

CATAN

SEAFARERS[®]

BY KLAUS TEUBER

GAME RULES & SCENARIOS

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CATAN SEAFARERS

GAME RULES & SCENARIOS

Standing on the coast, you look out across the boundless sea. Having tamed the wilds of your homeland, your heart yearns for greater adventures, greater conquests. Your people are ready to follow you, even into the unexpected dangers of the unknown. Nearby, seasoned dock workers are putting the finishing touches on your first great seaworthy ship. Soon you will leave the settlements behind to join the ranks of explorers and conquerors. Soon you will become one of the Seafarers of Catan!

You can find further information on the Internet at:

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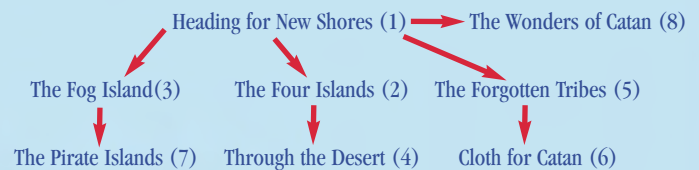
VOYAGES OF DISCOVERY IN CATAN

Discover seafaring in Catan by means of a series of famous “voyages” from the history of Catan! In the scenarios starting on page 7, you can find the destinations of these voyages of discovery. Experience the history of Catan for yourself!

This epic campaign consists of 8 scenarios. The first four scenarios are modeled on the basic rules of the *Seafarers* Expansion. They are easy to play.

Scenarios 5 through 8 are more complex. We’ve added new rules. So, you should play the scenarios in the order shown.

Scenario 9 is intended for free play using your own ideas.



GAME RULES

GAME COMPONENTS

Catan: Seafarers® includes the following items:

- 6 frame pieces
- 19 sea hexes
- 11 terrain hexes (tiles):
 - 2 gold field hexes
 - 2 desert hexes
 - 1 fields hex
 - 1 forest hex
 - 1 pasture hex
 - 2 mountains hexes
 - 2 hills hexes
- 50 Catan chits
- 10 number tokens (numbered on one side)
- 10 harbor tokens
- 60 wooden ships in 4 colors (15 ships of each color)
- 1 pirate ship (black)
- 1 Game Rules & Scenarios booklet

EXPANSION RULES

Except where noted below, *Catan: Seafarers* uses the same rules as *The Settlers of Catan*®. The additional rules include:

- Rules for building, placing, and moving ships.
- Rules covering the acquisition of special victory point tokens.
- The dreaded pirate!

1. Assembling the Board

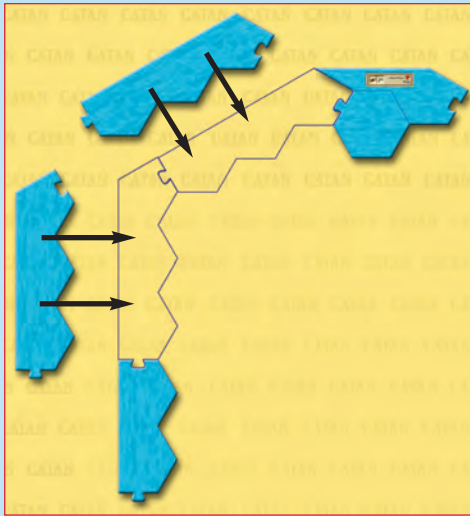
Before you can begin exploring the sea lanes of Catan, you must first construct the board. Each scenario in this book includes an illustration that shows how the board should be built.

What You Need

To play the scenarios with *Catan: Seafarers* (aka “*Seafarers*”), you need the components from a copy of *The Settlers of Catan* (aka “*Settlers*”). Each scenario lists all the components needed to play that scenario.

The Frame Pieces

To assemble the frame for a *Seafarers* scenario, you have to use the six frame pieces from *Settlers* and the *Seafarers* frame pieces. To use the six *Settlers* frame pieces, you need to turn them over so that the all-sea sides are face up—you do not use the harbors that are printed on those frame pieces. Each scenario illustration shows how the frame pieces should be put together.



The Hexagonal Tiles and the Harbor Tokens

After you built the frame, place the hexagonal tiles (hexes). Arrange these hexes exactly as shown in the scenario diagram. After you place the hexes, need to arrange the round tokens with the production numbers. These are also placed exactly as shown in the scenario diagram.



After you build the board, randomly place the harbor tokens. Take the harbor tokens listed in the scenario description, and shuffle them face down in a pile. Randomly select the harbor tokens, one at a time, and place them on the board where the scenario diagram indicates.

Important Note: Do not use the smaller harbor tokens from the *Settlers* game when playing with the *Seafarers* expansion!

2. Ship Building

In order to travel from one island to another, you need to build ships. You cannot satisfy your hunger to expand with roads alone!

The ship pieces in the game do not represent the individual ships, just as roads do not represent the actual carts and wagons that travel along your trade routes. Instead, the ship pieces represent a “Shipping Route.” This is the route that ships use to trade and travel between the islands.

To build a ship, expend 1 wool resource (to make sails) and 1 lumber resource (to build hulls and masts).



Like roads, ships can only be placed on the boundary (hex side) between two hexes. Unlike roads, ships cannot be placed between two land hexes. You may only build ships between two sea hexes (forming an aquatic route) or between a sea hex and a land hex (a coastal route). You may not build a ship along a coast route if there is already a road along that hex side (and vice versa).

When you build a new ship, you may place it adjacent to any settlement or city you have already built on the coast (see Illustration A).



Illustration A

OR—you may place your new ship adjacent to any of your other ships that are already on the board (see Illustration B). When you place ships, any amount of branching is allowed, just like when you build roads.



Illustration B



Illustration C

Since the ships represent established sea routes, they may not be connected to roads, nor can roads connect directly to ships (see Illustration C). You may only connect a land network of roads to a sea network of shipping routes if you first build a settlement where they come together. Ships and roads can be built towards each other; but even if they both reach the same intersection, they are not connected until you build a settlement there. Unconnected networks do not count toward the “Longest Trade Route” (see page 5).

Roads and ships may not be built along the same coastline. There can only be one ship OR one road along any given coastal hex side (see the Settlers rules on road building).

3. The Purpose of Ships

Shipping routes act as roads across water (or along the coast). You build and place ships in much the same way as roads. They connect two adjacent intersections. A chain of connected ships of the same color form a “Shipping Route.” Shipping routes act the same way as roads for expanding your Principality. You can build new pieces anywhere that is connected to your network of roads and shipping routes. Count shipping routes when you calculate the “Longest Trade Route” (see page 5).

If your shipping route reaches a coastline, you can then build a new settlement on that coast, even if it is a new island. Of course, you must still obey the “distance rule” from basic *Settlers*, even if you are building on a new island. Once you build a settlement on a new island, you can use it as a base for further expansion, building new roads and ships (see Illustration D).

4. Shipping Routes

A shipping route is either “Closed” or “Open.” A “closed shipping route” is any unbroken line of ships that connect two of **your** settlements and/or cities together. You may never move any ships that are part of a closed shipping route, even if that movement would not break the connection between the two settlements/cities. An “open shipping route” is any route that does not connect two of your settlements or cities together.

5. Moving Ships

The biggest difference between ships and roads is the ability of ships to sail from one location to another. Unlike road pieces, ships may be moved. However, there are limits to how ships may be moved. You must obey these restrictions when you move your ships:

1. You may only move one ship per turn, and only during the building phase.
2. You may only move ships that are part of an open shipping route. Illustration D depicts a closed shipping route.
3. You may only move the ship that is at the end of the shipping route that is not connected to the “homeport” for that route. The homeport is the settlement or city adjacent to the first ship in the route. If the route has branches, then there may be a number of ships eligible for movement.
4. You may not move a ship on the same turn that you originally built it.
5. You must obey all the rules for placing a new ship when you move one.

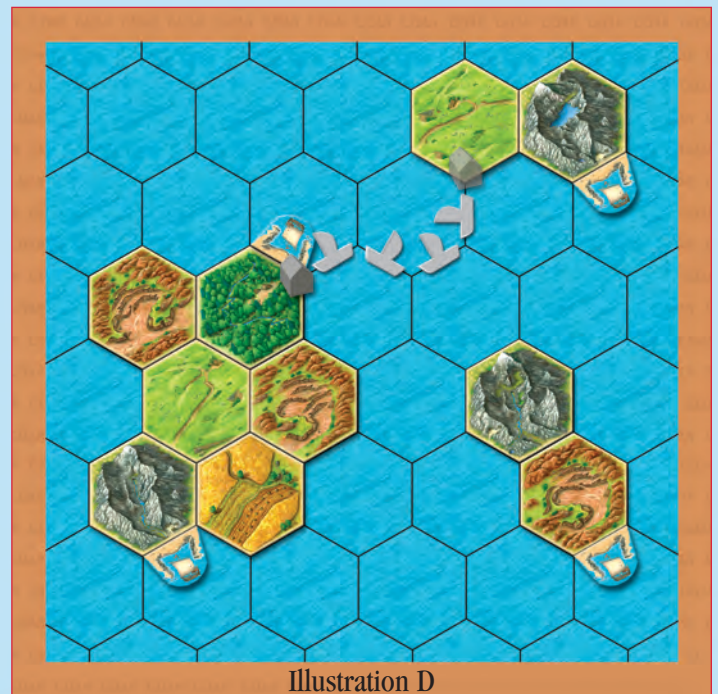


Illustration D

Example: (See Illustration E.) Here are 2 open shipping routes. In either case, you may move the ship farthest from the homeport (as long as you didn't buy the ship this turn). You may move one of the two ships to any of the edges marked "X" that connect to that ship's route.



Illustration E

7. The "Longest Trade Route"

Because shipping routes are just as important as roads in Seafarers, players no longer compete for the "Longest Road." Instead, they compete for the "Longest Trade Route." The longest trade route is in all ways identical to the longest road (i.e., it is worth 2 victory points, etc.), but players may count both connected shipping routes (open or closed) and roads to determine who controls the longest trade route. The player with the longest continuous line of roads and/or ships receives the special card for the longest road, and the 2 victory points for it.

Remember that you can only connect a road to a shipping route if there is a settlement or a city at the intersection where the two meet. Also, you can only count the single longest branch of a road and/or shipping route to calculate the longest trade route.

Example: (See illustration E.) You have the longest trade route. The route includes 4 ships (a closed shipping route) and 2 roads, which are linked by settlement A. You also constructed a shipping route starting from settlement B. You can connect these 2 ships (an open shipping route) to your road if you build a settlement at intersection C. This will increase the length of your trade route to 8.



Illustration F

6. Catan Chits and Special Victory Points

Catan chits fulfill different tasks in the individual scenarios. They can be applied as special victory points, serve as markers, or help to count the results.

Many of the scenarios have goals other than expanding your principality. These goals can award a successful player Special Victory Points. When you earn a Special Victory Point, you receive a Catan Chit. Each scenario describes the rules for how to acquire these chits.



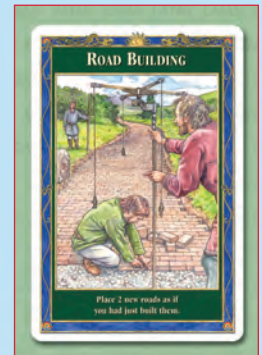
When you earn a Special Victory Point, you must place the corresponding Catan Chit underneath a settlement or city on the board. You must use the settlement or city that earned you the chit. This allows all the other players to see how many points you have earned, and how you gained those points.

You earn Special Victory Points in addition to the normal points you earn by placing a settlement or city.

Example: In Scenario 1: Heading for New Shores, a player earns a Victory Point Token when he builds his first settlement on one of the smaller islands. This settlement is then worth a total of 2 victory points: 1 for the settlement, and 1 for the token.

8. The "Road Building" Development Card

When playing the "Road Building" Development Card in a game of Seafarers, you have the option of building 2 roads, 2 ships, or 1 ship and 1 road.



9. Gold Fields

The gold field is a new addition to Catan! Eager gold prospectors discovered this valuable mineral in some of the islands around Catan! This gold rush can provide many opportunities to the clever player who is able to take advantage of it!



The gold field hexes represent regions rich in gold nuggets. Gold itself cannot be used to build any pieces, so there are no gold resource cards in the game. Gold, however, is a very valuable medium of exchange.

Whenever the number on a gold field hex is rolled, players collect resources for each adjacent settlement or city. As normal, each settlement is entitled to one resource, while each city is entitled to two resources. Players who are eligible for resources from a gold field hex may select ANY of the five resources (grain, lumber, ore, brick, or wool). They may choose any mix of these resources that they desire, up to the limit of 1 for each settlement and 2 for each city adjacent to the gold-producing hex.

10. Starting With a Ship

Some players will wish to get a jump on the opposition by first exploring the oceans around Catan. These foresighted leaders may elect to place either or both of their starting settlements on the coastline. If you do so, you have the option of placing a ship, instead of a road, adjacent to that settlement. This is an especially sound strategy if you are planning rapid maritime expansion.

11. The Pirate

Just as the fields of Catan are troubled by the ravaging Robber, the sea is vulnerable to the scourge of brigands! The dreaded Pirate works the sea lanes for rich profit!

The Pirate is another new addition to Catan. Place the Pirate piece near the board before the game begins. The pirate can affect the game in three ways:



- A. If you roll a “7” during your turn, you may elect to move the Pirate **INSTEAD** of the Robber. Like the Robber, you place the pirate in the center of any hex you choose—except that you may only place it on a sea hex. You are then allowed to steal one random resource from any ONE player who has a ship adjacent to that hex! If a player has more than one ship adjacent to that sea hex, you are only allowed to steal one card from that player.
- B. If you play a Knight Development Card, you now have the choice of moving either the Robber or the Pirate.
- C. Because sailors fear the pirate so, they will not sail near him. You may not place any new ships on the border of the hex the Pirate is on. In addition, no ship may be moved away from the Pirate if it is on the border of the hex in which the Pirate is sailing.

Note: In Seafarers, certain scenarios contain no desert hexes. In such cases, start the Robber off the board (just like the Pirate).

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SCENARIOS

Unlike Settlers, when you play Seafarers you don't have to set up the board using the same basic shape every time! Instead, you can choose from any of these scenarios. Each scenario offers a unique blend of challenges and opportunities for you to explore. Each scenario is presented in this format:

NAME OF SCENARIO

A short summary and historical description.

1. Components

These tables show how many of each component you need to play the scenario.

2. Preparation

If the scenario has any special instructions for preparing the game, these are explained in this section. Unless stated otherwise, the harbor tokens used in each scenario are shuffled with their blank sides face up, and then placed randomly face up as shown in the scenario map.

3. Additional Rules

Any additional rules for the scenario, including rules about how to earn special victory points, are described here.

4. Variable Set-up

This section provides advice on how to vary the standard set-up. After having played these scenarios, experienced players may want to experiment with scenarios of their own design.

SCENARIO DIAGRAM

The scenario diagram provides the board set-up.

IMPORTANT INFORMATION!

It is easy to assemble the frame when you insert the Settlers frame pieces from above, placing them **down** into the Seafarers frame pieces!

If you proceed the other way around, you'll need more force. This may damage the frame sections.

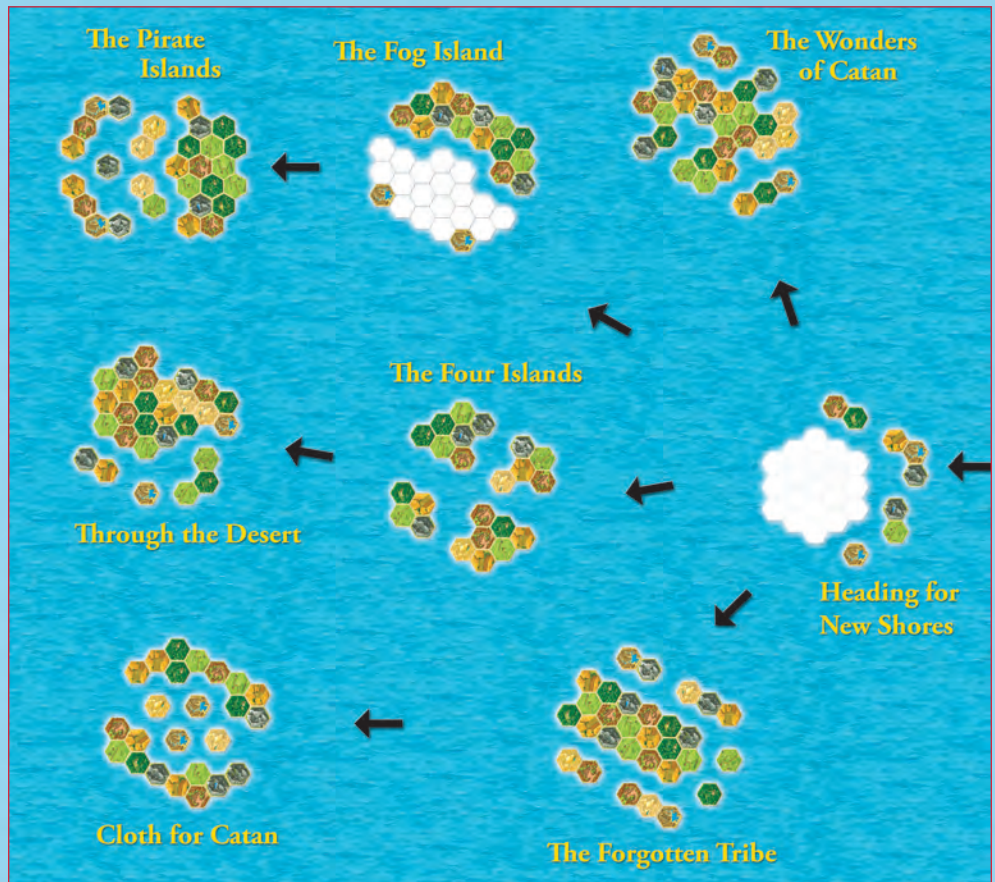
VOYAGES OF DISCOVERY IN CATAN

Discover seafaring in Catan by means of these famous "voyages" from the history of Catan. In the diagram at the right you can find 8 destinations of these voyages of discovery. Experience the history of Catan for yourself!

This epic campaign consists of 8 scenarios. The first four scenarios are modeled on the basic rules of the Seafarers Expansion. They are easy to play.

Scenarios 5 through 8 are more complex. We've added new rules. So, you should play the scenarios in the order shown.

Scenario 9 is intended for free play. Use your own ideas to construct an island mix.



SCENARIO 1: HEADING FOR NEW SHORES

After a long voyage, the settlers have reached Catan and built their first settlements. Harbors are built and new, seaworthy ships are being developed. Daring Catanians sail across the ocean. Before long, rumors appear that many smaller islands are out there at sea, not too far away—it is even said that gold has been found on some of them. Gold is highly appreciated in Catan. Ships are fitted out, and soon Catanian ships set sail to find the gold of the islands.

1. Components

Harbors: You need 9 harbor tokens:

5 special 2:1 (one for each resource) and 4 generic 3:1.

Terrain & Tokens: In addition to the 19 terrain hexes and 18 numbered tokens for the basic Settlers island you need:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	15	2s	1
Desert	0	3s	1
Gold Field	2	4s	1
Fields.....	1	5s	1
Hills.....	1	6s	0
Mountains	2	8s	1
Pasture	1	9s	1
Forest	1	10s	1
Total:	23	11s	1
		12s	0
		Total:	8

Additional Components: 4 Catan chits

2. Preparation

Set up the game map as shown in the scenario diagram—build the big island (main island) according to the rules for basic *Settlers*. The additional required game components are listed in the components section. Finally place the harbor tokens (from the stack that has been shuffled with reverse sides up).

3. Additional Rules

Set-up Phase

You build your first two settlements with roads/ships on the main island, as described in basic *Settlers*.

***Remember:** Remember, if you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement. You can then go immediately out to sea.*

Pirate / Robber

Play this scenario with both the robber and the pirate. The robber starts in the desert, the pirate on the sea hex marked with a pirate ship.

Special Victory Points

If you build a settlement on one of the smaller islands, you receive a Special Victory Point! Take a Catan chit and place it under the settlement when you build it. Each player may earn only ONE Special Victory Point in this scenario. It does not matter if other players have already built settlements on that island.

End of Game

The game ends as soon as a player reaches 13 victory points on his turn.

4. Variable Set-up

The main island is set up variably, like the regular *Settlers* game, so there will be a lot of variation to the board. You can also rearrange the numbers and terrain types on the smaller islands, but you should keep the shape of these islands the same for game balance.



**Heading for
New Shores**

SCENARIO 2: THE FOUR ISLANDS

The tribes of Catan quickly develop into experienced seafarers. One day they reach the islands to the west, the "Four Islands" group. Here too, fertile fields, lush pastures, and productive mines lure the intrepid Catanians. New settlements are quickly built. But soon the Catanians' curiosity spurs them on: what will they find on the other islands? Since every tribe wants to see all four islands, an exciting race for the few settlement sites begins!

1. Components

Harbors: You need 10 harbor tokens:

5 special 2:1 (one for each resource) and 5 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	19	2s	1
Desert	2	3s	2
Gold Field	0	4s	3
Fields.....	4	5s	2
Hills.....	4	6s	2
Mountains	4	8s	2
Pasture	5	9s	3
Forest	4	10s	3
Total:	42	11s	2
		12s	1
		Total:	21

Additional Components: 20 Catan chits

2. Preparation

The required game components are listed above. Set up the game map as shown in the scenario diagram, and finally place the harbor tokens (from the stack that has been shuffled with reverse sides up).

3. Additional Rules

Set-up Phase

You may place your starting settlements (with roads/ships) on any one island, or two islands, of your choice. You may place both settlements on the same island, or you may place them on two separate islands. Thus, at the beginning of the game you have 1 or 2 "home islands." All other islands are "foreign islands" for you.

Remember: Remember, if you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement. You can then go immediately out to sea.

Pirate / Robber

Play this scenario with both the robber and the pirate. The pirate starts on the sea hex marked with a pirate ship. The robber starts on one of the deserts.

Special Victory Points

If you are able to build a settlement on a foreign island, you will earn Special Victory Points!

When you build your first settlement on a foreign island, you earn ONE Special Victory Point. Take a Catan chit and place it underneath the settlement. That settlement is worth 2 victory points! Additional settlements you build on that island do not earn Special Victory Points.

If you build a settlement on a second foreign island, you earn TWO Special Victory Points! Take 2 Catan chits and place them underneath the settlement. It is worth 3 victory points! Again, additional settlements you build on that island do not earn Special Victory Points.

If you have three foreign islands, and you manage to place a new settlement on the third island, you again earn TWO Special Victory Points! Mark your new settlement with 2 Catan chits!

Note: If you start the scenario with 2 home islands, you will only be able to earn THREE Special Victory Points. If you start with only 1 home island, you may earn up to FIVE Special Victory Points!

It does not matter if another player has already built a settlement on the island, or even if it is that player's home island! Each time you build a settlement on a new island that was foreign to you, you earn the Special Victory Points.

Example: A player has built his two settlements on the island on the lower left. Now his ships reach the island on the upper left. He builds a settlement on this island and obtains 1 Catan chit, which he slides under the settlement. From this settlement he then reaches the island on the upper right, builds his first settlement there, and obtains 2 additional victory points (Catan chits) for it.

End of Game

The game ends as soon as a player reaches 12 victory points on his turn.

4. Variable Set-up

The contours of the four islands should not be altered. Within these contours, the terrains and number tokens can be redistributed freely. But you should make sure forest terrains and pasture terrains don't get number tokens that are too unfavorable.



The Four Islands

SCENARIO 3: THE FOG ISLAND

Other Catanian seafarers discover a new land they call “Fog Island.” Near the island stretches a mysterious sea, mostly covered by a thick fog. Fearless seafarers who have ventured into the ocean in the fog tell about fertile islands and a legendary land of gold. Thirsty for adventure, the Catanians load their ships with supplies and seeds and set out on a voyage to the mysterious ocean in the fog.

1. Components

Harbors: You need 9 harbor tokens:

5 special 2:1 (one for each resource) and 4 generic 3:1.

Terrain & Tokens: You need:

Face-up Terrain Hexes		Face-up Number Tokens	
Type	#	Value	#
Sea.....	7	2s	1
Desert	0	3s	2
Gold Field	2	4s	2
Fields.....	3	5s	1
Hills.....	3	6s	2
Mountains	3	8s	2
Pasture	3	9s	2
Forest	3	10s	2
Total:	24	11s	2
		12s	1
		Total:	17

Face-down Stack Terrain Hexes		Face-down Stack Number Tokens	
Type	#	Value	#
Sea.....	9	2s	0
Desert	1	3s	1
Gold Field	0	4s	1
Fields.....	1	5s	2
Hills.....	1	6s	1
Mountains	2	8s	1
Pasture	2	9s	1
Forest	2	10s	1
Total:	18	11s	0
		12s	0
		Total:	8

Additional Components: None

2. Preparation

Assemble the big island, the small gold field islands, and the sea hexes (the “Face-up” components) as shown in the scenario diagram.

The white hexes with the question marks start empty. You discover them later in the game. The hex tiles provided for the empty spots (see the “Face-down Stack” components) are shuffled and stacked with their reverse sides facing up. The number tokens for these land hexes are also shuffled and stacked, reverse sides facing up.

Finally, place the harbor tokens (from the stack that has been shuffled with reverse sides up).

3. Additional Rules

Set-up Phase

You build your first two settlements with roads/ships on the big main island, as described in basic *Settlers*.

Remember: Remember, if you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement. You can then go immediately out to sea.

Pirate / Robber

Play this scenario with both the robber and the pirate. The pirate starts on the sea hex marked with a pirate ship. The robber starts on one of the gold field islands.

Discovery of New Territories

When a ship (or a road) is connected to an unexplored area, a new tile will be discovered! If you place a ship or road that connects to the intersection of an unexplored hex, you must immediately draw the top tile from the pile and place it face up in the empty space.

If the newly discovered region is a land hex, you must also take a number chip from the pile and place it on the tile. Then, you receive a reward! You receive one resource card of the type produced by that land hex!

If the newly discovered region is a sea tile, then there is no reward (sorry!). You have to explore farther across the ocean to find new territories.

End of Game

The game ends as soon as a player reaches 12 victory points on his turn. There are no special victory point chips in this scenario.



The Fog Island

4. Variable Set-up

The contours of the big island should not be altered. Within these contours, the terrain hexes and number tokens can be redistributed freely. The gold field islands should not be altered either.

SCENARIO 4: THROUGH THE DESERT

Far away, to the west of Catan, a new island is discovered. The Catanians named it the “Desert Island,” because a desert belt splits the island into two parts. Soon after building the first settlements in the larger part of the island, scouts discover fertile land on the other side of the desert belt. At the same time, ships discover smaller islands, with gold deposits and abundant ore deposits.

Now, who will be the first to build new settlements, and where?

The most daring settlers head off through the merciless desert. Others try to be the first ones to reach the smaller islands, to build settlements there, and to expand them into prospering cities.

1. Components

Harbors: You need 9 harbor tokens:

5 special 2:1 (one for each resource) and 4 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	14	2s	1
Desert	3	3s	2
Gold Field	2	4s	3
Fields	4	5s	3
Hills	5	6s	3
Mountains	4	8s	3
Pasture	5	9s	3
Forest	5	10s	3
Total:	42	11s	3
		12s	1
		Total:	25

Additional Components: 4 Catan chits

2. Preparation

The required game components are listed above. Set up the game map as shown in the scenario diagram, and finally place the harbor tokens (from the stack that has been shuffled with reverse sides up).

3. Additional Rules

Set-up Phase

A desert zone divides the whole island into a *small land strip* (lower right) and a *bigger main island*. The small land strip includes the mountains 5, hills 8, forest 10, and gold field 11 hexes to the right and below the desert.

You must build your first two settlements (with roads/ships) on the bigger main island. The smaller islands and the small land strip are considered to be “foreign” islands.

Remember: Remember, if you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement. You can then go immediately out to sea.

Pirate / Robber

Play this scenario with both the robber and the pirate. The robber starts on one of the three deserts and the pirate on the sea hex marked with a pirate ship.

Special Victory Points

The first time you build a new settlement in any of the “foreign” areas (on one of the small islands or on the small land strip), you receive a Special Victory Point! Place one of the Catan chits underneath the settlement when you build it. It does not matter if another player has already built a settlement in that foreign area. Each player may only earn ONE Special Victory Point in this scenario.

End of Game

The game ends as soon as a player reaches 12 victory points on his turn.

4. Variable Set-up

The terrain hexes and number tokens of the bigger part of the main island can be rearranged freely. All terrains and number tokens of the “foreign” territory (on the small islands and the small land strip) can also be rearranged at will. However, the gold field hexes should not receive a “6” or “8.”

SCENARIO 5: THE FORGOTTEN TRIBE

Far in the South, Catanian settlers reach a long, narrow island. Soon the first settlements emerge. When exploring the surrounding waters, the Catanians come across small, inhabited islands. During the first encounters it turns out that the strangers are speaking a similar language and know the same legends. It soon becomes clear that these people actually are descendants of a group of people whose ship got lost; a ship from a fleet that hundreds of years ago reached Catan for the first time. The reunion with the Catanian brothers causes great joy, and they don't hold back on neighborly help and gifts.

1. Components

Harbors: You need 6 harbor tokens:

5 special 2:1 (one for each resource) and 1 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	19	2s	1
Desert	3	3s	2
Gold Field	2	4s	2
Fields.....	5	5s	2
Hills.....	5	6s	2
Mountains	5	8s	2
Pasture	5	9s	2
Forest	5	10s	2
Total:	49	11s	2
		12s	1
		Total:	18

Additional Components: 8 Catan chits

2. Preparation

The required game components are listed above. Set up the game map as shown in the scenario diagram. Then:

- Place the 8 Catan chits on the marked coastlines.
- Place the 6 harbor tokens, with their reverse sides facing up, on the marked spots. Then turn the tokens over.
- Take the 4 topmost cards from the (shuffled) stack of Development Cards and place them, with their reverse sides facing up, on the marked spots.

Important: The small islands all remain *without* number tokens.

3. Additional Rules

Set-up Phase

You build your first two settlements with roads/ships on the big main island, as described in basic *Settlers*.

Remember: Remember, if you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement.

During play, no settlement can be built on the surrounding small islands that do not produce resources.

Pirate / Robber

Play this scenario with both the robber and the pirate. The robber starts on any desert and the pirate on the sea hex marked with a pirate ship.

When a “7” is rolled, either the robber or the pirate can be moved. The robber can *not* be moved to the small islands. If the robber has left the desert he started from, he cannot be moved back to it.

Special Victory Points

Each of the Catan chits placed on the small islands is worth a victory point. If you reach such an island with one of your ships and build (or move) a ship on the edge with a Catan chit, you take the chit and put it down face up in front of yourself.

Gifts

The gifts of the foreign people consist of victory points (Catan chits), Development Cards, and the harbors.

• Development Cards

If you build (or move) a ship on the edge next to the card, you take the card. You can use it like a regularly obtained Development Card. The usual restrictions apply here as well (only 1 card per round; newly-acquired cards may be played in the next round; victory point to be revealed immediately only if it lets you win the game).

• Harbors

If you build (or move) a ship on an edge next to a harbor, you take the harbor. If you have a settlement on the coast, you must immediately place the harbor on an adjacent edge. However, harbors must never occupy adjacent or the same edges. In case you have no appropriate coastal settlement, you can put the harbor aside until such a settlement is built.

When you have placed a harbor, you can use it immediately, even during the same turn.

End of Game

The game ends when a player reaches 13 victory points on his turn.

4. Variable Set-up

The terrains and number tokens of the main island can be rearranged freely. However, one should make sure the 3 terrain hexes at the bottom of the main island don't receive numbers that are too favorable (that is, no 5, 6, 8, or 9).

SCENARIO 6: CLOTH FOR CATAN

On their voyage westwards, the Catanians encountered further islands inhabited by members of the “Forgotten Tribe.” The magnificent cloth and resplendent garments of these people quickly attract the Catanian’s attention. During the course of the centuries, the islanders acquired great skills in producing cloth. Since the clothing of the newcomers was not nearly as high in quality, a busy barter trade for the beautiful cloth soon begins.

1. Components

Harbors: You need 9 harbor tokens:

5 special 2:1 (one for each resource) and 4 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	18	2s	2
Desert	2	3s	3
Gold Field	2	4s	3
Fields.....	5	5s	3
Hills.....	3	6s	3
Mountains	4	8s	3
Pasture	4	9s	3
Forest	4	10s	3
Total:	42	11s	3
		12s	2
		Total:	28

Additional Components: 50 Catan chits

2. Preparation

The required game components are listed above. Set up the game map as shown in the scenario diagram, and finally place the harbor tokens (from the stack that has been shuffled with reverse sides up).

Two number tokens are placed on each of the 4 small islands, right on the intersection (each number token represents a village). Five Catan chits are placed next to each of the 8 villages. The remaining 10 Catan chits are put down as “general supply” next to the game board. In this scenario, each Catan chit represents a bolt of “cloth.”

3. Additional Rules

Set-up Phase

You build your first two settlements with roads/ships on the two main islands, as described in basic *Settlers*.

Remember: Remember, if you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement.

Once the last player has placed his second settlement, everyone—starting with this same player and continuing in a clockwise direction—can build a third settlement. When you place your third settlement, you receive your starting resources. The members of the “Forgotten Tribe” live on the 4 small islands in the center of the map (the number tokens are their villages). You may never build settlements on these 4 islands.

Cloth Trade

As soon as you establish a shipping route between one of your own settlements/cities and a village of the “Forgotten Tribe” (i.e., you reach an intersection with number token), you establish “trade relations” with this village:

- You immediately take 1 bolt of cloth (Catan chit) from the supply of **this** village. Each time the number of the village is rolled, you receive 1 more bolt of cloth.
- If 2 or more players have connect to a village, and the number of the village is rolled, each player receives 1 bolt of cloth (Catan chit) from the supply of **this** village.
- If there are not enough Catan chits left in the supply for the village to give one to each player connected, take enough chits from the general supply for those players.
- If there are zero Catan chits next to a village when its number is rolled, no one receives any Catan chits from that village. Do not take Catan chits from the general supply.
- Two bolts of cloth (Catan chits) are worth 1 victory point, but an unpaired bolt of cloth is worth nothing.

Moving Ships

Any shipping route that connects one of your settlements/cities to a village of the “Forgotten Tribe” is “closed.” This means that you may not move any ships that are part of that shipping route.

Pirate / Robber

Play this scenario with both the robber and the pirate. The robber starts on the fields hex with token number “12.” The robber cannot move to the islands of the “Forgotten Tribe.”

The pirate starts on the sea hex marked with a pirate ship. You may not move the pirate until you have at least one shipping route between one of your settlements/cities and a village of the “Forgotten Tribe.”

When you move the pirate, you can **either** draw a Resource Card—**or** take a Catan chit (bolt of cloth)—from one of the players whose ship is adjacent to the new pirate hex.

Longest Trade Route

No victory points are awarded for the “Longest Trade Route.”



Cloth for Catan

End of Game

The game ends when a player reaches 14 victory points on his turn **or** when 3 or less of the “Forgotten Tribe” villages each still contains at least one Catan chit. In the second case, the player with the most victory points wins. In case of a tie, the player who has more bolts of cloth wins.

4. Variable Set-up

The terrains and number tokens of the two main islands can be rearranged freely. The position and number tokens of the 4 islands in the center should not be changed.

SCENARIO 7: THE PIRATE ISLANDS

In the Northwest, pirates have invaded the island kingdom of the Catanians. The battle-hardened buccaneers quickly sink the peaceful Catanians' merchant ships and capture the settlements on the western isles. After expanding the captured settlements into fortresses, the pirates continue with their raids. Now they are threatening the eastern island. Time and again, they attack the coastal settlements with their fleet and rob valuable resources from the Catanians. The Catanians decide to build a navy to stop the audacious acts of the pirates and drive them back into the open sea.

1. Components

Harbors: You need 8 harbor tokens:

5 special 2:1 (one for each resource) and 3 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	19	2s	1
Desert	3	3s	2
Gold Field	2	4s	3
Fields.....	5	5s	3
Hills.....	5	6s	3
Mountains	5	8s	3
Pasture	5	9s	3
Forest	5	10s	3
Total:	49	11s	2
		12s	1
		Total:	24

Additional Components: 12 Catan chits

2. Preparation

The required game components are listed above. Set up the game map as shown in the scenario diagram, and finally place the harbor tokens (from the stack that has been shuffled with reverse sides up).

Attention: *The pasture hex on the left two-hex island (in the center) remains without a number token and therefore does not produce resources. The same applies to the two hills hexes of the western islands (at the top of the scenario diagram).*

One settlement and one ship of each color are placed on the coast of the **eastern island**, as shown. The eastern island can be colonized in a normal fashion; all other islands are “pirate islands.”

Four pirate fortresses are built on the coast of the **western islands**, as illustrated. Each pirate fortress consists of 3 Catan chits that are stacked with the single-colored side facing up. In each case, 1 settlement of the depicted color is placed on top.

Attention: *In a game with three players, the color “white” is not used. All white pieces are removed, or not included from the beginning. (Be careful if you switch/substitute colors!) If you are playing a 3-player game, also remove the Victory Point cards from the deck of Development Cards. In a 4-player game, the Victory Point cards remain in the deck, but are used in all ways as “Knight” cards.*

The Special Victory Point Cards, “Longest Trade Route” and “Largest Army,” are not used in this scenario.

3. Additional Rules

Set-up Phase

You build two settlements with roads/ships on the main (eastern) island (at the bottom of the scenario diagram), as described in basic *Settlers*. After finishing the set-up phase, each player has three settlements on the eastern island!

Remember: *Remember, if you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement.*

Pirate / Robber

The pirate fleet is represented by the black pirate ship and starts on the field marked with a pirate ship in the scenario diagram. There is no robber in this scenario.

Shipbuilding

You can build only **one** shipping route. Your shipping route must begin at one of your coastal settlements/cities on the eastern island. This shipping route must first lead to the intersection marked by the circle of your color, and then to the pirate fortress of your color. Your shipping route cannot branch out, nor can it be continued beyond the pirate fortress. Your shipping route must be built in such a way so that it reaches its destination in as short a route as possible—i.e., a route may not veer off to block other players’ routes.

Warships

When you reveal a Knight Card (alternatively, in a game with 4 players, a Victory Point Card), you can convert the respective hindmost (i.e., closest to your route’s starting settlement/city) “normal” ship of your route into a warship. In order to mark a ship as warship, turn it on its side. Place the card used on a discard stack in front of yourself.

Attention: *When the stack of Development Cards is used up, no further Development Cards can be purchased. This means that the deposited cards do not enter the game again.*



The Pirate Islands

The Pirate Fleet

The pirate fleet circumnavigates the two desert islands in a clockwise direction as shown in the scenario diagram. Every time you roll the dice (before anything else), the pirate fleet moves a number of hexes equal to the lower of the two die results. If both die results are the same, use the result on either die.

Pirate Attack

If the pirate fleet ends its move on a hex that is adjacent to one of your settlements/cities, you are attacked immediately—even before resource production or the resolution of a “7” roll.

- The die result used for movement also determines the strength of the pirates.
- Your strength is equal to the number of warships that you have.
- If the pirate is stronger, you lose 1 Resource Card and another Resource Card for each of your cities. The lost cards are drawn randomly from your hand and are discarded.
- If you are stronger, you receive a Resource Card of your choice.
- If both parties are equally strong, nothing happens.

Building a Settlement on the Pirate Island

Once your shipping route reaches the marked intersection of your color on the pirate islands, you can pay the building cost to build a settlement there. You may only build one such settlement, but it can be expanded into a city.

Attention: Building this settlement can also be a disadvantage because it doubles the probability of a pirate attack on one of your coastal settlements/cities.

A “7” Is Rolled

There is no robber in this scenario. Still, when a “7” is rolled, if you have more than 7 resources in your hand, you lose half, as usual. Then the player who rolled the “7” can steal a card from any of the other players.

Conquest of a Pirate Fortress

If your shipping route has reached the pirate fortress that matches your color, you can attack the pirates at the end of your turn.

To determine the strength of the pirate fortress, you roll a die—the result is the pirate’s strength for the current turn.

- If the number of warships in your shipping route is greater than the number rolled, you have won and you can remove one of the Catan chits underneath the pirate fortress.
- If the number of your warships is less than the number rolled, you lose the battle and must remove your two ships closest to the pirate fortress.
- If the number of your warships is equal to the number rolled, you lose your ship adjacent to the pirate fortress.

After an attack, your turn is finished; hence it is not possible to attack a pirate fortress more than once per turn.

After a tie or a defeat, you must again build 1 or, as the case may be, 2 ships on a later turn, in order to once again attack the pirate fortress.

Once your pirate fortress has lost all three Catan chits, you have driven the pirates away and have recaptured the settlement. From that point on, the pirate fortress is one of your settlements—it gives you a victory point, it produces for you, and it can be upgraded to a city.

End of Game

A player wins:

- When he has captured the pirate fortress of his color **AND**
- When he has a total of at least 10 victory points.

If all pirate fortresses are captured before the game ends, the pirate fleet is removed.

4. Variable Set-up

This scenario is balanced only if the given set-up is maintained. Therefore it should not be varied, except for the harbors.

SCENARIO 8: THE WONDERS OF CATAN

After the Catanians defeat the pirates for good, a period of prosperity and peace begins on the islands of Catan. So the tribes decide to embellish the northern archipelago. Discovered last, it is graced with magnificent buildings in praise of Catan. Soon, this turns into a competition. Who will be the first in completing a Wonder of Catan?

1. Components

Harbors: You need 9 harbor tokens:

5 special 2:1 (one for each resource) and 4 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	19	2s	2
Desert	3	3s	3
Gold Field	2	4s	3
Fields	5	5s	3
Hills	5	6s	3
Mountains	5	8s	3
Pasture	5	9s	3
Forest	5	10s	3
Total:	49	11s	3
		12s	1
		Total:	27

Additional Components: 5 Wonder Cards, 10 Catan chits

2. Preparation

The required game components are listed above. Set up the game map as shown in the scenario diagram, and finally place the harbor tokens (from the stack that has been shuffled with reverse sides up).

Copy or cut out the 5 Wonder Cards shown to the right.

3. Additional Rules

Set-up Phase

You build your first two settlements with roads/ships on the main island, as described in basic *Settlers*. However, **no** settlements may be placed on the small islands, **nor** on the intersections marked with colored squares (brown and purple), **nor** on the intersections with the red exclamation points.

Remember: Remember, if you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement. You can then go immediately out to sea.

- Each player receives 1 Catan chit.
- Place the Wonder Cards next to the game board.



Cathedral



Requirement:

1 city and at least
6 victory points



Great Bridge



Requirement:

Settlement at the strait
(purple square)



Great Wall



Requirement:

Settlement at the
wasteland (brown square)



Monument



Requirement:

City at a harbor & shipping
route with 5 roads/ships



Theater



Requirement:

2 cities

Special Victory Points

If you build a settlement on one of the smaller islands, then you receive a Special Victory Point! Take a Catan chit and place it under the settlement when you build it. Each player may earn only ONE Special Victory Point in this scenario. It does not matter if other players have already built settlements on that island.

Building the Wonders of Catan

Whoever is the first to start building a wonder can freely choose between the five available. The other players must make do with the wonders that are left. You may only build one wonder.

- You can start building a Wonder of Catan only if you already met its requirements as specified on the corresponding Wonder Card. For example, you can start building the Monument only if you have a city at a harbor and have built a shipping route with at least 5 consecutive, unbranched roads or ships.
- If you meet the requirements for a wonder, you can start building the wonder on your turn by placing one of your ships on the corresponding Wonder Card (preferably below the resource costs). But then you have to actually build this wonder. Once you start building your wonder, no other player may start building the same wonder.
- Each wonder is subdivided into four levels. Each level costs the 5 resources indicated on the corresponding Wonder Card.
- Once you have handed over the resources for the first level of your Wonder of Catan, you place a Catan chit on the “1” field of the Wonder Card. When you have finished the second level, you move the chit to field “2,” and so on.
- If you have enough resources, you can build several levels for your Wonder of Catan during the same turn.

Pirate / Robber

The robber starts on one of the 3 deserts. The pirate is not used in this scenario.

End of Game

A player wins...

- If he finishes his wonder of the world (4th level)
- OR**
- If he has 10 victory points and has finished a higher level for his wonder than any other player.

4. Variable Set-up

Within the given frame, the terrain hexes and number tokens of the main island can be rearranged and combined freely. However, the two terrain hexes adjacent to the deserts shouldn't receive favorable numbers (neither 6 nor 8).

SCENARIO 9: NEW WORLD

Have a desire for new adventures? No problem! Just go ahead and play—leave it to chance! Build your own scenario! Our following brief instruction will do. Or do you prefer a methodical approach? Then go and develop your own scenarios, and take friends or family along for new adventures in Catan!

1. Components

Harbors: You need 9 harbor tokens:

5 special 2:1 (one for each resource) and 4 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	19	2s	1
Desert	0	3s	3
Gold Field	0	4s	3
Fields	5	5s	3
Hills	4	6s	2
Mountains	4	8s	2
Pasture	5	9s	3
Forest	5	10s	3
Total:	42	11s	2
		12s	1
		Total:	23

Additional Components: 16 Catan chits

2. Preparation

Assemble the frame as shown in the scenario diagram. Take all of the hexes listed above, and shuffle them together face down. Randomly place these tiles face up in the frame.

After placing all the tiles in the frame, you need to shuffle all of the number tokens listed above and randomly place one token on each land hex. Do not place number tokens on the water hexes.

Important: The red number tokens (6 and 8) may not be placed on adjacent hexes! If you draw two red numbers together, then you must replace the second one with a random token drawn from the stack. In the unlikely event that the last token drawn is a second red number, then swap it with any legal token already on the board.

All players must agree on which token to swap.

Shuffle and stack the harbor tokens with their reverse sides facing up. Starting with the oldest player and then everybody taking a turn, each player takes a harbor and places it on an edge between a sea hex and a land, or between a land hex and a frame piece. The harbor token should lie on the sea tile (or the frame piece) and both of the corners of the harbor token should touch the land hex.

3. Additional Rules

Set-up Phase

You may place your starting settlements (with roads/ships) on any islands you choose. You may place both settlements on the same island, or you may place them on two separate islands. Thus, at the beginning of the game a player has 1 or 2 “home islands.” All other islands are “foreign islands” for him.

Remember: Remember, if you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement. You can then go immediately out to sea.

Pirate / Robber

Play this scenario with both the robber and the pirate. Start the robber and the pirate on the frame as shown in the scenario diagram. Each will enter play when it is first moved.

Special Victory Points

If you build a settlement on a foreign island, you receive a Special Victory Point! Take a Catan chit and place it under the settlement when you build it. Each player may earn only ONE Special Victory Point in this scenario. It does not matter if other players have already built settlements on that island.

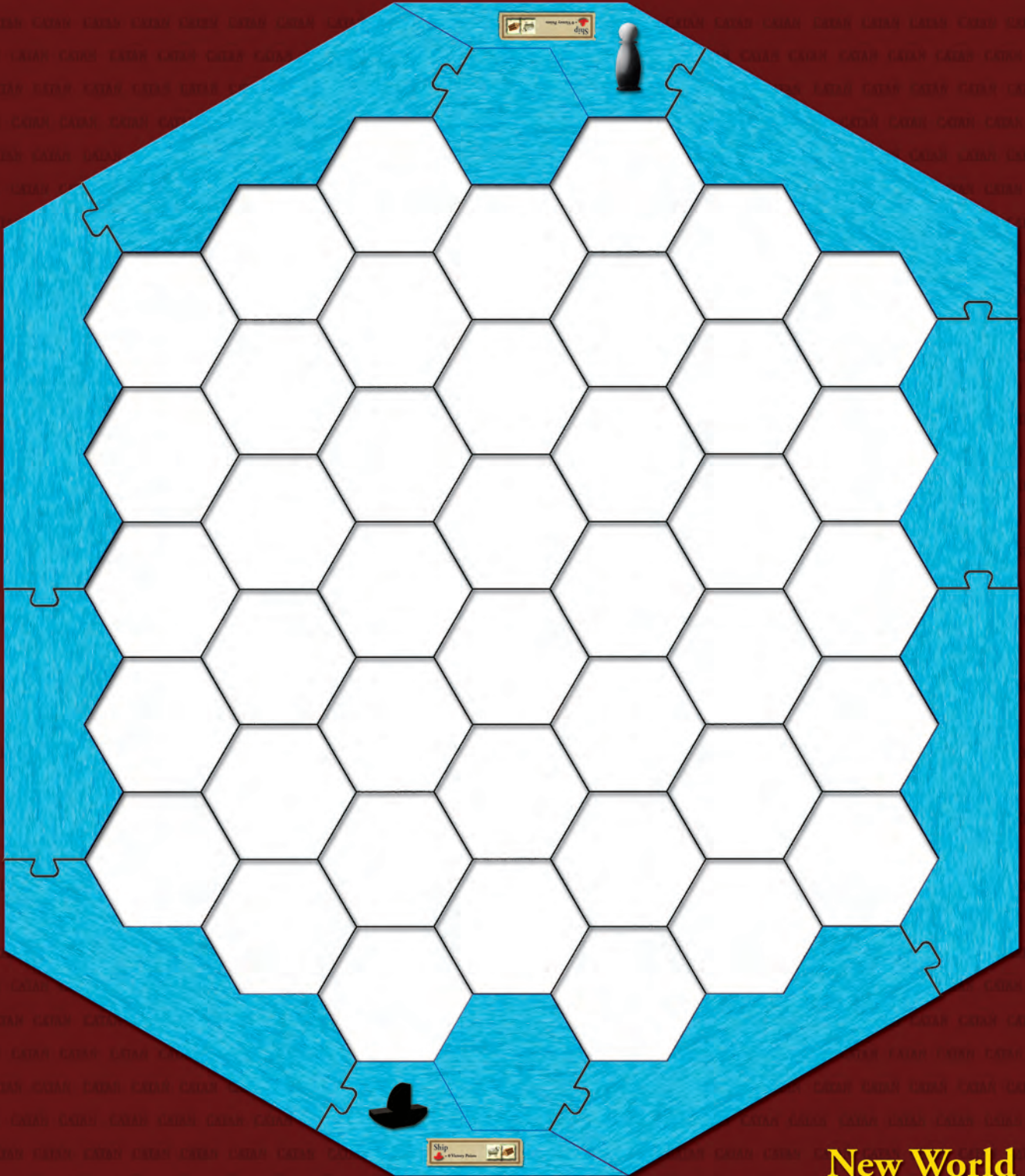
End of Game

The game ends once a player has reached 12 victory points.

4. Variable Set-up

Changes can be made if the players are not happy with the set-up of the hex tiles (e.g., too many small islands or a main island that is too big). All players should agree to any changes.

Of course it is also possible to purposefully build scenarios of one’s own and try them. Everyone is free to use the rules contained in this booklet at will or to set them aside.



New World

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