part of the economy of New York State. In honor of its importance, this scenario has an optional rule that introduces the currency known as a canal token. Catan Geographies: New York does not include any game equipment, and suggests using any other marker for this purpose.

* Canal tokens are not resources, and are not considered a part of the hand. As such, they are not subject to the hand limit.
* Canal tokens may be traded between players, and may not be stolen. They may not be taken as a result of the Monopoly development card.
* Canal tokens may not be traded in a maritime trade.
* A player may spend a canal token to lower the prevailing trade rate for all resources to 2:1 for the turn that it is used.

Scenario Rules

* Marked on the setup diagram in blue are a number of city sites known as canal cities. The first player to make a direct connection (that is, with no intervening city sites) between each pair of canal cities earns one canal token.
* The presence of a settlement or city at a canal city site does not affect the ability to earn a canal token.
* Canal tokens may not be earned during initial setup.

Game is to:

* 13 points in a 3-player game
* 12 points in a 4-player game
* 10 points in a 5-6 player game

## Mallorca

Catan Geographies: Mallorca is the 2012 installment of the German language scenarios, depicting the island of Mallorca in the Mediterranean.

Scenario Rules

There are no additional scenario rules for this scenario. Game is to:

* 13 points in a 3-player game
* 12 points in a 4-player game
* 10 points in a 5-6 player game

## New England

Catan Geographies: New England is the 2013 installment of the English language scenarios, depicting the region of the United States consisting of Maine, Vermont, New Hampshire, Massachusetts, Rhode Island, and Connecticut, known collectively as New England.

As with many Catan Geographies scenarios, the art for the mountain hex is changed, to reflect the fact that the mountainous terrain in New England consists of rugged peaks rather than the traditional high alpines featured on standard mountain hexes.

Seafood

New England is known for its seafood, and in honor of the seafood industry, this scenario has an optional rule that introduces a new commodity known as seafood. Catan Geographies: New England does not include any game equipment denoting seafood, and suggests using any other marker for this purpose.

* Seafood is not considered a resource, and is not considered part of the hand. As such, they are not subject to the hand limit.
* Seafood may be traded, but may not be stolen, nor may they be taken as a result of the Monopoly development card.
* The prevailing trade rate for seafood is 4:1, as with resources. Players in control of a 3:1 trading road path will have a 3:1 prevailing trade rate, as with resources.
* Only the hexes indicated on the setup diagram produces seafood. Whenever these hexes produce, each adjacent settlement and/or city earns one seafood, in addition to the resources normally produced by the hex, for their owners.

Scenario Rules

There are no additional scenario rules for this scenario. Game is to:

* 13 points in a 3-player game
* 12 points in a 4-player game
* 10 points in a 5-6 player game

## The Carolinas

Catan Geographies: The Carolinas is the 2014 installment of the English language scenarios, depicting the states of North Carolina and South Carolina.

As with many Catan Geographies scenarios, the art for the mountain hex is changed, to reflect the fact that the mountainous terrain of the Carolinas consist of rugged peaks rather than the traditional high alpines featured on standard mountain hexes.

Rice and Tobacco

North Carolina is known for its tobacco industry, while South Carolina is known for its rice industry. In honor of both, this scenario has an optional rule that introduces two new commodities known as rice and tobacco. Catan Geographies: The Carolinas does not include any game equipment denoting the two commodities, and suggests using any other markers for this purpose. 12 to 20 of each type is suggested.

* Rice and tobacco are not resources, and neither are considered part of the hand. As such, they are not subject to the hand limit.
* Rice and tobacco may be traded, but they may not be stolen or taken as a result of the Monopoly development card.
* Commodity Trade: Two rice and two tobacco may be traded in for one resource, as a trade action. If the player’s prevailing trade rate is 3:1, then the player may trade in two commodities of one type and one commodity of the other for a resource.

Scenario Rules

* All city sites are labeled in either blue or red, representing cities in North Carolina and South Carolina, respectively. A player gains one commodity if, upon any production roll other than a 7, a player does not gain any resources.
* If a player has only settlements and cities in North Carolina (blue sites), then the player gains one tobacco. If a player has only settlements and cities in South Carolina (red sites), then the player gains one rice.
* A player having settlements in both states may take either commodity, but only one commodity may be earned.

Game is to:

* 13 points in a 3-player game
* 12 points in a 4-player game
* 10 points in a 5-6 player game

## Hispania

Catan Geographies: Hispania is the 2013 installment of the German language scenarios, depicting the Iberian Peninsula and the nations of Spain and Portugal.

Scenario Rules

There are no additional scenario rules for this scenario. Game is to:

* 13 points in a 3-player game
* 12 points in a 4-player game
* 10 points in a 5-6 player game

## Georgia

Catan Geographies: Georgia is the 2015 installment of the English language scenarios, depicting the state of Georgia.

As with many Catan Geographies scenarios, the art for the mountain hex is changed, to reflect the fact that the mountainous terrain in Georgia consists of rugged peaks rather than the traditional high alpines featured on standard mountain hexes.

Cloth and Paper

To reflect the fact that Georgia is home to the paper and textile industries in the US, and to a lesser extent, it heavy military presence, this scenario has an optional rule involving the use of the cloth and paper commodities. Catan Geographies: Georgia does not include anything to denote cloth and paper, and suggests using any other marker for these purposes. Because cloth and paper are two of the commodities in Cities & Knights, these are also suggested.

* Cloth and paper are treated identically, and are interchangeable. The only difference between cloth and paper is the terrain producing them.
* Cloth and paper are not resources, and are not considered part of the hand. As such, they do not contribute to the hand limit.
* Cloth and paper may be traded, but may not be stolen, or taken as a result of the Monopoly development card.
* The supply of cloth and paper is said to be infinite; at no point should a player be denied cloth or paper due to a resource shortage.
* Whenever a forest hex produces, all adjacent cities produce one lumber and one paper instead of two lumber for their owners. (This is identical to the rules for commodities in Cities & Knights.)
* Whenever a pasture hex produces, all adjacent cities produce one lumber and one cloth instead of two wool for their owners. (This is identical to the rules for commodities in Cities & Knights.)
* The rules do not specify if resources may be traded for commodities or vice-versa via maritime trade.

Scenario Rules

* A player may, as a build action, spend any combination of 3 commodities to buy a development card.

Game is to:

* 13 points in a 3-player game
* 12 points in a 4-player game
* 10 points in a 5-6 player game

## Rickshaw Run

Catan Geographies: Rickshaw Run is a special edition of the series, being considered part of neither the German nor English series of scenarios (though it can arguably take the place of the 2015 entry in the German series). The name “Rickshaw Run” comes from the fact that representatives of Catan GmbH and its various licensors travelled across northern India in motorized rickshaws for charity.

Also unique amongst the Catan Geographies scenario line is that all equipment needed to play the game is provided with the scenario, and that German and English versions were made equally available.

Victory Point Markers

Catan Geographies: Rickshaw Run includes ten victory point markers, for each of the ten victory point sites on the board. These are otherwise identical in appearance to ordinary Catan chits.

Crew Cards

Crew cards act as the counterparts to helper cards in “The Helpers of Catan” in this scenario. They act identically to their counterparts in “The Helpers of Catan”, but are themed specifically to this scenario. A summary card was also included, outlining the abilities of all crew cards.

No. Name Effect

1 The Jobber Forced Trade: Same as Nassir in “The Helpers of Catan”

2 The Fixer Master Road Builder: Same as William in “The Helpers of Catan”

3 Puck Resource Compensation: Same as Marianne in “The Helpers of Catan”

4 The Navigator Move a Road: Same as Louis in “The Helpers of Catan”

5 The Instigator Protection from the “7”: Same as Sean in “The Helpers of Catan”

6 The Viola Player Development Master: Same as Candamir in “The Helpers of Catan”

The Eye Take from the Rich: Same as Hilde in “The Helpers of Catan”

The Spark 2:1 Trade: Same as Jean in “The Helpers of Catan”

The Story Guy Banish the Robber: Same as Lin in “The Helpers of Catan”

The Rock Knights as Builders: Same as Vincent in “The Helpers of Catan”, as originally

presented in Catan-News.

Rickshaw Tokens

Marked on the game board is a line of edges representing the actual route taken in the Rickshaw Run. Whenever roads are built on the route, players earn rickshaw tokens, representing the donations collected during the run itself. Catan Geographies: Rickshaw Run includes 19 square rickshaw tokens (one token for each edge in the Rickshaw Run route), each depicting a motorized rickshaw superimposed on top of the flag of India.

* Rickshaw tokens are not resources, and are not considered part of the hand. As such, they do not contribute to the hand limit.
* Rickshaw tokens may not be traded, stolen, or taken as a result of the Monopoly development card.
* Every two rickshaw tokens a player has in their possession is worth one victory point.

Scenario Rules

* Earning Rickshaw Tokens: Whenever players spend resources to build a road along the Rickshaw Run route, players earn one rickshaw token.
* Rickshaw tokens are not earned if a player did not spend resources to build a road along the Rickshaw Run route. Specifically, players do not earn Rickshaw tokens if roads are placed on the Rickshaw Run route during initial setup, as a result of the Road Building development card, or from the effects of the Navigator crew card.
* The rules do not dictate whether or not additional rickshaw tokens may be earned if a player pays for a road along the Rickshaw Run route, before moving it off of the route using the Navigator crew card, and paying for a new road in the same location.

Game is to:

* 13 points in a 3-player game
* 12 points in a 4-player game
* 10 points in a 5-6 player game.

## Kennessee

Catan Geographies: Kennessee is the 2016 installment of the English language scenarios, depicting the states of Kentucky and Tennessee, from which the name “Kennessee” takes place.

As with many Catan Geographies scenarios, the art for the mountain hex is changed, to reflect the fact that the mountainous terrain in Georgia consists of rugged peaks rather than the traditional high alpines featured on standard mountain hexes.

Horses

To reflect the fact that horse breeding is a tradition in this region, this scenario has an optional rule involving the use of horses as a commodity. Catan Geographies: Kennessee does not include anything to denote horses, and suggests using any other marker for this purpose.

* Horses are not resources, and are not considered part of the hand. As such, they do not contribute to the hand limit.
* Horses may be traded, but may not be stolen, or taken as a result of the Monopoly development card.
* The supply of horses may be taken to be infinite. The rules do recommend 15-20 horse tokens for use, so resource shortage rules may optionally be applied.
* The prevailing trade rate for horses is always identical to that of wool. Specifically, it is 4:1 by default, and may be lowered to 3:1 with possession of a 3:1 trading road path, or to 2:1 with possession of a 2:1 trading road path for wool.
* Whenever a 7 is rolled for production, all pasture hexes produce horses. Each player with a settlement or a city next to each pasture hex receives one horse.
* Note that the presence of multiple settlements or cities adjacent to a pasture hex do not increase the gain of horses: a player may only gain at most one horse from each pasture hex per turn.

Scenario Rules

There are no additional scenario rules for this scenario. Game is to:

* 13 points in a 3-player game
* 12 points in a 4-player game
* 10 points in a 5-6 player game

## Poland

Catan Geographies: Poland is the 2016 installment of the German language scenarios, depicting the nation of Poland.

Scenario Rules

There are no additional scenario rules for this scenario. Game is to:

* 13 points in a 3-player game
* 12 points in a 4-player game
* 10 points in a 5-6 player game

# Other Promotional Scenarios

Scenarios don’t necessarily have to be in the form of specialized grids of hexes with number tokens. Even prior to the Catan Geographies line of scenarios, entirely self-contained scenarios have been released, with a paper gameboard and some parts from the Catan base game needed to play. These scenarios see very limited release, and are often difficult to find after sufficient time has passed.

Most of the scenarios in this section of the Guide were not published by Catan GmbH or its licensed partners, but were published with their permission.

About this Section

The scenarios in this section of the Guide are not published in any particular order, but scenarios that are bundled together are presented together.

## Saggsen-Gadan

“Saggsen-Gadan”, as well as “Offensive in Chemnitz” on the reverse side, was released in celebration of the 10th anniversary of the Catan base game, as well as the 10th anniversary of the Deutsche Spielemuseum. The event celebrating its release was also accompanied by one of the first massively multiplayer games of Catan on record, and is recognized as the first Catan Big Game event. The game itself could accommodate 1000 players, although only 819 players ended participating. Each player at that game was awarded a copy of this promotional scenario, and the 1000 copies are known to be the only ones that exist.

The name “Saggsen-Gadan” comes from the German state of Saxony, and one of its major cities Chemnitz, the home of the Deutsche Spielemuseum. “Gadan” is meant to be a rough Saxony dialect translation of “Catan”, thus the proper English title should be “Saxony Catan”.

Rivers

Along the game board are a number of edges, marked in blue, that are designated as river edges.

* The cost to build a settlement on an intersection along a river edge is different from that of a regular settlement. Players with a river settlement have their prevailing trade rate lowered to 3:1.
* The distance rule is not observed for settlements along the river. That is, players may build river settlements adjacent to other river settlements. Note that some river intersections may still not host settlements due to the presence of an adjacent settlement along the river. Similarly, off-river settlement placement may be constrained by the presence of one or more river settlements, as the distance rule is observed in these cases.
* Roads may be built “on either side” of a river edge, meaning that two roads may share the same edge in this case. It is possible to have one player have doubled-up roads, and even have both roads be part of the same road network.
* Roads cannot be extended to the opposite side of a river without the presence of a settlement or city. Similarly, if a player has roads on both sides of a river, they are not considered to be connected unless both roads connect to the same settlement or city.
* As an extension of the rule that opposing settlements break road networks, the presence of a river settlement blocks the opposing road networks on both sides of the river.

City Hexes and Crown Tokens

A number of hexes are marked with the names of major cities in Saxony. Players who build settlements and cities adjacent to these cities earn crown tokens. 21 crown tokens are included with “Saggsen-Gadan”.

* A player receives one crown token for the first settlement built adjacent to each of the city hexes.

King of Saxony Bonus

The King of Saxony scoring bonus is a bonus relating to crown tokens. A scoring card is included with this scenario.

* The first player to have three crown tokens takes the King of Saxony bonus, worth one victory point.
* Thereafter, any player with a greater number of crown tokens may take the King of Saxony bonus from its current holder.
* If at any point there is a tie for the greatest number of crown tokens, the King of Saxony bonus is relinquished, and no victory points are awarded until there is a player with sole possession of the most crown tokens.

Catan Chits

15 Catan chits are included with this scenario, for use with manufacturing plants. In this scenario, Catan chits act as victory point markers, with each Catan chit worth one victory point.

Manufacturing Plants

Manufacturing plants are a way to turn resources directly into victory points. This scenario includes one manufacturing plant for each of the five resources.

* A player must have two unplayed development cards in order to build a manufacturing plant. To build a manufacturing plant, both cards are returned to the bottom of the development card deck.
* A player may not purchase the second development card and immediately trade it in to build a manufacturing plant in the same turn.
* Manufacturing plants, when built, must be placed on a hex that produces the resource associated with the manufacturing plant. It must also be placed adjacent to a player’s own settlements or cities.
* Manufacturing plants are considered an add-on to the settlement or city. To denote this, the manufacturing plant should be placed adjacent to the associated settlement or city on the board.
* A settlement or city may only have one manufacturing plant.
* Once per turn, a player may use a manufacturing plant to trade in three resources of the type associated with the manufacturing plant to obtain one Catan chit.
* A player may not build a manufacturing plant and use it in the same turn.
* If the robber is on the same hex as a manufacturing plant, the owner may not use the manufacturing plant to purchase Catan chits.

Scenario Rules

* Players may not place their initial settlements on rivers.
* The Largest Army bonus is not used in this scenario.
* The robber may be moved to the desert hex by any player with a settlement or city adjacent to its location by paying any three resources.

Game is to 10 points.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

Building Costs

Road 1 brick, 1 lumber

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

River Settlement 1 brick, 1 grain, 2 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

## Offensive in Chemnitz

This scenario appears on the reverse side of the game board for “Saggsen-Gadan”. It is one of the few scenarios that can be adapted for two-player play, without using rules from “Catan for Two”.

Development Cards

This scenario makes use of 17 special development cards, which are used in place of the development card deck. Each card depicts a local landmark in Chemnitz, and is associated with one of four colors. There are five yellow cards depicting historical buildings, five red cards depicting museums, four green cards depicting other local attractions, and three grey cards, depicting a Karl Marx statue known by locals as “Nischel”.

* Development cards are traded in for Catan chits, worth one victory point each. Players may trade in development cards in two colors for one Catan chit, or in three colors for two Catan chits.
* The grey Nischel cards may be used as a development card of any color.
* Development cards may be traded in on the same turn they are purchased.

Scenario Rules

* The robber is present, and begins the game off of the board.
* During initial setup, players place a city, followed by a settlement.
* As the standard development card deck is not used, the Largest Army bonus is also absent in this scenario.
* The robber may be moved by any player with a settlement or city adjacent to the robber’s position by paying any three resources.
* Players with settlements at any of the intersections marked on the setup diagram have their prevailing trade rate lowered to 3:1.

Game is to 10 points.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

Building Costs

Road 1 brick, 1 lumber

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

## The Building of Chaffenberch Castle

By Heike Risthaus

“The Building of Chaffenberch Castle” was one of two promotional scenarios released by the Österreichische Spiele Museum in 2007. The two scenarios were printed together, with “Renaissance in Styria” being on the reverse side of the game board.

Scoring Markers

The game board depicts a scoring track from which players may keep track of their victory point totals. Four scoring markers are included with the game, one in each of the base game’s four player colors.

Coat of Arms Markers

Coat of arms markers are square tokens depicting a shield on top of a player marker background. These are used as a substitute for Knight development cards in tournaments. At the start of the game, each player begins with two coat of arms markers, which are included with the scenario.

Tournament Markers

Tournament markers are square markers which mark victory in a tournament. 10 tournament markers are included with the scenario.

* Declaring Tournaments: Whenever a Knight development card is played, a tournament occurs. Players wishing to participate in the tournament must have at least one played Knight development card or one coat of arms marker, and must pay the player either one grain, ore, or wool.
* A player is always entered in their own tournament. A player, however, may not enter in other players’ tournaments if they do not have a played Knight development card or one coat of arms marker.
* If the Knight development card is played before the start of a turn, the tournament takes place after production is resolved, but before any trade or build actions are performed.
* Tournament Rolls: During a tournament, all participating players roll one die, and adds the result of the die roll to the number of played Knight development cards and the number of coat of arms markers. The player with the highest total is declared the winner. In the event of a tie, all tied players must reroll until a single winner is decided.
* The winner of a tournament takes one tournament marker, worth one victory point. The winner, however, must discard either one played Knight development card or one coat of arms marker.
* If the player playing the Knight development card is the only participant, then they win the tournament without rolling the dice. However, the knight development card that was played must still be discarded.
* Tournaments no longer take place once all tournament markers have been taken.

Travelling Trader Tokens

Travelling trader tokens represent a wandering merchant that grants favorable trade rates. Four travelling trader tokens are included with the scenario.

* Whenever a player builds a road, and they do not have a travelling trader token in their possession, nor had one at any previous point in the same turn, the player must take a travelling trader token from the supply.
* Players do gain travelling trader tokens from playing the Road Building development card.
* A player may have at most one travelling trader token.
* Travelling trader tokens are not resources, and are not considered part of the hand. As such, they do not contribute to the hand limit.
* Travelling trader tokens may not be traded, stolen, or taken as a result of the Monopoly development card.
* A player may, as a trade action, spend a travelling trader token to have a prevailing trade rate of 2:1 for all resources for the remainder of the turn.
* Note that a player cannot gain a travelling trader token after spending one in the same turn. However, a player may gain a travelling trader token and then spend it in the same turn, if you are not using the “trade before building” rule.

Castle Tokens

Castle tokens are awarded when a player attempts to build the namesake castle. Each token has a point value

from one through three.

Value Qty Cost

1 10 1 materials resource and 1 food resource

2 8 2 materials resources and 1 food resource

3 6 2 materials resources and 2 food resources

Materials resources denote any combination of brick, lumber, and ore. Food resources denote any combination of grain or wool.

* All castle tokens of lower value must be purchased before any castle tokens of higher value is made available for purchase.
* Every three points of value is worth one victory point.

Feudal Lord’s Favor Bonus

The Feudal Lord’s Favor bonus is a scoring bonus related to castle tokens.

* The first player to have obtained at least three castle tokens may take the Feudal Lord’s Favor bonus, worth one victory point.
* Thereafter, any player with a greater number of castle tokens may take the Feudal Lord’s Favor bonus from the current holder.

Scenario Rules

* The Largest Army bonus is not used in this scenario.
* In a 3-player game, each player begins with three settlements.

Game is to 13 points.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 1 Scoring Marker

• 2 Coat of Arms Markers

Building Costs

Road 1 brick, 1 lumber

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

## Renaissance in Styria

By Stefan Risthaus

This scenario appears on the reverse side of the game board for “The Building of Chaffenberch Castle”.

City Sites

A number of intersections are marked on the board, corresponding to various city sites. Each city site is also labeled with a number, which represents ducat income given to players who have cities on these sites.

Scoring Markers

As with “The Building of Chaffenberch Castle”, a set of scoring markers is provided for each player, to keep track of a player’s victory point totals; a scoring track is provided on the bottom right side of the game board. It is to be noted, however, that these are not shared with the ones from “The Building of Chaffenberch Castle”; each scenario has its own set of distinct scoring markers, though they are identical in appearance between the two scenarios..

Ducat Track

Along the top side of the board is a track known as the ducat track, which serves to keep track of the number of ducats a player has in their possession. Each player has square ducat marker, depicting a picture of ducats on a player color background, for this purpose. Ducats themselves are a currency introduced in this scenario.

* Ducats are not resources, and are not considered part of the hand. As such, they do not contribute to the hand limit.
* Ducats may be traded. They may not be stolen, and they may not be taken as a result of the Monopoly development card.

Resource Market

On the right side of game board is a section known as the resource market. The resource market consists of a track of 20 spaces, with the first space labeled “8”, the third space labeled “7”, and so on, down to the ninth space being labeled a “4”. Also present on the board are five spaces large enough to fit one resource card; these are labeled with numbers from 4 through 8, as with the track.

The track is populated with five markers, one for each resource. For the most part, this determines the selling price of each resource.

City Improvements

The bottom left side of the game board is a section for city improvements. There are three categories of city improvements, each with four levels, for a total of 12 spaces per player and 48 spaces total. A set of 12 tokens are provided for each player, to mark off which city improvements have been built by each player. These fit over the spaces of the board as they are built. Each space is marked with the base cost in ducats.

Level Cost Trade Politics Science

1 8 Marketplace Mission Town Hall

2 12 Trading Post Cloister Courthouse

3 16 Guild Library Church

4 20 Bank University Castle

As with their Cities & Knights counterparts, the third level for each city improvement earns a special bonus for the player who builds them. In addition, there is a victory point bonus for players who build all four levels of a city improvement; this scenario includes 12 markers (3 one-point markers and 1 two-point marker per type) for this purpose.

Starting Player Marker

As opposed to normal Catan scenarios, play proceeds in rounds in this scenario, with each player taking one turn, starting with the player with the starting player marker, which rotates between players between rounds. The starting player marker is a large marker resembling a scoring bonus, and also acts as a reference for the four phases in each turn in this scenario.

Each round is divided into four phases, with each player taking a turn within each phase, as opposed to standard Catan, where players perform all of their phases before the next player takes their turn. The four phases are the Income phase, the Resources phase, the Trade phase, and the Build phase.

Scenario Rules

* There is no hand limit in the traditional Catan sense in this scenario, although there is a different notion of a hand limit in this scenario.
* Each player begins the game with 8 ducats.
* The first player to place their initial settlement is the first player to receive the starting player marker.
* Players may not place their initial settlements on city sites, nor on intersections adjacent to city sites.
* Income Phase: During the income phase, players gain ducats. Each city at a city site gains a number of ducats equal to the value listed on the city site for their owner. In addition, players who have built the Guild will receive two ducats for each city they own.
* Resource Phase: In this phase, each player has a separate production roll, and only collects resources from their own production roll (as opposed to normal, where all players collect resources from the single production roll). For each resource collected, the corresponding resource marker on the resource market track is moved forward one space.
* After each production roll, the resource track is reset, with the resource marker closest to the start of the space moved to the space with “8”, the next closest to the space with “7”, and so on. This sets the sale price of each resource. The rules do not dictate what happens if two resources are on the same space on the track when it is reset.
* If a 7 is rolled for production, the two leading players must pay a number of ducats equal to the higher of the two dice, while all other players must pay the lower number. Players unable to pay must sell resources for ducats, at the price listed on the resource market, before the ducats are deducted. Players selling resources in excess of what is needed for this payment will receive change in ducats. In the event that players do not have enough ducats even after all of their resources have been sold, the remainder outstanding is waived.
* If multiple players are tied for second place, all players tied for second place pay a number of ducats equal to the lower of the two dice. The rules do not dictate what happens if more than two players are tied for first place.
* Trade Phase: As with standard Catan, players may perform trade actions during this phase.
* Players may, as a trade action, purchase a resource for 12 ducats. This may be performed up to twice per turn.
* Players who have built the Library have a 3:1 prevailing trade rate for all resources.
* Build Phase: As with standard Catan, players may perform build actions during this phase. At the end of the build phase, players must keep at most 7 hand cards, discarding any excess.
* A player may sell resources at the price listed on the resource market only for the purposes of building a city improvement. A player may not otherwise sell resources for ducats. Players selling resources in excess of what is needed for the city improvement will receive change in ducats.
* Players who have built a Church may purchase a development card for any three resources.
* City improvements need not be built in order, although building a higher level city improvements cost an extra four ducats per missing lower level improvement. For example, the cost of a Guild without a Marketplace or a Trading Post is 24 ducats.
* The final level city improvement may not be built unless all three previous levels of the same type have been built. The first player to do so takes the two-point marker for that type, while all other players take a one-point marker for that type when it is built.
* Knight development cards may only be played during the resource phase. All other development cards may only be played during the build phase. A player may play both a Knight development card and one progress-type development card each turn.

Game is to 13 points.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 1 Scoring Marker

• 1 Ducat Marker

• 12 City Improvement Tokens

Building Costs

Road 1 brick, 1 lumber

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

## Catan-Austria

By Brigitte and Wolfgang Ditt

“Catan-Austria” (no relation to Catan Geographies: Austria, released six years later) was one of two scenarios released for the Austrian gamefest in 2004. The other scenario, “Vienna Meets Catan” (not to be confused for the standalone game Wien Catan), is included on the reverse side of this game board.

Hotels

Hotels are a type of structure built on resource-producing hexes in this scenario. “Catan-Austria” includes 15 square hotel markers for each player.

* Hotels, when built, may only be placed on resource-producing hexes.
* The cost to build a hotel on a hex without a hotel is one resource of the type produced by the hex if there is at least one adjacent settlement or city, or two resources of the type produced by the hex if there are none.
* To build a hotel on a gold field hex, the resources paid must all be of the same type, though any resource type will suffice.
* Only one hotel may occupy a hex, and all resource-producing hexes in a region must have a hotel before any hotels may be replaced. The cost to replace an opposing hotel with a player’s own is three resources of the type produced by the hex.

Region Cards

The game board is divided into regions, each consisting of one or more hexes. Each region is also associated with a region card, granted to the player with a majority of hotels in a region.

* Region Cards are given to the player with the majority of hotels in a given region. Each region card is worth a different number of victory points.
* Possession of a region card also grants a lowering of the prevailing trade rate in one or more resources, similar to a harbor.

Region Size VP Effect

Voralberg 1 1 3:1 all resources

Tyrol 4 2 2:1 ore

Salzburg 3 1 3:1 all resources

Upper Austria 3 1 3:1 all resources

Carinthia 3 1 2:1 wool

Styria 5 2 2:1 brick

Lower Austria 6 2 2:1 lumber

Vienna 1 1 3:1 all resources

Burgenland 2 1 2:1 grain

Scenario Rules

* Settlements may only be upgraded to cities if the player has possession of the region card for any region adjacent to the hex.

Game is to 15 points. The game may also end if there is a hotel on every hex, in which case, the player with the most victory points is declared the winner. If there is a tie, the tied player with the most hotels on the board is declared the winner.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 15 Hotel Markers

Building Costs

Road 1 brick, 1 lumber

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

## Vienna Meets Catan

By Brigitte and Wolfgang Ditt

This scenario appears on the reverse side of “Catan-Austria”. It should not be confused for the standalone game Wien Catan, which also has the city of Vienna as a subject.

A distinguishing feature of this scenario is the use of a mostly-accurate map of the districts of Vienna, rather than a hex grid.

District Cards

This scenario includes 48 “cards” (rectangular markers, not actual playing cards) representing the districts of Vienna. Some districts are represented more than once, and one card is a “game end” card. Each card is designated as a “victory point card” or a “non-victory point card”, and is divided into one of four colors. At the start of the game, all of the district cards are sorted by color and type, and placed into one of eight district card piles.

Each district card confers a unique benefit for the player in possession of it. Victory point cards award victory points, while non-victory cards may award extra production or change the cost of executing build actions.

Name Type Effect

1 – Innere Stadt Red Non-VP City: 2 grain, 1 lumber, 2 ore

1 – Innere Stadt Green Non-VP City: 1 brick, 1 grain, 1 lumber, 1 ore, 1 wool

1 – Innere Stadt Blue Non-VP Settlement: 1 brick, 1 grain, 1 lumber

2 – Leopoldstadt Green Non-VP Prevailing rate for lumber is 2:1

2 – Leopoldstadt Yellow Non-VP Settlement: 1 brick, 1 lumber

3 – Landstraße Red Non-VP Collect 1 grain on a production roll of 10

3 – Landstraße Blue Non-VP Collect 1 wool on a production roll of 6

4 – Wieden Green Non-VP Settlement: 1 grain, 1 lumber, 2 wool

4 – Wieden Green VP ½ victory point

4 – Wieden Yellow VP ½ victory point

5 – Margareten Green Non-VP Collect 1 ore on a production roll of 9

5 – Margareten Blue VP 1 victory point

6 – Mariahilf Green VP ½ victory point

6 – Mariahilf Blue Non-VP City: 2 grain, 2 ore

7 – Neubau Red Non-VP Settlement: 1 grain, 1 lumber, 1 wool

7 – Neubau Blue Non-VP Hand limit increased to 9 cards

8 – Josefstadt Green VP ½ victory point

8 – Josefstadt Blue Non-VP Prevailing rate for brick is 2:1

9 – Alsergrund Red VP ½ victory point

9 – Alsergrund Blue Non-VP Development Card: 1 grain, 1 ore

10 – Favoriten Red Non-VP City: 1 brick, 2 grain, 2 ore

10 – Favoriten Green VP ½ victory point

10 – Favoriten Blue VP ½ victory point

11 – Simmering Blue VP ½ victory point

12 – Meidling Red Non-VP Prevailing rate for ore is 2:1

12 – Meidling Yellow Non-VP City: 1 grain, 2 ore

13 – Hietzing Red VP ½ victory point

13 – Hietzing Yellow VP 1 victory point

14 – Penzing Blue Non-VP Collect 1 grain on a production roll of 8

15 – Rudolfsheim-Fünfhaus Red Non-VP Prevailing rate for wool is 2:1

15 – Rudolfsheim-Fünfhaus Blue VP ½ victory point

16 – Ottakring Green Non-VP Hand limit increased to 8 cards

16 – Ottakring Yellow Non-VP May trade any combination of 2 resources for 1 resource

17 – Hernals Red Non-VP Development card: 1 ore, 2 wool

17 – Hernals Yellow Non-VP Hand limit increased to 10 cards

18 – Währing Green Non-VP Collect 1 wool on a production roll of 5

18 – Währing Yellow VP 1 victory point

19 – Döbling Red Non-VP Collect 1 ore on a production roll of 4

19 – Döbling Yellow Non-VP Development Card: 1 grain, 1 wool

20 – Brigittenau Red Non-VP Prevailing rate for all resources is 3:1

20 – Brigittenau Blue Non-VP May trade any combination of 3 resources for 1 resource

21 – Floridsdorf Green Non-VP May trade any combination of 4 resources for 1 resource

Name Type Effect

21 – Floridsdorf Yellow VP 1 victory point

22 – Donaustadt Red Non-VP Prevailing rate for grain is 2:1

22 – Donaustadt Yellow VP ½ victory point

23 – Liesing Green Non-VP Development card: 1 grain, 2 wool

23 – Liesing Yellow VP 1 victory point

Game End Yellow Non-VP

All district numbering conforms to the district numbering used by local government in Vienna. Note that only district numbers and not district names are shown on the district cards.

Road Track

Roads are not placed on the game board. Instead, they are placed on the various spaces on a track that rings the perimeter of the board. This track consists of 48 spaces, each labeled with both a local landmark as well as a specific category of district card.

* Whenever a road is built, it is placed on the track, and the player must draw a card from the district card pile indicated on the space.
* As there is no concept of road length, the Longest Road bonus is repurposed to award the player who has built the most roads.

Space Type

Stephansdom Red Non-VP

Katakomben Red Non-VP

Hass-Haus Red Non-VP

Pestsäule Red Non-VP

Uhrenmuseum Red VP

Maria am Gestade Red Non-VP

Reprechtskirche Red Non-VP

Ankeruhr Red Non-VP

Donnerbrunnen Red VP

Kapuzine-Gruft Red Non-VP

Albertina Red Non-VP

Oper Red Non-VP

Hofburg Green Non-VP

Schatzkammer Green Non-VP

Spanische Hofreitschule Green VP

Kunsthistorisches Museum Green Non-VP

Naturhistorisches Museum Green Non-VP

Museumsquartle Green VP

Parlament Green Non-VP

Burgtheater Green Non-VP

Rathaus Green VP

Universität Green Non-VP

Votivkirche Green Non-VP

Strudlhofstiege Green VP

Arsenal Blue Non-VP

Urania Blue Non-VP

Hauptpostam Blue VP

Johann Strauß Denkmal Blue Non-VP

Karlskirche Blue Non-VP

Sezession Blue VP

Naschmarkt Blue Non-VP

Belvedere Blue Non-VP

Hundertwasserhaus Blue VP

Riesenrad Blue Non-VP

Wurstelprater Blue VP

Lusthaus Blue Non-VP

Ernst Happel Stadion Yellow VP

Donauturm Yellow Non-VP

Gasometer Yellow VP

Milleniumstower Yellow Non-VP

VIC Uno City Yellow VP

Space Type

Austria Center Vienna Yellow Non-VP

Schloß Schönbrunn Yellow VP

Palmenhaus Yellow Non-VP

Glorietto Yellow VP

Tiergarten Schönbrunn Yellow Non-VP

Hermesvilla Yellow VP

Spinnerin am Kreuz Yellow Non-VP

Scenario Rules

* All four players are used in a three-player game; the fourth player is referred to as the neutral player.
* As roads are not used in the normal manner, initial settlements do not have a road extending from them.
* In a 3-player game, the neutral player will always build a road whenever a 6 or 8 is rolled for production. This will occur until the player is out of roads.
* In addition to its normal costs, in order to build a settlement, a district card must be discarded. The settlement may only be placed on an intersection adjacent to the district card that was discarded, with the distance rule applying whenever possible.
* District cards that alter the building cost of a settlement may not be discarded if the altered building cost is used. Note that a player may use the building cost of a settlement from one district card and discard a different district card that also alters the cost of a settlement.
* Note that a player is not compelled to use any of the altered building costs. Specifically, a player may always use the original building cost of a settlement, city, road, or development card. (This allows, for instance, a player to discard their only district card that alters the building cost of a settlement.)

The game ends whenever the Game End district card is drawn, or if any non-neutral player has placed all of their settlements, roads, and cities. The player with the most victory points is declared the winner. In the event that there is a tie for the most victory points, the tied player to have most recently built a road is declared the winner.

Setup Notes

Although an accurate map of Vienna is shown in this Guide, it is to be noted that the actual game board deviates from this somewhat. Specifically:

* Meidling (12) and Penzing (14) are considered adjacent, despite not sharing a border in real life. Conversely, Hietzing (13) and Rudolfsheim-Fünfhaus (15) are not considered adjacent, despite sharing a border in real life. (The border between Hietzing and Rudolfheim-Fünfhaus is short enough that the four districts can be mistakenly thought as meeting at one point when viewed at large scales.)
* The districts of Leopoldstadt (2), Brigittenau (20), Floridsdorf (21), and Donaustadt (22) meet at a point on the Danube river in real life. On the game board, however, Brigittenau and Donaustadt are considered to be adjacent, while Floridsdorf and Leopoldstadt is not.
* In a case where the opposite occurs, Margareten (5), Mariahilf (6), Meidling (12), and Rudolfsheim- Fünfhaus (15) meet at a single point on the game board, but not in real life. In real-life, Mariahilf and Meidling border each other, and this border separates Rudolfsheim-Fünfhaus from Margareten. The setup diagram shown in the Guide also makes the following adjustments to the map of Vienna:
* The lines linking the outermost points, normally aligned with Vienna’s city limits, have been omitted from this diagram.
* All lines connecting points are represented with straight lines, even though the district borders they represent may not be straight (or even exist).
* District borders have been adjusted so has to fit a hex representing its production. Most notably, the inner district borders have been heavily distorted.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

Building Costs

Road 1 brick, 1 lumber

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

## The Guilds of Ankh-Morpork

By Stefan Risthaus

“The Guilds of Ankh-Morpork” is one of two scenarios released as a tribute to Terry Pratchett’s Discworld universe, alongside “Rincewind and the Tourist” on the reverse side of this scenario. This scenario (as well as “Rincewind and the Tourist” is also unique in the fact that although the scenario was published for a German audience, almost all components are either language-neutral or have an English language translation.

As opposed to the more straightforward adaptation of Catan, “The Guilds of Ankh-Morpork” plays more like a standalone board game requiring parts from Catan.

The Game Board

The game board is divided into ten hexes, with five of them being guilds and the other five being special buildings. Players place settlements on intersections adjacent to these hexes, as in standard Catan, with each hex granting different privileges. Each guild hex is associated with two production effects (that is, collecting resources on production rolls), and these are the main means of earning resources in this scenario.

Guilds and the Guild Board

The five guilds in the game are the Architects, Brickworks, Haberdasher, Locksmith, and Merchants. Each guild is associated with a single resource, and also with a column on the Guild Board on the right side of the game board. The Guild Board keeps track of the number of guild points a player has in a particular guild, and the scenario includes five markers in each of the four player colors to mark the amount of guild points in each guild a player has amassed.

* Whenever a settlement adjacent to a guild hex is built or upgraded to a city, the player gains one guild point in the corresponding guild.
* Players may also pay resources to increase guild points in a specific guild. The first two guild points cost one of the guild’s associated resource; thereafter, each additional guild point costs two of the guild’s associated resource.
* As the track contains only nine spaces, players may not have more than nine guild points in any guild.
* Players with at least three guild points in a guild have the prevailing trade rate of the guild’s resource lowered to 3:1.

Guild Leadership Bonuses

Each of the five guilds is also associated with a scoring bonus, which is a large square tile denoting leadership in a particular guild.

* The player who is farthest along the track along a given guild is awarded the leadership of the guild, worth one victory point. The rules do not dictate what happens if two or more players are tied for the lead.
* The holder of the guild leadership bonus has the prevailing trade rate of the guild’s resource lowered to 2:1.

Scroll Tokens

Scrolls are a type of currency used in this scenario. They are represented by scroll tokens. This scenario includes 32 scroll tokens.

* Scrolls are not resources, and they are not considered part of the hand. As such, they do not contribute to the hand limit.
* Scrolls may be traded. They may not be stolen.
* Scroll Actions: Scrolls may be spent for scroll actions. A player may use up to two scroll actions per turn.

Qty Effect

2 1 resource

4 1 development card

5 The player must use this action before the dice are rolled. Allows the player to fix the production roll.

6 1 settlement

7 1 city

Special Buildings

The five special buildings on the board are the Beggar’s Guild, the Unseen University, the Alchemists Guild, the Patricians’ Palace, and the Thieves and Assassins Guild. Each building confers different privileges for players with adjacent settlements or cities.

* The effects of special buildings take place only after all production has been resolved.
* Beggar’s Guild: Whenever the production roll matches that of one of the number tokens of the Beggar’s Guild, each player with an adjacent settlement may take one card from an opponent and show it to allplayers. The card is then returned to its owner, and the player then takes one resource of the type takenfrom the supply.
* Unseen University: The Unseen University produces scroll tokens whenever the production roll matches that of one of its number tokens.
* Patricians’ Palace: Whenever the production roll matches that of one of the number tokens of the Patricians’ Palace, each player with an adjacent settlement may move one of their guild point markers one point on the track. However, no player may move their markers two spaces ahead on any single guild through the use of this building.
* Library: The 5 number token on the Alchemists Guild is known as the library. When a 5 is rolled for production, and the player to move has a settlement or city adjacent to the Alchemists Guild, the player may, as a trade action, sell one resource for two scroll tokens.
* Laboratory: The 10 number token on the Alchemists Guild is known as the laboratory. When a 10 is rolled for production, each player with a settlement or city adjacent to the Laboratory may take one resource of their choosing. However, the laboratory is also said to explode.

Explosion Markers

Whenever the laboratory is said to explode, an explosion marker is placed on the laboratory number token. This scenario includes two explosion markers, though only one is needed in the game.

* An explosion marker is automatically removed whenever either number token for the Alchemists Guild (5 or 10) is rolled for production.

Receipt Tokens

Receipt Tokens provide some measure against the robber. This scenario includes 8 receipt tokens.

* Receipt tokens are not resources, and they are not considered part of the hand. As such, they do not contribute to the hand limit.
* Receipt tokens may not be traded or stolen.
* A player may not use the robber to steal resources from a player with at least one receipt token.
* A player may only purchase receipt tokens if they do not have any receipt tokens. 2 receipt tokens may be purchased for one resource.
* All players must discard one receipt token at the end of each turn.

Assassin Tokens and the Assassin Track

On the left side of the board is an assassin track, containing number tokens in the following order: 2, 12, 3, 11, 4, 10, 5, 9, 6, and 8. Each space on the track may be covered by an assassin token. This scenario includes 16 assassin tokens.

* Assassin tokens may only be purchased on turns where there is a production roll of 7, and the player has at least one settlement in their supply. The cost of an assassin is any two different resources, except ore.
* Whenever an assassin token is purchased, it is placed on the first available space on the assassin track.
* After the assassin token is placed, one die is rolled. If the roll results in a 5 or a 6, the player may place one settlement anywhere on the board.
* The player may also place one settlement anywhere on the board on a roll of 4 if they have one settlement or city adjacent to the Thieves and Assassins Guild. Similarly, if the player has two settlements or cities adjacent to the Thieves and Assassins Guild, the player may place a settlement anywhere on the board on a roll of 3. Three settlements likewise grant settlement placement on a roll of 2.

Development Tokens

The regular development card deck is not used in this scenario. Instead, a set of 24 development tokens are used. There are two types of development tokens: handshake tokens and watch tokens. This scenario includes 4 handshake tokens and 24 watch tokens.

* Like the development cards they replace, watch tokens are kept face down until revealed.
* Handshake tokens grant one victory point for their owner.
* Watch tokens may be revealed to move the robber, before or after dice are rolled for production.
* Capturing Assassins: If a player has a revealed watch token, and there is an assassin token on the space of the assassin track corresponding to the production roll, the player must discard the watch token and take the assassin token; the assassin token is considered captured. Each captured assassin token is worth one victory point.

Rank Markers

This scenario also has special scoring markers for players who discard three revealed watch tokens. There are four rank markers included with this scenario: one sergeant and three captains.

* The first player to obtain a rank marker must take the sergeant marker, worth two victory points. All subsequent players obtain the captain markers, worth one victory point.
* A player may only have one rank marker in their possession.

Foundation Markers

Foundations are a means to reserve a settlement site for exclusive use by a player. Each player has two foundation markers at the start of the game.

* Whenever foundations are built, they must be placed on a vacant intersection adjacent to an existing settlement or a city.
* A player with three guild points in any guild may place foundations on vacant intersections one additional intersection away.
* Foundations may be upgraded to settlements at full price. They are not worth any victory points until upgraded to a settlement.

Scenario Rules

* In this scenario, settlements are termed “houses”, and cities are termed “mansions”.
* Roads are not used in this scenario. As such, the Longest Road bonus is not used in this scenario.
* As the standard development card deck is not used, the Largest Army bonus is not used in this scenario.
* Each player begins with three settlements.
* Each player begins the game with two receipt tokens.
* The distance rule is not in effect for this game. Players may build settlements on any intersection on the board.
* At the start of the game, assassin tokens are placed on the first four spaces on the assassin track.
* The robber may only be expelled if the player does not have a settlement or city adjacent to the Thieves and Assassins Guild hex.
* The robber only blocks a single number token on the board, and may not block the laboratory number token.

Game is to 12 points.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 1 Guild Marker

• 2 Foundations

Building Costs

Foundation 1 brick, 1 lumber

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Token 1 grain, 1 ore, 1 wool

## Rincewind and the Tourist

By Heike and Stefan Risthaus

This scenario appears on the reverse side of “The Guilds of Ankh-Morpork”, and is more of a traditional Catan experience compared to its partner scenario. It is also a rare promotional scenario supporting six-player play.

The Game Board

As this scenario can accommodate up to six players, there is a divider line placed down the middle of the board. When playing with 3-4 players, hexes to the right of the divider line are considered off-limits, though players may continue to build on the dividing line itself.

Building Cost Cards

This scenario includes a building cost card for all of the unique mechanics in this game for each player.

Dragon Point Track

Along the top and left side of the game board is a scoring track that allows players to keep track of the number of dragon points that they have accumulated. The scenario includes a dragon point marker for each player for this purpose.

* Players earn dragon points by paying at least 3 resources of the type produced by the hex at the robber’s location. Each resource paid earns one dragon point.
* As the dragon track only has 20 spaces, a player may not amass more than 20 dragon points.

Great Dragon Summoner and Lesser Dragon Summoner Bonuses

The Great Dragon Summoner and Lesser Dragon Summoner are both scoring bonuses relating to the dragon point track. The game includes one Great Dragon Summoner scoring bonus tile and two Lesser Dragon Summoner bonus tiles, although the second Lesser Dragon Summoner tile is only used in a 5-6 player game.

* The player farthest along the dragon point track earns the Great Dragon Summoner bonus, worth two victory points.
* The player second furthest along (and also third furthest, in a 5-6 player game) earns the Lesser Dragon Summoner bonus, worth one victory point.
* The rules do not dictate what happens if two or more players are tied for any of these bonuses.

Ships

Ships serve a unique role in this scenario. As this scenario requires only the base game (and extensions, for 5-6 player play), 4 ship markers are included with this scenario.

The greater objective for each ship is to travel from the port of Ankh-Morpork to the gold field hex representing the Agatean Empire; Each ship successfully moving to the Agatean Empire is worth one victory point.

* Ships are always placed at the center of a hex. When built, they are centered on the Port of Ankh-Morpork hex.
* A player may build only one ship in any turn, but may have any number of ships on the board at the same time.
* Although building a ship is considered a build action, a player may not build ships during the Special Build Phase.
* Ship Movement: Ships are automatically moved from hex to hex according to the production roll each turn, in the direction of the arrows. If there is no arrow for a given production roll for a hex, ships there do not move on that particular production roll.
* There are some arrows on the leftmost column on the board that lead off of the board. Ships following that arrow are placed on the Krull hex at the bottom left of the board.
* Move Ship: A player may move a ship in the direction of any outbound arrow by paying for ship movement.
* Ship movement is not considered a build action, and cannot be performed during the Special Build Phase.
* Krull Hex: there is only one arrow leading out of the Krull hex. A player wishing to move a ship located on the Krull hex must pay either 1 brick or 1 lumber in order to do so.
* Unlike ordinary ship movement, a ship may be moved from the Krull hex during the Special Build Phase.

Scenario Rules

* The Largest Army bonus is not used in this scenario.
* The robber is termed the “tourist” in this scenario.
* Players moving the robber do not steal resources from another player. Instead, the player moving the robber may take one resource of their choice from the supply.
* The robber may be moved by paying one hex produced by the hex at its location.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

• 4 Ships

• 1 Dragon Point Marker

Building Costs

Road 1 brick, 1 lumber

Ship 1 grain, 1 ore, 1 wool

1 lumber, 1 ore, 1 wool

Move Ship 1 grain

1 lumber

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool

## Settlers of Luxembourg

By Alain Miltgen and Tom Mulheims

“Settlers of Luxembourg” was distributed in a Catan tournament held in Luxembourg in 2008. Only 700 copies were ever produced, with 400 being available to the general public.

Production Chart

In place of a die in this game, players use the production chart to determine the production roll. The production chart consists of 36 spaces, with each space corresponding to a particular roll of the dice. The spaces are arranged such that the chart appears as a pyramid. This scenario also includes 36 markers, to fit each of the spaces.

* At the start of each turn, the player to move must place one marker on the production chart, either on the highest row with at least one marker, or on the row above it. If the chart is empty, the production marker is placed on the first row. The location of the newly-placed marker determines the production roll for the turn.
* Production Reset: If the 7 in the top row is selected, after the production is resolved, the production chart is cleared of all markers. The development card deck is shuffled, and all privilege cards, whether they have been used or not, are returned to its deck. Afterwards, all players with a settlement or city at a marked intersection may draw privilege cards, following the rules set out therein. After all privilege cards are chosen, the privilege card deck are shuffled again.

Privilege Cards

Privilege cards are a set of eight cards, each outlining a card effect. Although each privilege card is numbered, the numbering of each card has no effect in-game.

* Whenever a player draws a privilege card, the player must draw two cards, keeping one and returning the other to the bottom of the deck.
* Whenever production is reset, one player chosen at random may draw three cards instead of two, keeping one and returning the other two to the bottom of the deck.
* Privilege cards may only be played on a player’s turn. Only one privilege card may be played per turn.

No. Effect

1 The player may place two production tokens instead of one this turn.

2 The player may collect one resource from a hex adjacent to their starting city this turn.

3 The robber may not move to the hexes adjacent to the player’s starting city.

4 The player’s hand limit is increased to 9 cards.

5 The player may build a city without discarding a Knight development card this turn. A player must still

have a played Knight development card in order to build a city.

6 The player may place their production token anywhere on the production table this turn.

7 The player may exchange any resource (except ore) in their hand with one resource from the customs

house this turn.

8 The player may copy the function of any already played privilege card.

Melusina’s Savior Bonus

The Melusina’s Savior Bonus is a replacement to the Largest Army bonus. It is awarded exactly in the same manner as the Largest Army, and the only difference is that it is worth three victory points rather than two.

Customs House

On the top right hand side of the board is the customs house, consisting of four spaces large enough for resource cards. There are four piles in the customs house, for four of the five resources: brick, grain, lumber, and wool.

* Once per turn, as a trade action, a player may choose to trade with the customs house.
* Players may only trade for the four resources in the customs house – as there is no ore pile, players may not trade for ore, or trade ore for any of the other four resources, through the customs house.
* The customs house trade rate is determined by the number of cards in the pile of the resource being traded in. If there are three or more cards in the pile, then the rate is 3:1. If there are one or two cards in the pile, then the rate is 2:1. If the pile is empty, then the rate is 1:1.
* To perform a customs house trade, one card amongst the cards to be traded in is placed in the corresponding customs house pile, while the other cards are returned to the supply. Then, the player may take one resource from any of the other customs house piles.

Scenario Rules

* At the start of the game, two resources are placed in each of the four piles in the customs house.
* During initial setup, players must first place a city adjacent to a mountain hex, and then a settlement on any intersection adjacent to any of the hexes adjacent to the mountain hex.
* Players must claim different mountain hexes during initial setup. The second settlement of a player cannot also be adjacent to a mountain hex that has been claimed by an opponent.
* Players may not expand to intersections adjacent to an opponent’s starting mountain hex.
* Whenever players expand to a marked intersection, they may draw a Privilege card, following the instructions stated above.
* Once played, the Road Building and Year of Plenty development cards are returned to the bottom of the development card deck.
* A player must return one played Knight development card, in addition to the normal building cost, in order to upgrade a settlement to a city.

Game is to 12 points.

References

Player Supplies

• 5 Settlements

• 4 Cities

• 15 Roads

Building Costs

Road 1 brick, 1 lumber

Settlement 1 brick, 1 grain, 1 lumber, 1 wool

City 2 grain, 3 ore

Development Card 1 grain, 1 ore, 1 wool