CATAN®

SEAFARERS

EXPANSION

Not everyone is content with a simple life on the shore... Your restless spirit cannot resist the call of the open sea! While your hometown grows and thrives, you and your rival seafarers seek new thrills, yearning to plant fresh roots on nearby islands.

The rumors of gold and resources are so alluring that not even pirates, dense fog, or rough waters will keep you from your goal. Set sail into the unknown and chart your own course of discovery!
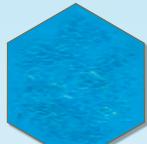
CATAN® – Seafarers Expansion™ (aka *Seafarers*) is an expansion to *CATAN – The Game™* (aka CATAN) that takes you on an epic journey through a series of scenarios from the history of Catan. *Seafarers* uses the same rules as CATAN with a few additions, including rules for:

　　Gold fields, a new resource　•　The pirate　•　Building and moving ships　•　New ways to earn victory points

Your adventures begin with scenarios on page 4!

COMPONENTS

Seafarers components can be identified by this icon ⛵.

30 hexes

19x seas　　2x hills　　1x forest　　1x pasture
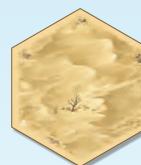
1x field　　2x mountains　　2x gold fields　　2x deserts

10 number discs

2　3　4　5　6

12　11　10　9　8

4 player aids

Ship　　0 VP
Counts toward Longest Route

SHIPS
• Count toward Longest Route
• May not be placed adjacent to the pirate
• May not be moved on the turn they are built

front　　　　back

94 tokens

32x VP tokens

50x cloth tokens

front　back

12x pirate lair tokens

10 port tokens

5x 3:1 ports

3:1　3:1　3:1　3:1　3:1

5x 2:1 ports

2:1　2:1

2:1　2:1　2:1
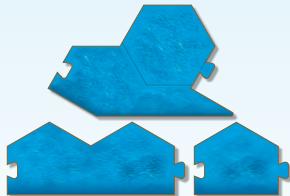
6 sea frame pieces

4 wonder markers

(1x each color)

5 Wonders of Catan tiles

GRAND THEATER
Requires 2 cities to begin.

GREAT WALL
Requires a building at one of the Great Wall markers to begin.

60 ships

(15x each color)

4 beachhead markers

(1x each color)

4 "X" markers

X

5 Great Wall markers

2 Great Bridge markers

1 pirate

OBJECTIVE

Seafarers scenarios present you with new goals and paths to victory. Reach that goal during your turn to win the game.

# PRODUCTION PHASE

GOLD FIELDS
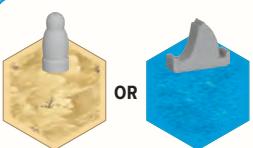
Each player with a settlement on a gold field hex that produces this turn receives 1 resource card of their choice (brick, wood, wool, wheat, or ore). Similarly, a player receives 2 resource cards in any combination for each of their cities on that hex.

Gold fields produce 1 resource of choice

ACTIVATE THE ROBBER OR THE PIRATE

When you roll a 7, you may choose to move the pirate instead of the robber. Move the pirate to the frame or to a new sea hex. If you move it to a sea hex, choose one player with a ship on that hex and steal 1 random resource card from them.

OR

ACTION PHASE

SHIPS

Ships are placed on the empty edges of sea hexes. Ships and roads may not occupy the same coastal edge. A new ship must connect to one of your existing ships or buildings (not roads). Like roads, you may not build a ship past an opponent's building. Also, you may not place any new ships on an edge of the hex occupied by the pirate.

BUILDING COST:
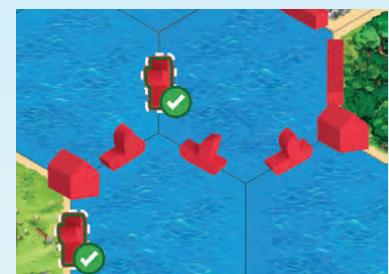
Example: Orange may build a new ship on the edges with a check mark, but not on the edges with an "X."

MOVE A SHIP

You may move 1 ship during your Action phase with the following restrictions:

- You may not move a ship you built this turn.
- You may only move a ship if one of its two ends is "open." A ship's end is "open" when it is not next to one of your ships or buildings.
- You may not move a ship that is a part of a continuous line of ships connecting two of your buildings, even if another player's building is built on that line to interrupt it.
- You may not move a ship to or from an edge of the hex occupied by the pirate.

To move a ship, remove it from its current location and place it in a new location, obeying all the usual rules for ship placement.

Example: Red may move any of their ships with a check mark, but not any of their other ships.

Longest Route

The first player to have 5 continuous roads **and/or** ships in play receives the Longest Route tile. If another player has more continuous roads and/or ships in play, they immediately receive this tile. The Longest Route tile is worth **2 VPs**.

Roads and ships are only considered part of the same route if they connect to each other at one of your buildings.

Example: Orange has a two-segment route made up of roads and a three-segment route made up of ships. They build a settlement at the intersection highlighted in white, creating a five-segment route and gaining them the Longest Route tile.

DEVELOPMENT CARDS

These 2 development cards from your CATAN game have slightly different effects in *Seafarers*:

Road Building

You may use the Road Building card to build 2 roads, 2 ships, or 1 road and 1 ship at no cost.
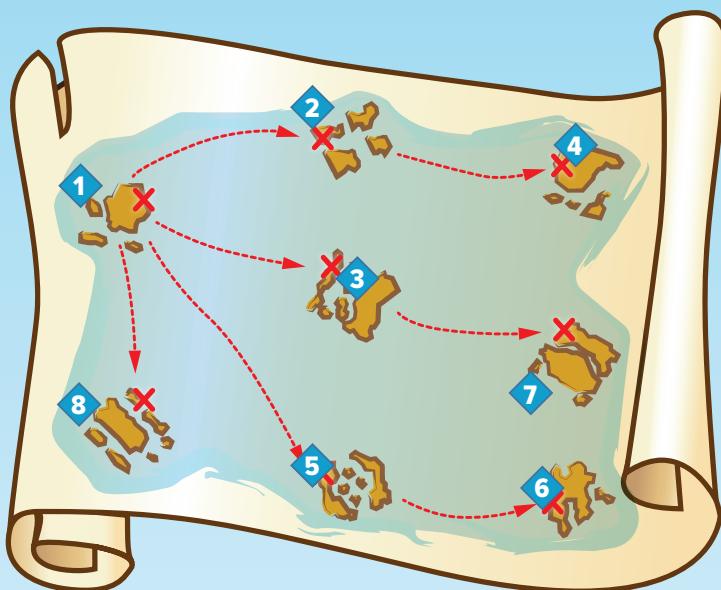
Knight

When you play a Knight card, you must "Activate the Robber or the Pirate" (see page 2).

SCENARIOS

The scenarios in this epic campaign offer a unique blend of challenges and opportunities for you to explore.

The first four scenarios focus on the basic rules of *Seafarers*. Their gameplay is simpler.

1. Heading for New Shores
2. The Four Islands
3. The Fog Islands
4. Through the Desert

The next four scenarios introduce additional rules specific to each scenario. Their gameplay is more complex.

5. The Forgotten Tribe
6. Cloth for Catan
7. The Pirate Islands
8. The Wonders of Catan

Finally, the New World variant introduces rules for creating your own set of islands to explore.
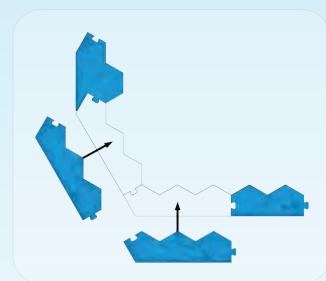
Each scenario has its own setup, rules, and victory condition, along with recommendations on how to add variety to the game. We recommend playing the fixed setup for each scenario first, as it provides a balanced board.

There are different maps and component lists for 3-players and 4-players. In addition, take note of the following setup changes:

1 Assemble the Frame

Turn over the frame pieces from CATAN so that you do not see any coastline or ports. Then use these frame pieces and the ones from *Seafarers* to construct the frame according to the map for the scenario you are playing.

Note: It is easier to assemble the frame by placing the CATAN frame pieces down onto the *Seafarers* frame pieces. If done the other way around, additional force may be required, and you may damage the frame pieces.

2 Place the Hexes, Number Discs, and Ports

Place the hexes and number discs in the frame according to the scenario map.

Then place ports according to the scenario map. Some scenarios have you place ports face up randomly on the board as shown by the question mark on a blank port: **?**

3 Place Your Starting Pieces

Place your starting pieces using the method described under "Variable Setup" in CATAN. If you place a starting settlement on the coast, you may place a ship on an adjacent empty sea edge instead of a road.

HEADING FOR NEW SHORES

You have finally settled on the island and can call Catan your home. With this newfound peace comes a renewed ambition, a yearning from the younger generation to set sail and explore the surrounding islands.

FIXED SETUP

- Set up the game as shown by the appropriate map. Place the robber and the pirate on the indicated locations. Areas outlined in dark blue are the small islands. The remaining area is referred to as the main island.
- Your starting settlements with roads/ships must be placed on the main island.

ADDITIONAL RULES

Each time you build your first settlement on a small island, you earn an additional **2 VPs**. Take 2 VP tokens and place them under the settlement when you build it. You may receive the additional 2 VPs for each of the small islands—it does not matter if other players have already built settlements on that island.

WINNING THE GAME

If you have **14 or more VPs** at any point during your turn, the game ends and you are the winner!

HEXES	Sea	Gold Fields	Hills	Forests	Pastures	Fields	Mountains	Deserts	TOTAL
	13	2	4	3	5	4	4	-	35

NUMBER DISCS	2	3	4	5	6	8	9	10	11	12	TOTAL
	1	2	3	3	2	3	2	3	2	1	22

	HEXES	Sea	Gold Fields	Hills	Forests	Pastures	Fields	Mountains	Deserts	TOTAL
		14	2	5	5	5	5	5	1	42

PORT MARKERS:
5x 2:1 ports
4x 3:1 ports

VP TOKENS:
24x

	NUMBER DISCS	2	3	4	5	6	8	9	10	11	12	TOTAL
		2	3	3	3	3	3	3	3	3	1	27

VARIABLE SETUP

Set up the frame for a 3- or 4-player game.

MAIN ISLAND

Gather the main island land hexes, number discs, and ports. Place the hexes randomly in the main island area. Then place the ports randomly in the port locations shown on the map. Finally, place number discs randomly on the island, skipping the desert and moving number discs as needed to make sure that red number discs do not end up next to each other. Then place the sea hexes within the frame.

SMALL ISLANDS

Gather the remaining land hexes and number discs. Place them randomly within the blue outlined areas.

Place the robber on the number 12 disc (3-player game) or the desert (4-player game). Place the pirate as shown.

Note: When using this variation, do not place red number discs (6s and 8s) on adjacent hexes.

THE FOUR ISLANDS

The distant archipelago looked like an insignificant cluster of dots on the horizon, but once you got close, its value became clear. This collection of new, uninhabited islands will make an excellent hub for future seafaring expeditions.

FIXED SETUP

- Set up the game as shown by the appropriate map. Place the robber and the pirate on the indicated locations.
- Your starting settlements with roads/ships may be placed on one island or two different islands. These location(s) are your home islands. The remaining islands are unexplored for you. Each player may have different home and unexplored islands.

ADDITIONAL RULES

Each time you build your first settlement on an unexplored island, you earn an additional **2 VPs**. Take 2 VP tokens and place them under the settlement when you build it. It is possible to receive 2 VPs for each unexplored island—it does not matter if other players have already built settlements on that island.

WINNING THE GAME

If you have **13 or more VPs** at any point during your turn, the game ends and you are the winner!

	PORT MARKERS:
	5x 2:1 ports
	4x 3:1 ports
	VP TOKENS:
	18x

HEXES	Sea	Gold Fields	Hills	Forests	Pastures	Fields	Mountains	Deserts	TOTAL
	15	-	4	4	4	4	4	-	35

NUMBER DISCS	2	3	4	5	6	8	9	10	11	12	TOTAL
	1	2	2	3	2	2	3	2	2	1	20

HEXES	Sea	Gold Fields	Hills	Forests	Pastures	Fields	Mountains	Deserts	TOTAL
	12	-	4	5	5	5	4	-	35

NUMBER DISCS	2	3	4	5	6	8	9	10	11	12	TOTAL
	1	2	3	3	2	2	3	3	3	1	23

VARIABLE SETUP

Set up the frame for a 3- or 4-player game. Then place sea hexes as shown on the map. Gather the land hexes and number discs and place them randomly in the four island areas. Make sure forests and pastures do not get low value number discs (2, 3, 11, and 12).

You may also randomize the ports. Shuffle the port tokens and place them on the port locations shown on the map.

Finally, place the robber on the hex with the number 12 disc and the pirate on the indicated location.

THE FOG ISLANDS

A heavy fog separates these islands, making it difficult for their inhabitants to communicate with one another. You'll need a brave seafarer to explore the passage and map out what lies within.

FIXED SETUP

- Set up the game as shown by the appropriate map. The white spaces are left empty. Randomize the facedown hexes from the component list and place them in a facedown stack next to the board. Do the same with the facedown number discs from the component list. Place the robber and the pirate on the indicated locations.

- Your starting settlements with roads/ships may be placed on one island or two different islands.

ADDITIONAL RULES

When you place a ship or road adjacent to an intersection with an empty hex space, you discover a new location. Take the top hex from the facedown stack and place it face up in the empty space.

If it is a land hex, take a random number disc from the facedown pile and place it on the hex. Take 1 resource card of the type produced by that hex.

If the new hex is a sea hex, do not place a number disc and do not take a resource.

WINNING THE GAME

If you have **12 or more VPs** at any point during your turn, the game ends and you are the winner!

PORT MARKERS:
5x 2:1 ports
3x 3:1 ports

HEXES	Sea	Gold Fields	Hills	Forests	Pastures	Fields	Mountains	Deserts	TOTAL
Faceup	16	-	2	4	4	2	2	-	30
Facedown	2	2	2	1	1	2	2	-	12

NUMBER DISCS	2	3	4	5	6	8	9	10	11	12	TOTAL
Faceup	-	1	1	2	2	2	2	1	2	1	14
Facedown	-	2	1	1	1	1	1	1	1	1	10

HEXES	Sea	Gold Fields	Hills	Forests	Pastures	Fields	Mountains	Deserts	TOTAL
Faceup	13	-	3	4	4	3	3	-	30
Facedown	2	2	2	1	1	2	2	-	12

NUMBER DISCS	2	3	4	5	6	8	9	10	11	12	TOTAL
Faceup	1	2	2	2	2	2	2	2	1	1	17
Facedown	-	1	1	1	1	1	1	1	2	1	10

PORT MARKERS:
5x 2:1 ports
4x 3:1 ports

VARIABLE SETUP

Set up the frame for a 3- or 4-player game. Place sea hexes as shown on the map. Gather the faceup land hexes and number discs and place them randomly in the two island areas shown on the map. Red number discs (6s and 8s) are allowed to end up next to each other in this case.

Port locations must remain as shown, but you may randomize which specific port appears in these port locations.

Finally, place the robber on the number 12 disc and the pirate on the indicated location.

THROUGH THE DESERT

The Desert Island is named after both the large desert that splits it and its infamous lack of resources. You will need to be resourceful and find supplies by either exploring the neighboring islands to the east or risk a journey across the desert.

FIXED SETUP

- Set up the game as shown by the appropriate map. Place the robber and the pirate on the indicated locations.
- The desert divides the largest island into a small land strip (outlined in green) and a larger set of hexes (the main island). Your starting settlements with roads/ships must be placed on the main island. The small islands (outlined in dark blue) and the small land strip are unexplored regions.
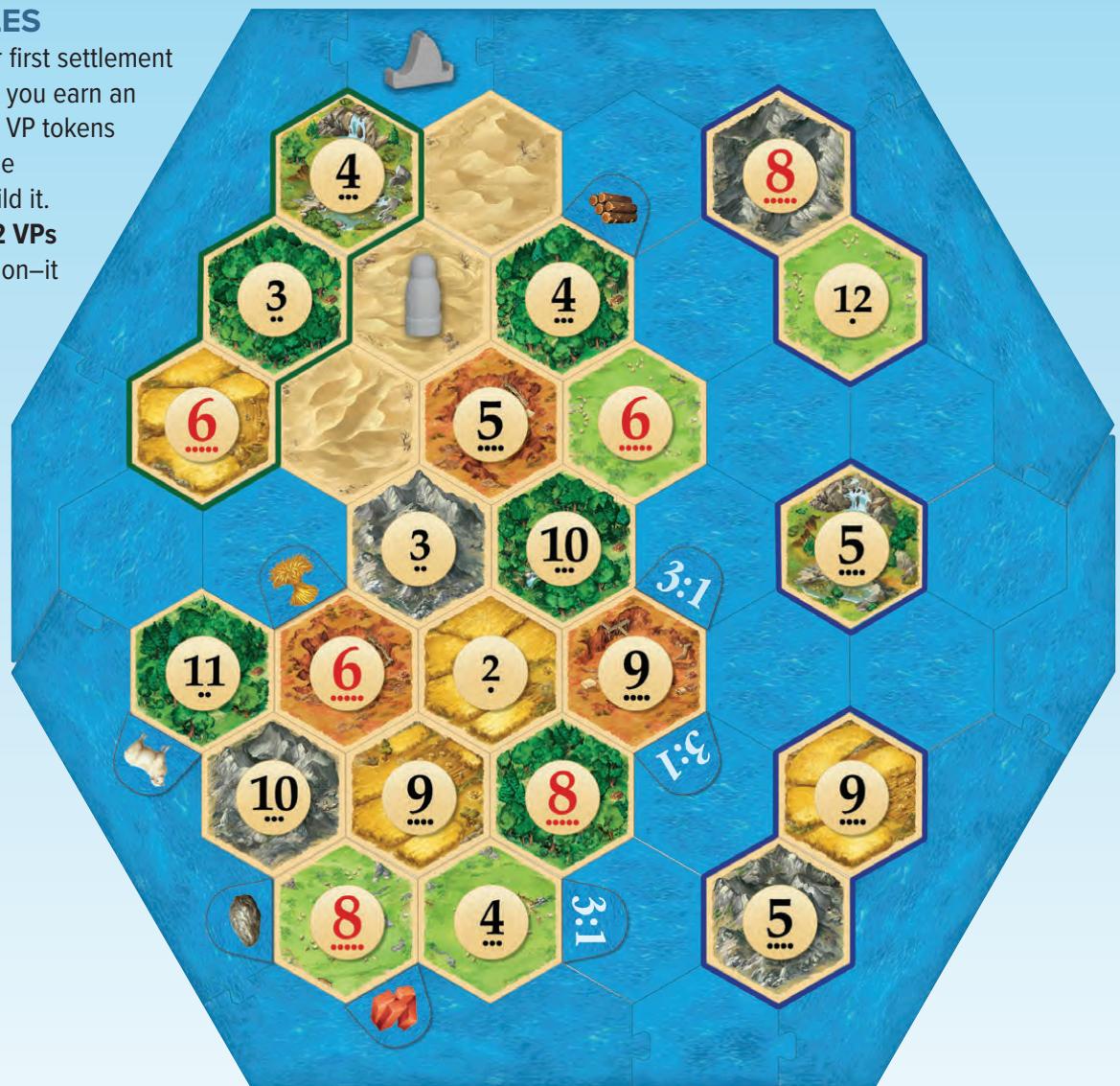
ADDITIONAL RULES

Each time you build your first settlement in an unexplored region, you earn an additional **2 VPs**. Take 2 VP tokens and place them under the settlement when you build it. It is possible to receive **2 VPs** for each unexplored region–it does not matter if other players have already built settlements in that region.

WINNING THE GAME

If you have **14 or more VPs** at any point during your turn, the game ends and you are the winner!

HEXES	Sea	Gold Fields	Hills	Forests	Pastures	Fields	Mountains	Deserts	TOTAL
	10	2	3	5	4	4	4	3	35

NUMBER DISCS	2	3	4	5	6	8	9	10	11	12	TOTAL
	1	2	3	3	3	3	3	2	1	1	22

		Sea	Gold Fields	Hills	Forests	Pastures	Fields	Mountains	Deserts	TOTAL
HEXES		12	2	5	5	5	5	5	3	42

PORT MARKERS:
5x 2:1 ports
4x 3:1 ports
VP TOKENS:
32x

		2	3	4	5	6	8	9	10	11	12	
NUMBER DISCS		1	3	3	3	3	3	3	3	3	2	**TOTAL** 27

VARIABLE SETUP

Set up the frame for a 3- or 4-player game. Place the 3 desert hexes as shown on the map.

MAIN ISLAND

Gather the main island land hexes, number discs, and ports. Place them randomly in the area shown on the map. Then place the sea hexes within the frame.

UNEXPLORED REGIONS

Gather the unexplored regions' hexes and number discs. Place them randomly in the remaining spaces within the frame.

Finally, place the robber and the pirate as shown.

Note: When using this variation, be sure not to place red number discs (6s and 8s) on adjacent hexes. Do not place red number discs on gold fields.

THE FORGOTTEN TRIBE

Seafaring can be very dangerous, and not all expeditions make it back. Such was the case for the forgotten tribe. Fortunately, after years of searching, you finally found them and learned that they are alive and well. Many of them are happy to stay, but others want to return home and have asked for safe passage back to Catan.

FIXED SETUP

- Set up the game as shown by the map.

  - Place the robber on any desert hex and the pirate on the indicated location.
  - Place the 8 VP tokens on the indicated edges.
  - Without looking at them, place the 4 topmost cards from the development card deck face down on the indicated edges.
  - Without looking at them, randomly place ports face up in the locations shown on the map.

- Your starting settlements with roads/ships must be placed on the large island.

ADDITIONAL RULES

You may only build settlements on hexes with a number disc. Similarly, the robber may only be moved to a hex with a number disc (whether due to a 7 roll or a Knight card).

VP TOKENS

When you build or move one of your ships onto an edge with a VP token, take the token and place it in front of you. Each VP token is worth **1 VP**.

DEVELOPMENT CARDS

When you build or move one of your ships to an edge with a development card, take the card. Use it as if you bought it this turn (i.e., you may play it on a future turn or immediately reveal it to win the game).

PORTS

When you build or move one of your ships onto an edge with a port, take the faceup port. If possible, place the port face up next to one of your coastal settlements. However, there must always be one edge between ports. If you do not have a valid option for placing the port (i.e., no coastal settlement or no valid edge for a port), set the port in front of you until you have a valid option.

Ports may be used immediately upon being placed.

WINNING THE GAME

If you have **13 or more VPs** at any point during your turn, the game ends and you are the winner!

PORT MARKERS:
5x 2:1 ports
1x 3:1 ports
VP TOKENS:
8x

HEXES	Sea	Gold Fields	Hills	Forests	Pastures	Fields	Mountains	Deserts	TOTAL
	19	2	5	5	5	5	5	3	49

NUMBER DISCS	2	3	4	5	6	8	9	10	11	12	TOTAL
	1	2	2	2	2	2	2	2	2	1	18

VARIABLE SETUP

Set up the frame. Place the small islands and sea hexes as shown on the map. Gather the land hexes and number discs for the large island and place them randomly in the center of the map.

Note: The 3 hexes outlined in blue on the right side of the large island should not receive the number discs 5, 6, 8, or 9.

Place the robber on a desert. Then place the pirate, ports, VP tokens, and development cards on the indicated locations.

CLOTH FOR CATAN

Catanian settlements are bursting with activity, becoming too crowded for cloth artists to hone their craft. As such, many have opted to lead lives of isolation and build new homes in the neighboring islets. This increases both their productivity and the value of their craft to you and your fellow Catanians.

FIXED SETUP

- Set up the game as shown by the map. The 8 number discs on the four small islands represent villages that produce cloth for trade. Place 5 cloth tokens next to each village. Place the remaining 10 cloth tokens next to the board to form a general supply.
- Place the robber and pirate on the indicated locations.
- Your starting settlements with roads/ ships may be placed on one of the large islands or split across both large islands. For this scenario, place 3 starting settlements. Your first 2 settlements are placed as in CATAN; however, you do not collect any resources. Players then place a third settlement and road/ ship beginning with the first player and proceeding clockwise around the table. Take your starting resources based on your third settlement.
- Return the Longest Route tile to the box. It is not used in this scenario.

ADDITIONAL RULES

You may not build settlements on the small islands.

PORT MARKERS:
5x 2:1 ports
4x 3:1 ports
CLOTH TOKENS:
50x

HEXES	Sea	Gold Fields	Hills	Forests	Pastures	Fields	Mountains	Deserts	TOTAL
	18	2	3	4	4	5	4	2	42

NUMBER DISCS	2	3	4	5	6	8	9	10	11	12	TOTAL
	2	3	3	3	3	3	3	3	3	2	28

CLOTH TRADE

When you create a route between one of your buildings and a village on a small island, you establish trade relations with this village.

- Immediately take 1 cloth token from this village's supply.
- During the Production phase, when the village's number is rolled, each player who has established trade relations with that village receives 1 cloth token from that village's supply. If there are not enough cloth tokens, take any extra needed from the general supply.
- If there are zero cloth tokens next to a village, it no longer produces. Do not take tokens from the general supply.
- Each pair of cloth tokens is worth **1 VP**. Unpaired cloth tokens are worth **0 VP**.

= 0 VP

= 1 VP

SHIP MOVEMENT

Any route that connects one of your buildings to a village on a small island is considered "closed." You may not move any ships that are part of that route, although you may continue to add ships to it (extending it or branching from it) and move those ships according to the *Seafarers* rules.

PIRATE AND ROBBER

You may not move the robber to any of the 4 small islands.

You may not move the pirate until you have at least one route between one of your buildings and a village on a small island. When you move the pirate, you may either steal a resource card or a cloth token from a player whose ship is on an edge of the pirate's new hex.

WINNING THE GAME

This game can end in one of two ways:

- If you have **14 or more VPs** at any point during your turn, the game ends and you are the winner! **OR**
- If there are 5 or more villages without cloth tokens at the end of the turn, the player with the most VPs wins! In the case of a tie, the tied player with the most cloth tokens wins.

VARIABLE SETUP

Set up the frame, the four small islands, and sea hexes as shown. Set up the villages by placing the number discs and cloth tokens as shown.

Gather the land hexes and number discs for the large islands and place them randomly in the empty hex areas. Randomly place ports on the locations shown.

Players choose which hex with a number 12 disc should start the game with the robber. Then place the pirate on the indicated location.

THE PIRATE ISLANDS

The pirates have grown in force and launched a surprise attack on the neighboring islands. These battle-hardened buccaneers are sinking your ships, stealing resources, capturing settlements, and threatening to expand East. You must build a navy to stop these audacious pirates before it's too late.

SETUP

- Set up the game as shown by the map. Note that there are 6 hexes that do not receive a number token.
- Place one settlement and one ship of each color on the coast of the main (easternmost) island as shown. You may build on the main island as normal. The remaining islands are considered pirate islands.
- Create 4 pirate fortresses on the western islands by stacking 3 pirate lair tokens and 1 settlement and placing them in the locations shown. Place the beachhead markers as shown. In a 3-player game, do not use the white piece locations.

Note: Pirate fortresses do not produce resources.

- The development card deck: For a 3-player game, remove the Victory Point cards, returning them to the box. For a 4-player game, treat the Victory Point cards as Knight cards.
- Return the Longest Route and Largest Army tiles to the box.
- Return the robber to the box. Place the pirate on the indicated location.
- Place your two starting settlements with roads/ships on the main island. In this way, each player starts the game with 3 settlements.

ADDITIONAL RULES

PIRATE MOVEMENT

The pirate ship moves around the center of the board along the path shown. After you "Roll the Dice," but before players "Collect Resources" or "Resolve a 7," move the pirate fleet a number of hexes equal to the lower of the 2 dice. If both dice show the same number, use the result on either die.

PIRATE ATTACKS

If the pirate fleet ends its move on a hex adjacent to one of your buildings, it immediately attacks you (before players "Collect Resources" or "Resolve a 7").

The die result used for movement also determines the pirate fleet's strength.

Your strength is equal to the number of warships you have (see "Warships" on page 17).

If the pirate is stronger, discard 1 random resource card plus 1 random resource card for each of your cities.

If you are stronger, receive 1 resource card of your choice from the supply.

If you are tied with the pirate, nothing happens.

RESOLVING A 7

When a 7 is rolled, players with more than 7 resource cards lose half of them as normal. Then the player who rolled the 7 may steal 1 resource card from **any** other player.

SHIPBUILDING

Whenever you build a ship, be sure to place it standing up rather than lying down to indicate it is not a warship.

For this scenario, you may only build one continuous line of ships to the western islands. No branching is allowed. This line must begin at one of your coastal buildings on the eastern island. It must then lead to your beachhead marker. Finally, it must end at the pirate fortress in your color. The line of ships must take the shortest path; you may not create a longer line to block off other players.

You may create other routes around the main island.

BUILDING ON THE PIRATE ISLAND

After your line of ships reaches your beachhead marker, you may build a settlement there (paying the building cost as normal).

WARSHIPS

When you reveal a Knight card (or a Victory Point card in a 4-player game), you may convert the "normal" ship closest to your route's starting settlement on the main island into a warship. Turn the ship on its side to show its new status. Remove the development card from the game. Knight cards may only be used to convert ships into warships.

CONQUERING A PIRATE FORTRESS

At the end of the Action phase when your route reaches the pirate fortress in your color, you attack the pirates. Roll a die. The result is the pirate's strength for this turn.

- If the number of warships in your route is greater than the pirate's strength, you win the battle. Remove one of the pirate lair tokens from underneath the fortress.
- If the number of warships is less than the pirate's strength, you lose the battle. Remove the 2 ships closest to the fortress from your route.
- If the number of warships is equal to the pirate's strength, you lose the battle. Remove 1 ship closest to the fortress.

Your turn ends after attacking the fortress.

As soon as you have removed all 3 pirate lair tokens from your fortress, you have defeated the pirates and recaptured the settlement. The pirate fortress now counts as one of your settlements. It receives production resources and may be upgraded to a city as normal.

Note: If **all** pirate fortresses are recaptured before the games ends, remove the pirate ship from the game.

WINNING THE GAME

If you capture your pirate fortress **AND** have **10 or more VPs** at any point during your turn, the game ends and you are the winner!

VARIABLE SETUP

We do not recommend variations for this scenario.

PORT MARKERS:
5x 2:1 ports
3x 3:1 ports

PIRATE LAIR TOKENS:
9x
12x

HEXES	Sea	Gold Fields	Hills	Forests	Pastures	Fields	Mountains	Deserts	TOTAL
	19	2	5	5	5	5	5	3	49

NUMBER DISCS	2	3	4	5	6	8	9	10	11	12	TOTAL
	1	2	3	3	3	3	3	3	2	1	24

THE WONDERS OF CATAN

After the pirate fleet was defeated, peace returned to the island. The many years of prosperity that followed brought forth a new ambition to create the greatest structure in Catanian history, thus beginning the race to build the first "Wonder of Catan."

FIXED SETUP

- Set up the game as shown by the map.
- Your starting settlements with roads/ships must be placed on the large island. They may not be placed on an intersection with a Great Bridge or Great Wall marker or on intersections with "X" markers next to the Great Bridge markers.
- Place the wonder tiles next to the game board.
- Place the robber on a desert hex. Return the pirate to the box. It is not used in this scenario.
- Take the wonder marker in your player color.

ADDITIONAL RULES

BUILDING ON SMALL ISLANDS

Each time you build your first settlement on a small island, you earn 1 additional VP. Take 1 VP token and place it under the settlement when you build it. You may receive **1 VP** for each of the small islands—it does not matter if other players have already built settlements on that island.

BUILDING THE WONDERS OF CATAN

Before you can begin a wonder, you must meet the requirements shown on its tile. When you do so, you may claim it by taking the tile and placing it in front of you. No other player may then claim or build that wonder. You may only claim 1 wonder.

To start building a wonder, pay the cost shown at the top of the tile, then place your wonder marker on space 1.

Each of the four levels of a wonder costs the same 5 resources to build. You may build as many levels on a turn as you want and can afford. Each time you build a level, move your wonder marker to the next level (from 1 to 2, 2 to 3, etc.). When you reach level 4, your wonder is complete.

WINNING THE GAME

You win if, during your turn, you:

- Finish building your Wonder of Catan, **OR**
- Have **10 or more VPs** and have completed a higher level of your wonder than any other player.

VARIABLE SETUP

Set up the frame. Then place desert, small island, and sea hexes within the frame as shown.

MAIN ISLAND

Gather the main island land hexes, number discs, and ports. Place them randomly in the area outlined in blue on the map.

Note: The 2 land hexes next to the desert should not receive red number discs (6s and 8s).

Finally, place the robber on one of the desert hexes.
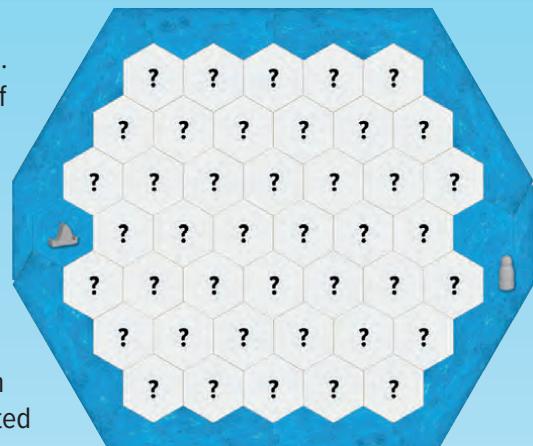
HEXES	Sea	Gold Fields	Hills	Forests	Pastures	Fields	Mountains	Deserts	TOTAL
	19	2	5	5	5	5	5	3	49

NUMBER DISCS	2	3	4	5	6	8	9	10	11	12	TOTAL
	2	3	3	3	3	3	3	3	3	1	27

NEW WORLD

SETUP

- Gather the hexes listed and randomly place them face up within the frame. Players may take this opportunity to agree to shift the setup of the hexes if they would like to change the number or size of islands.
- Gather the number discs listed and randomly place them on the land hexes. If 2 red number discs end up on adjacent hexes, swap one of them with an adjacent black number hex so that all the red number discs are separated.
- Players then take turns placing a random port face up on the board.
  - Place the port tokens on edges between a land and sea hex or between a land hex and a frame piece. Place the robber and pirate on the indicated locations.
  - When placing a port token, stay at least one edge away from all other port tokens.
- Your starting settlements with roads/ships may be placed on one island or two different islands. These location(s) are your home islands. The remaining islands are unexplored for you. Each player may have different home and unexplored islands.

ADDITIONAL RULES

Each time you build your first settlement on an unexplored island, you earn 1 additional VP. Take 1 VP token and place it under the settlement when you build it. It is possible to receive **1 VP** for each unexplored island—it does not matter if other players have already built settlements on that island.

WINNING THE GAME

If you have **12 or more VPs** at any point during your turn, the game ends and you are the winner!

FURTHER SETUP OPTIONS

You may freely change the number and type of hexes used to create the map. Gold fields should not receive red number discs.

PORT MARKERS:
5x 2:1 ports
5x 3:1 ports

VP TOKENS:
16x

HEXES	Sea	Gold Fields	Hills	Forests	Pastures	Fields	Mountains	Deserts	TOTAL
	19	-	4	5	5	5	4	-	42

NUMBER DISCS	2	3	4	5	6	8	9	10	11	12	TOTAL
	1	3	3	3	2	2	3	3	2	1	23

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