THE SEAFARERS OF CATAN™

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 sea-worthy 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!

GAME COMPONENTS

The Seafarers of Catan™ game expansion includes the following items:

- 14 edge pieces

- 24 hexagon pieces (tiles):

    — 12 water hexes

    — 2 gold field hexes

    — 3 desert hexes

    — 1 farmland hex

    — 1 forest hex

    — 1 pasture hex

    — 2 mountain hexes

    — 2 hill hexes

- 8 victory point tokens

- 10 numbered tokens (numbered and lettered on one side)

- 1 counter sheet containing 12 harbor tokens

- 60 wooden ships in 4 colors (15 ships of each color)

- 1 pirate ship (black)

- 1 rulebook

Victory Point Token

3:1

Harbor Token

2

Numbered Token

Edge Piece

EXPANSION GAME RULES

Except where noted below, *The Seafarers of Catan* 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 *The Seafarers of Catan* (aka "Seafarers"), you will need the components from a copy of *The Settlers of Catan* (aka "Settlers"). Some of the larger scenarios will require components from two copies of Settlers. Ask a friend to bring their copy of Settlers before you play these epic scenarios. Each scenario includes a table listing all the components needed to play that scenario.

The Edge Pieces

The edge pieces are designed to hold the board together and prevent the pieces from moving after the board has been built. The illustration shows how the edge pieces should be put together. The edge pieces are all lettered. They should be connected such that the identical letters are adjacent to one another (i.e., A-A, B-B, etc.). The pieces marked with "X's" are exceptions to this rule; they are used if needed as connecting pieces between edges B-B and F-F to allow construction of larger boards.

The Hexagon Tiles and the Harbor Tokens

After constructing the frame of edge pieces, the hexagonal tiles (hexes) should be placed within the frame as shown in the illustration. Then the harbor tokens listed in the scenario should be shuffled and placed face down in a pile. The tokens are then drawn and placed one at a time on the playing surface as shown in the scenario illustration.

Important Note: *The harbor tiles from the Settlers board game are not used when playing with the Seafarers expansion. Instead, use the blank ocean tiles found in the expansion set. They replace the board game tiles.*

2. SHIP BUILDING

In order to travel from one island to another, it is crucial that you build ships. Roads alone will no longer satisfy your need to expand!

To build a ship, you must expend one unit of wool (to make the sails) and one unit of lumber (to build the hull).

Like roads, Ships can only be placed at the hex side (boundary) between two hexes. Unlike roads, they can not be placed between two land hexes. Instead, they can either be placed between two ocean hexes(forming an aquatic route) or they can be placed on the hex side between an ocean tile and a land tile (coastal route).

Once built, ships can be placed as follows:

• adjacent to one of the player's settlements or cities (see Illustration A);

-or-

• adjacent to any of that player's ships with any amount of branching being allowed (see Illustration B).

Ships represent sea lanes. Ships may not be connected directly to roads, nor can roads be connected to ships. (see Illustration C) You can only connect a road to a ship (and vice versa) if you first build a settlement at the intersection point. Ships and roads can be built towards each other, but even if they both reach the same intersection, they are not connected (and do not form a trade route) until a settlement is built at that point.

You may only build either a single ship or a single road along any given coastal segment. (See Settlers rules on road building.)
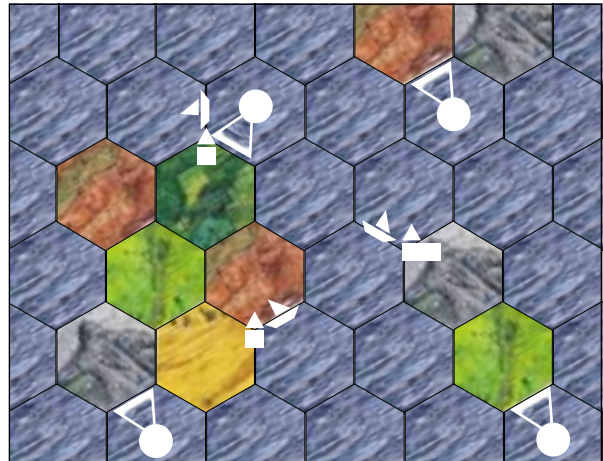
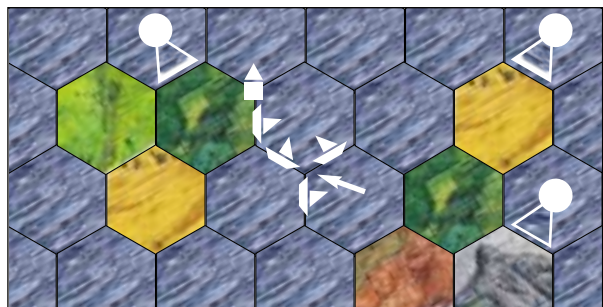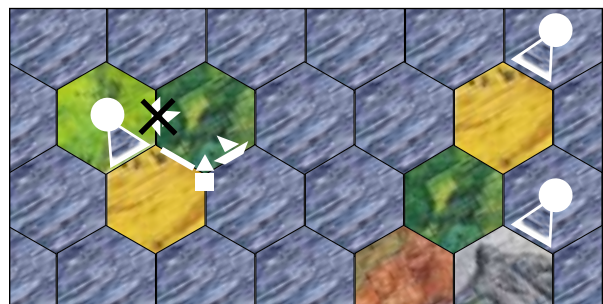Illustration A

Illustration B
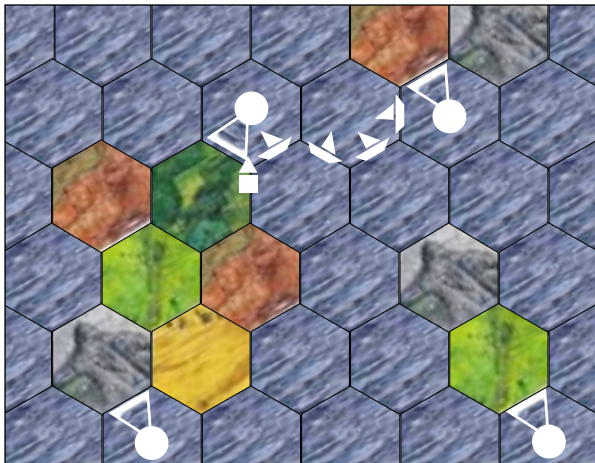

Illustration C

3. THE PURPOSE OF SHIPS

Ships act as roads across water. Ships are placed similar to a road, and connect two adjacent intersections. A chain of adjacent ships of the same color form a Shipping Lane. Shipping Lanes act as roads for purposes of expanding your Principality, or calculating "Longest Road."

Illustration D

If your Shipping Lane reaches another coastline, you can then build a new settlement on that coastline. (Note that the distance rules from Settlers still applies.) You can then use the new settlement as a starting point for building new roads or ships. (See Illustration D.)

4. 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. When moving ships, you must observe the following restrictions:

• An unbroken Shipping Lane that connects any two of your settlements and/or cities forms a "Closed" Shipping Lane. You may never move any ships that are part of a Closed Shipping Lane.

Illustration E
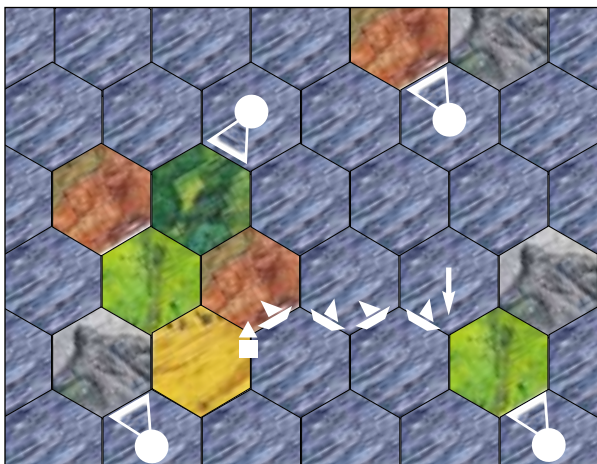
• Any Shipping Lane that does not connect two of your settlements and/or cities is an "Open" Shipping Lane. You may move the foremost ship in an Open Shipping Lane. The foremost ship is the ship that is at the end of any branch of your open line. The rules for placing a new ship apply whenever you move a ship to a new location. (See Illustration E.)

• You may only move one ship per turn.

• A ship may not be moved on the same turn that it has been built and placed on the board.

Example: *(See Illustration E.) On an Open Shipping Lane, the foremost ship can be moved, provided that the player did not purchase that ship this round.*

5. SPECIAL VICTORY POINTS

Many of the scenarios in this book have goals besides simply expanding your principality. These goals award a successful player with a number of Special Victory Points. The Special Victory Points are distributed in the form of Special Victory Tokens. Any player can obtain Special Victory Points. The details for acquiring these tokens can be found in the Special Rules section of each scenario.

Illustration F

You must always place your Special Victory Tokens under the settlement or city which awarded you the Special Victory Points. If you earn Special Victory Points because of a Shipping Lane, then you must place the Special Victory Token under the settlement or city from which the Shipping Lane originated. This allows every other player to see how many points you have achieved, and how those points were gained.

Points earned from Special Victory Tokens are in addition to the points earned by placing the settlement (or Trade Route) normally.

Example: In "Scenario 1: New Shores," a player receives a Special Victory 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.

6. THE "LONGEST ROAD"

Because of the advantages of long Shipping Lanes, the glory of the Longest Road is no longer restricted to roads. Rather it is more important to determine who has the Longest "Trade Route." A player counts both connected Shipping Lanes (whether Open or Closed) and roads for determining who controls the Longest Trade Route. The player with the longest contiguous line of roads and/or ships receives the special card for the "Longest Road."

7. CONNECTING A ROAD TO A SHIPPING LANE

Remember that you can only connect a road to a Shipping Lane if there is a settlement or city at the intersection. Also, you can only count the single longest branch of roads and/or Shipping Lanes for calculating the Longest Trade Route.

Example: (See the Illustration F.) You are white and have the longest Trade Route. It includes 4 ships (a Closed Shipping Lane) and 2 roads, which are linked by Settlement A. You have also constructed a Shipping Lane starting at Settlement B. You can connect these 2 ships (an Open Shipping Lane) to your other Trade Route by building a settlement at C. This will increase the length of your Trade Route to 8.
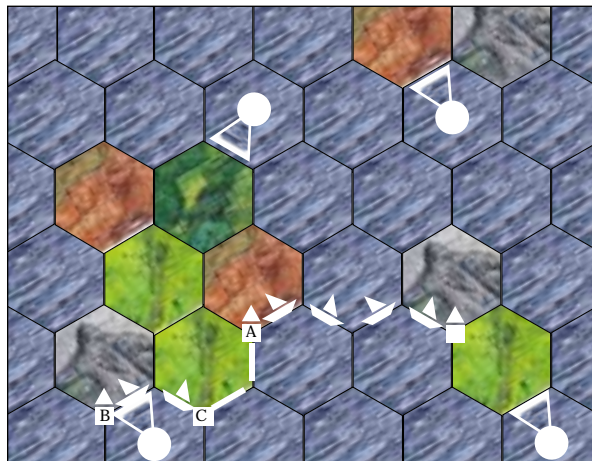
8. The "Road Construction" Development Card

When playing the "Road Construction" Development Card in a game of Seafarers, a player has 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 have discovered this valuable mineral in some of the gold fields of the islands around Catan! This gold rush can provide many opportunities to the clever player that is able to take advantage of it! The gold field hexes represent regions rich in gold nuggets. Gold itself can not be used to build any pieces. However, as a medium of exchange, gold can be very valuable. As such, there are no gold resource cards in the game.

Whenever the number on a gold field hex is rolled, players collect resources for each settlement or city there. 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 exploring the oceans around Catan first. 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 not safe from the scourge of brigands! The Dreaded Pirate is working the sea lanes for his profit!

The Pirate is another new addition to Catan. It completes the Seafarers game. Before the game begins, the Pirate should be placed in the middle of any ocean hex. All of the players should agree on the hex in which the pirate is placed.The Pirate must be placed before any settlements are positioned at the start of the game. The Pirate affects the game in three ways:

• If you roll a "7" during your turn, you may elect to move the Pirate INSTEAD OF the Robber. Like the Robber, it is placed in the center of any hex you choose, except that the Pirate may only be placed in an ocean 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 ocean hex, you are only allowed to steal one card from that player.

• If you play a Soldier Development Card, you now have the choice of moving either the Robber or the Pirate.

• No new ships may be placed adjacent to the hex the Pirate is on. In addition, no ship may be moved away from the Pirate if they are 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 of the board (just like the Pirate).

The Seafarers of Catan

by Klaus Teuber

Scenarios

SCENARIOS

The Seafarers of Catan™ is designed to play with the following scenarios. Each scenario description has this format:

NAME OF SCENARIO

Players: Number of players who can play the scenario.
Game Length: Approximate playing time of the scenario.
Requirements: Things the scenario requires in addition to the Seafarers set.
Object: A brief description of the goals of the scenario.

A. Setup

Any special instructions for setting up the game are here.

Note: This Seafarers contains number tokens with letters printed on the upper face. If you use number tokens with letters printed on the bottom face, you will need to put them in a bag or cup before making random picks.

B. Special Rules

Any rules unique to this scenario, including Special Victory Points will be described in this section.

C. Game End

This indicates the number of Victory Points required to win the game.

D. Components

This will be a table that shows how many of each component are used in the scenario.

Of course, after playing some of these scenarios, experienced players may want to experiment with scenarios of their own design. Feel free! Make sure that all players are familiar with any special rules before the game begins, and remember to have fun!

SCENARIO 1: "NEW SHORES" (III/IV)

Players: 3-4.
Game length: 90 minutes.
Components: *The Settlers of Catan.*
Object: Starting from the mainland, the players attempt to settle the smaller islands nearby.

A. Setup

See Illustration G. Lay out the large island (the Mainland) according to *The Settlers of Catan* basic rules. The hexes needed to build the small islands are listed on Table 1.

Use only the blank ocean tiles. Do not use the ocean tiles with printed harbors.

The starting settlements must be placed on the Mainland.

Hint: Players founding settlements with an eye toward reaching the smaller islands should build ships instead of roads (see Rule 10). This will allow them to go to sea immediately.

B. Special Rule

Special Victory Points

Each player receives a Special Victory Point Token when they build their FIRST settlement on any ONE of the smaller islands. Place the Victory Point Token under the settlement. It does not matter if another player has already built a settlement on the same island.

C. Game End

The game ends when one player acquires 13 victory points.

C. Components

Table A. Hexes

Ocean	Desert	Gold Field	Farmland	Hills	Mtns	Pasture	Forest	Total
10	0	2	1	1	2	1	1	18

Table B. Number Chips

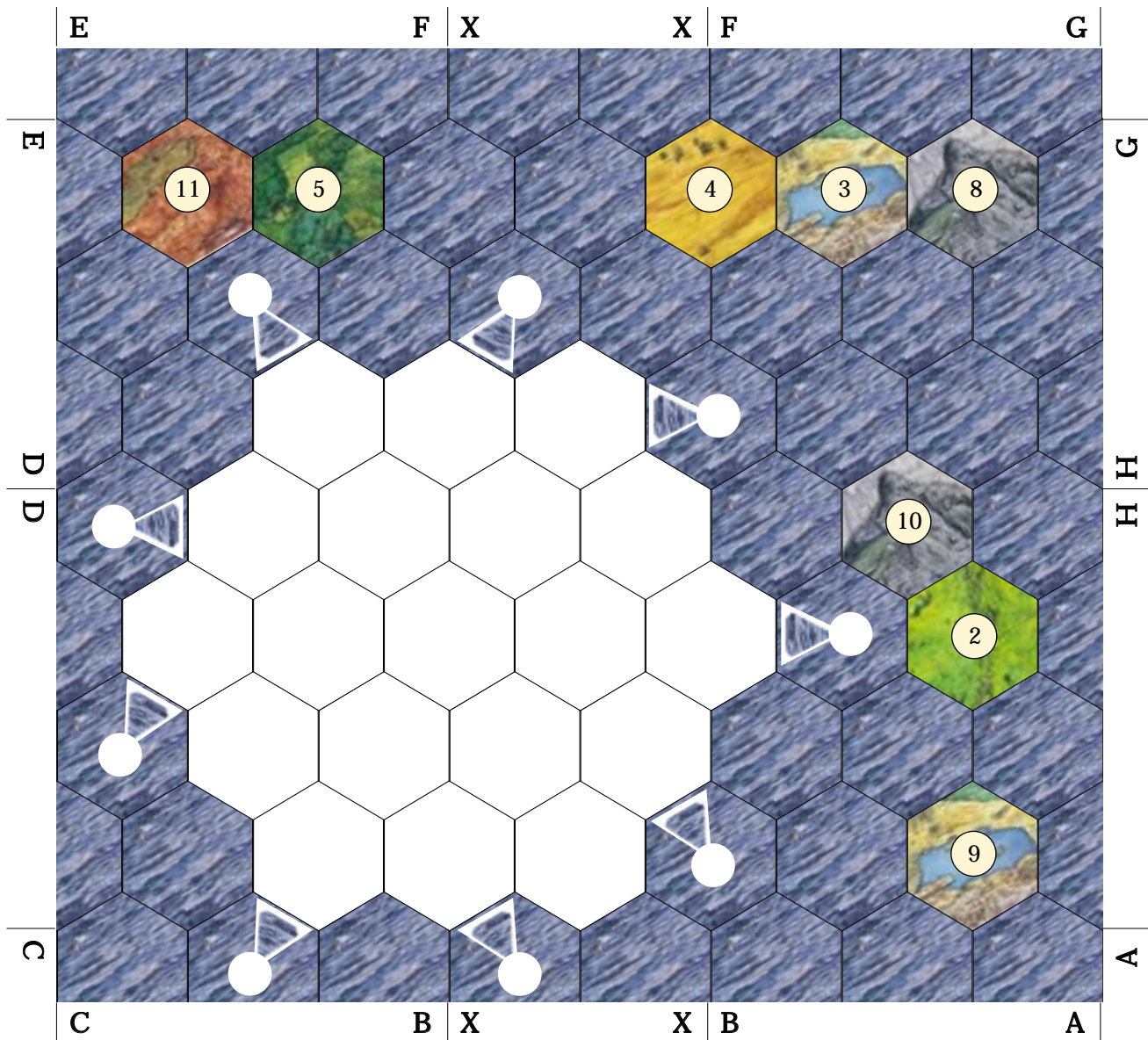| Number	2	3	4	5	6	8	9	10	11	12	Total
Amount	1	1	1	1	0	1	1	1	1	0	8

Harbors: 9 (5 special 2:1 and 4 generic 3:1)

Illustration G

SCENARIO 2: "THE FOUR ISLANDS" (III)

Players: 3.
Game length: 90 minutes.
Components: *The Settlers of Catan.*
Object: Players venture from their home islands in order to settle unknown lands.

A. Setup

See Illustration I. Lay out the board as shown in the accompanying diagram. The game components are listed on the two tables in section C below.

B. Special Rules

Setup Phase

Players may build their starting settlements on the islands of their choice. A player can begin a game with one or two home islands. All other islands are considered "unknown" to the player.

Players who build settlements on the coast during the setup phase must build ships instead of roads.

Exception: This rule applies only to coastlines facing other islands, and not to coastlines facing the game edges.

Special Victory Points

Players receive a Victory Point Token for the **first** settlement they build on an unknown island. This settlement is then worth a total of 2 victory points.

Players receive TWO Victory Point Tokens for the first settlement they build on each additional unknown island. These settlements are then worth a total of 3 victory points each!

It does not matter if another player has already built a settlement on that island.

Example: A player has built his two starting settlements on the large island in the bottom left. The player uses his ships to reach the island in the upper left. After founding a settlement on this island, the player gets one Victory Point Token, which is placed below this settlement. The player then builds a Shipping Line from this settlement to the island in the upper right, and then builds his first settlement on this island. This settlement receives two Victory Point Tokens.

C. Game End

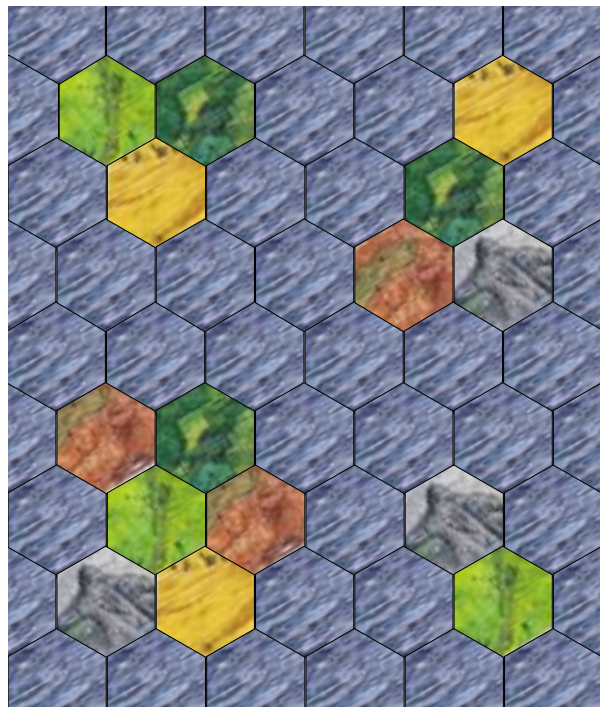The game ends when one player acquires 12 victory points.

Illustration H

D. Components

Table A. Hexes

Ocean	Desert	Gold Field	Farmland	Hills	Mtns	Pasture	Forest	Total
17	0	0	3	3	3	3	3	32

Table B. Number Chips

Number	2	3	4	5	6	8	9	10	11	12	Total
Amount	1	1	2	1	2	2	2	2	1	1	15

Harbors: 8 (5 special 2:1 and 3 generic 3:1)
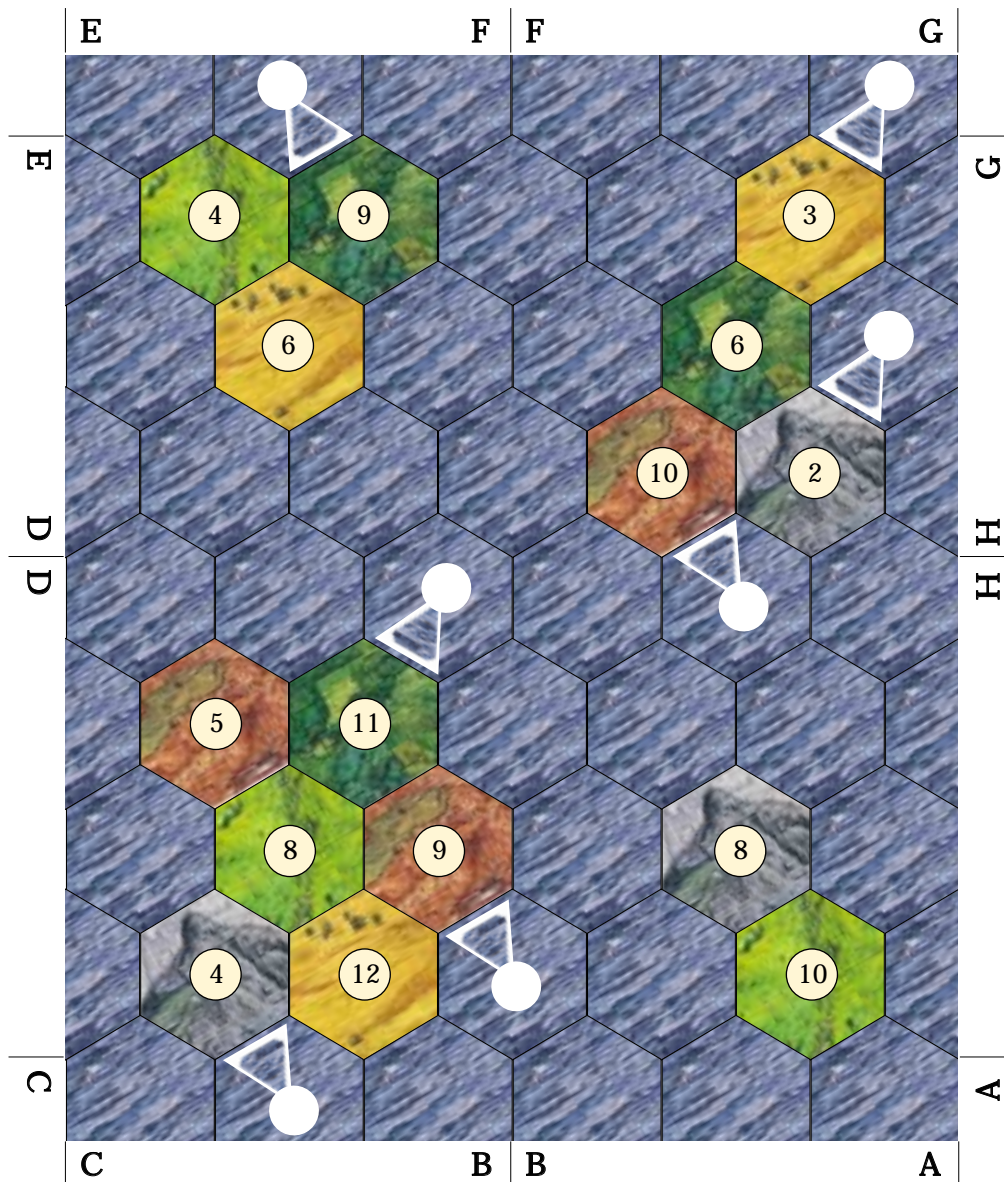

Illustration I

SCENARIO 3: "THE FOUR ISLANDS" (IV)

Players: 4.
Game length: 90 minutes.
Components: *The Settlers of Catan.*
Object: Race to explore and settle the neighboring but unknown islands.

A. Setup

See Illustration J. Lay out the board as shown in the diagram. The game components are listed on the two tables in section C below.

B. Special Rules

Setup Phase

Players may build their starting settlements on the islands of their choice. A player can begin a game with one or two home islands. All other islands are considered "unknown" to the player.

Players who build settlements on the coast during the setup phase must build ships instead of roads.

Exception: This rule applies only to coastlines facing other islands, and not to coastlines facing the game edges.

Special Victory Points

Players receive a Victory Point Token for the **first** settlement they build on an unknown island. This settlement is then worth a total of 2 victory points.

Players receive TWO Victory Point Tokens for the first settlement they build on each additional unknown island. These settlements are then worth a total of 3 victory points each!

It does not matter if another player has already built a settlement on that island.

C. Game End

The game ends when one player acquires 12 victory points.

D. Components

Table A. Hexes

Ocean	Desert	Gold Field	Farmland	Hills	Mtns	Pasture	Forest	Total
18	0	0	4	4	4	4	4	38

Table B. Number Chips

Number	2	3	4	5	6	8	9	10	11	12	Total
Amount	1	2	3	2	2	2	3	3	2	1	21

Harbors: 10 (5 special 2:1 and 5 generic 3:1)
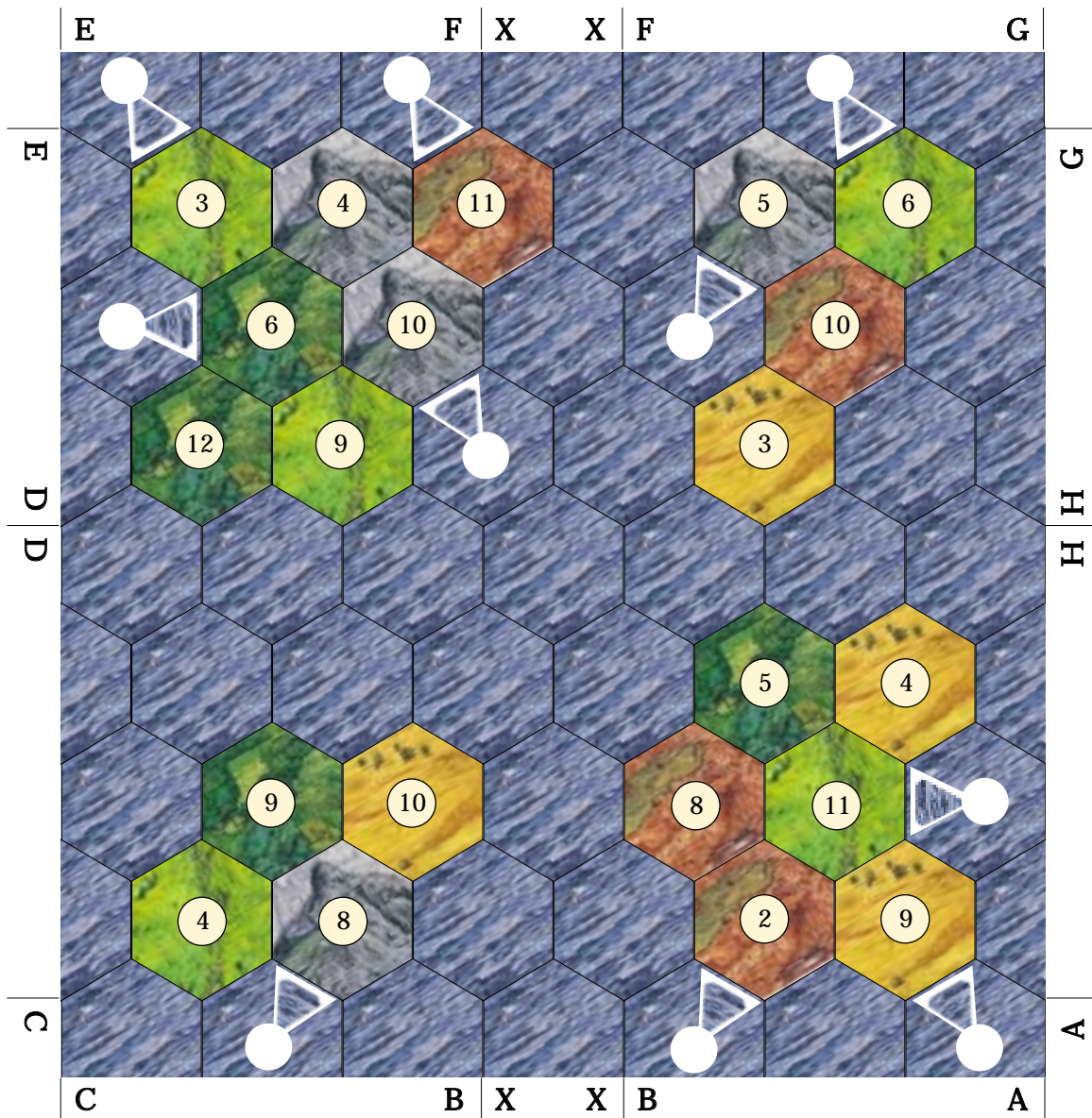

Illustration J

SCENARIO 4: "OCEANS" (III)

Players: 3.
Game: length: 90 minutes.
Components: *The Settlers of Catan.*
Object: Unexplored regions await you. They must be charted and exploited. What will you discover?

A. Setup

See Illustration K. Lay out the large and the small islands, as well as the ocean tiles, as shown in the diagram. Leave the space marked with a "?" empty. You explore this empty region during the game.

Shuffle the hexes used for the empty spaces (see Table 1, Row 2). Place them face down in a pile. The number tokens that will be placed on the undiscovered hexes (see Table 2: Row 2) are also shuffled and placed face down in a pile.

B. Special Rules

Setup Phase

All players must place their two starting settlements on the large (i.e., main) island.

Hint: Players who build settlements on the coastline facing the unexplored region should build ships instead of roads. This will allow them to explore this area faster.

Discovering New Regions

Whenever a player places a ship (or a road) that connects to an intersection adjoining a missing hex, a new tile will be discovered! The player takes the top hex from the face down pile and places it (face up) in the empty space.

If the newly-discovered region is a land hex, the player also must take a number token from the pile and place it on the newly discovered tile. The player is also entitled to take a reward! He receives one resource card of the type of resource that is produced by that region!

Example: If you discover a pasture, you pick a number token and place it on the region tile. Then you receive one unit of wool.

If the newly discovered region is an ocean, then there is no reward. (Tough luck!) The player will have to explore deeper into the ocean to find new territories.

Special Victory Points

The Victory Point Tokens are not used in this scenario.

C. Game End

The game ends when one player acquires 12 victory points.

D. Components (Row 2 face down pile)

Table I. Hexes (Row 2 face down pile)

Ocean	Desert	Gold Field	Farmland	Hills	Mtns	Pasture	Forest	Total
6	0	1	2	2	2	2	3	18
8	0	0	1	1	2	1	1	14

Table II. Number Chips (Row 2 face down pile)

Number	2	3	4	5	6	8	9	10	11	12	Total
Amount	1	1	2	1	2	1	1	2	1	0	12
Amount	0	1	0	1	0	1	1	0	1	1	6

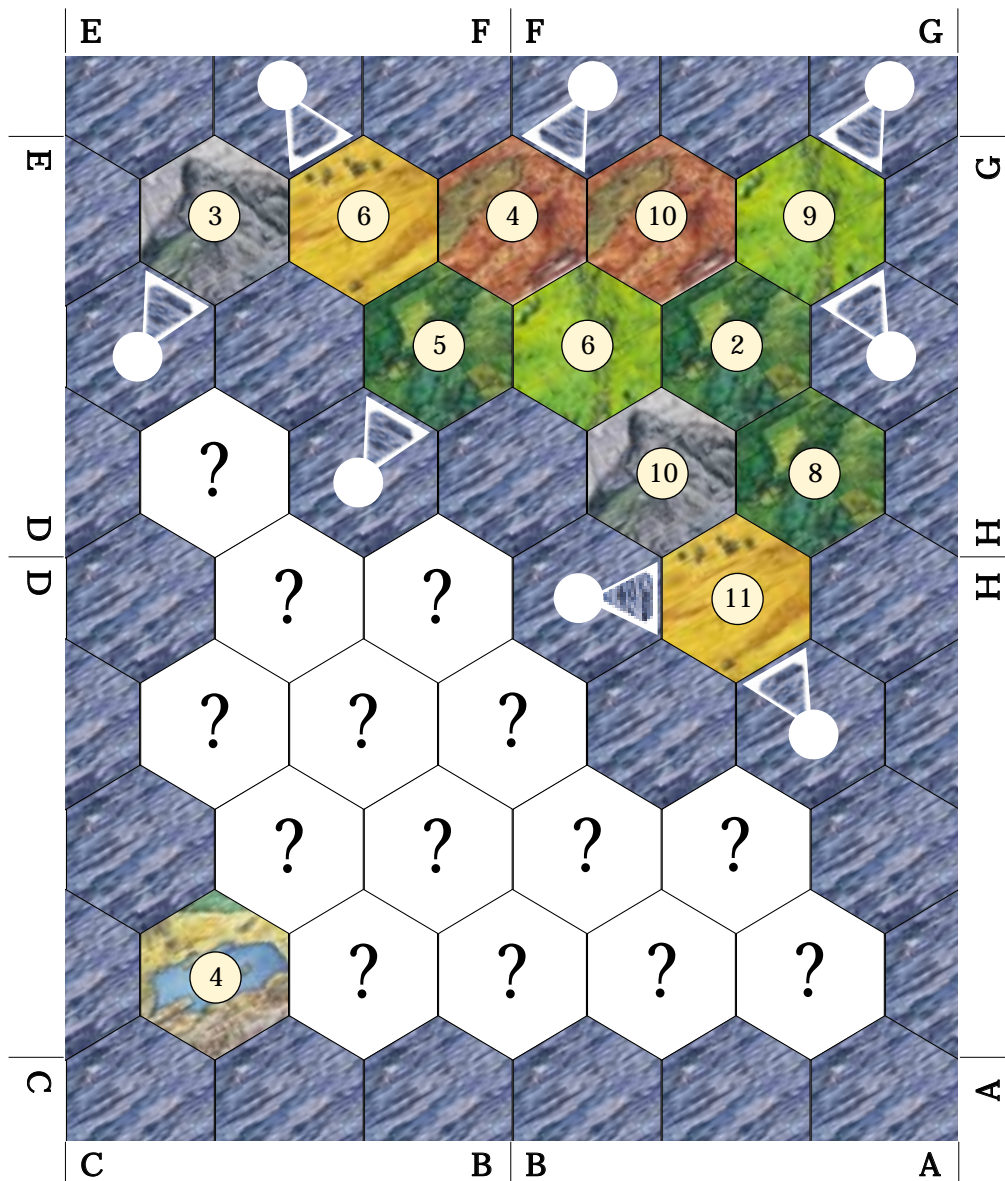Harbors: 8 (5 special 2:1 and 3 generic 3:1)

Illustration K

SCENARIO 5: "OCEANS" (IV)

Players: 4.
Game length: 90 minutes.
Components: *The Settlers of Catan.*
Object: Unexplored regions await you! They must be charted and explored. What will you discover in the deep blue sea?

A. Setup

See Illustration L. The large island and the small islands, as well as the ocean tiles, are laid out as shown in the diagram. The area marked with the "?" are left empty. This empty region will be explored during the game.

The hexes used for the empty spaces (See Table 1: Row 2) are shuffled and placed face down in a pile. The number tokens that will be placed on the undiscovered hexes (See Table 2: Row 2) are also shuffled and placed face down in a pile.

B. Special Rules

Setup Phase

All players must place their two starting settlements on the large island.

Hint: Players who build settlements on the coastline facing the unexplored region should build ships instead of roads. This will allow them to explore this area faster.

Discovering New Regions

Whenever a player places a ship (or a road) that connects to an intersection with a missing hex, a new tile will be discovered! The player takes the top hex from the face down pile and places it (face up) in the empty space.

If the newly discovered region is a land hex, the player also must take a number token from the pile and place it on the newly discovered tile. The player is also entitled to take a reward! He receives one resource card of the type of resource that is produced by that region! For example, if you discover a Pasture, you will receive one unit of wool.)

If the newly discovered region is an ocean, then there is no reward. (Sorry!) The player will have to explore deeper into the ocean to find new territories.

Special Victory Points

The Victory Point Tokens are not used in this scenario.

C. Game End

The game ends when one player acquires 12 victory points.

D. Components (Row 2 face down pile)

Table A. Hexes (Row 2 face down pile)

Ocean	Desert	Gold Field	Farmland	Hills	Mtns	Pasture	Forest	Total
7	0	2	3	3	3	3	3	24
14	1	0	2	1	1	2	1	22

Table B. Number Chips (Row 2 face down pile)

Number	2	3	4	5	6	8	9	10	11	12	Total
Amount	1	2	2	1	2	2	2	2	2	1	17
Amount	0	1	1	2	1	0	1	1	0	0	7

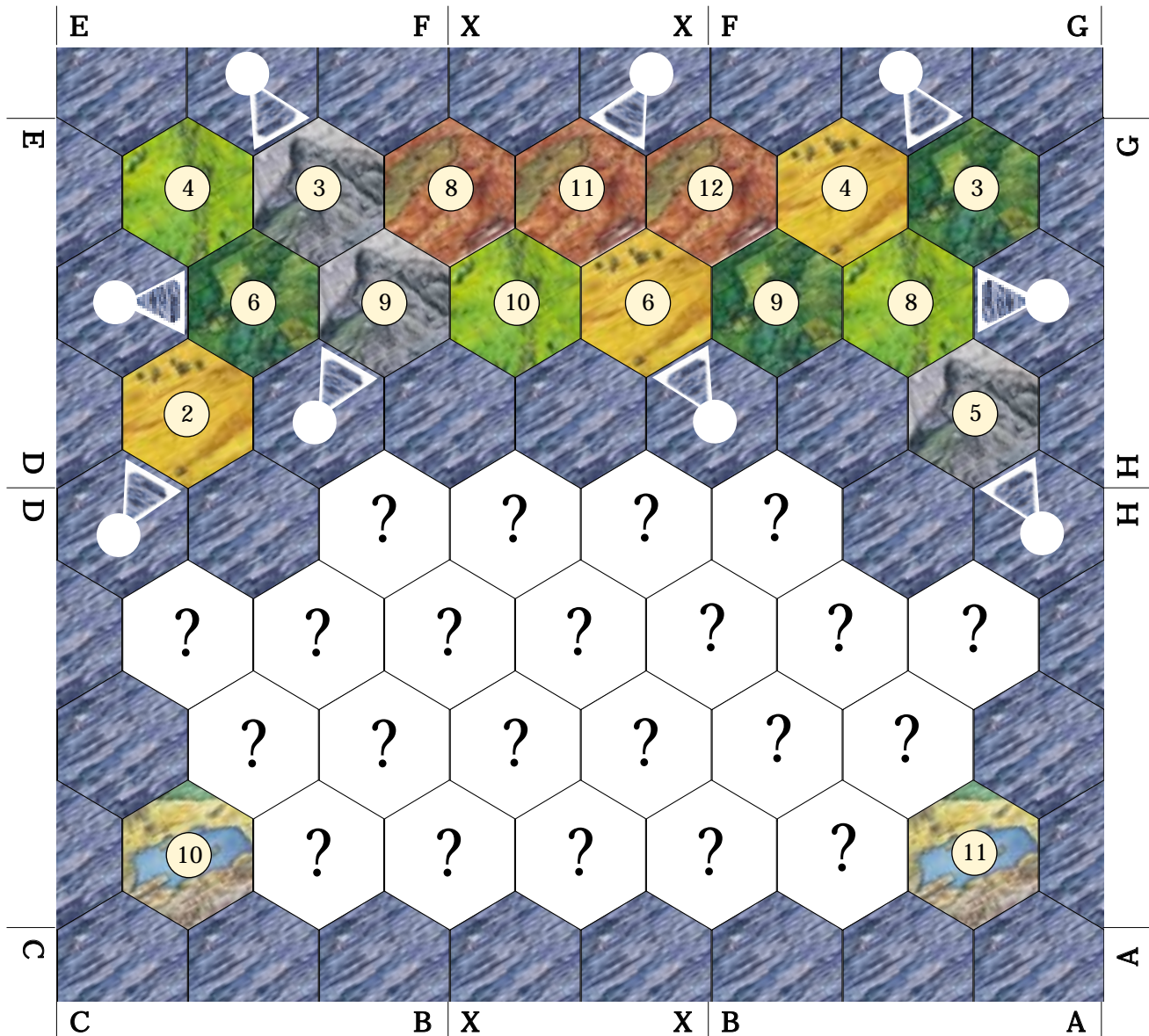Harbors: 9 (5 special 2:1 and 4 generic 3:1)

Illustration L

Scenario 6: "Into the Desert" (III)

Players: 3.
Game length: 90 minutes.
Components: *The Settlers of Catan.*
Object: Across the trackless wastes lies a land of unexploited riches! Can you be the first to seize the jewels of this unknown desert?

A. Setup

See Illustration M. Lay out the board as shown in the diagram. The game components are listed on the two tables in section C below.

B. Special Rules

Setup Phase

The desert divides the main island into a small area (in the upper right) and a larger area below. Players must place both of their starting settlements in this larger section of the main island. The surrounding islands and the small area of the main island are considered "unknown."

Special Victory Points

Players receive a Victory Point Token for the first settlement they build in one of the "unknown" areas. The Victory Point Token is placed under that settlement. It does not matter if another player has already placed a settlement in that area.

Hint: Players founding settlements on the coast of the main island facing the smaller island should build ships instead of roads. This will allow them to go to sea right away.

C. Game End

The game ends when one player acquires 12 victory points.

D. Components

Table I. Hexes

Ocean	Desert	Gold Field	Farmland	Hills	Mtns	Pasture	Forest	Total
12	4	1	4	5	4	5	4	39

Table II. Number Chips

Number	2	3	4	5	6	8	9	10	11	12	Total
Amount	1	2	3	3	2	3	3	3	2	1	23

Harbors: 9 (5 special 2:1 and 4 generic 3:1)
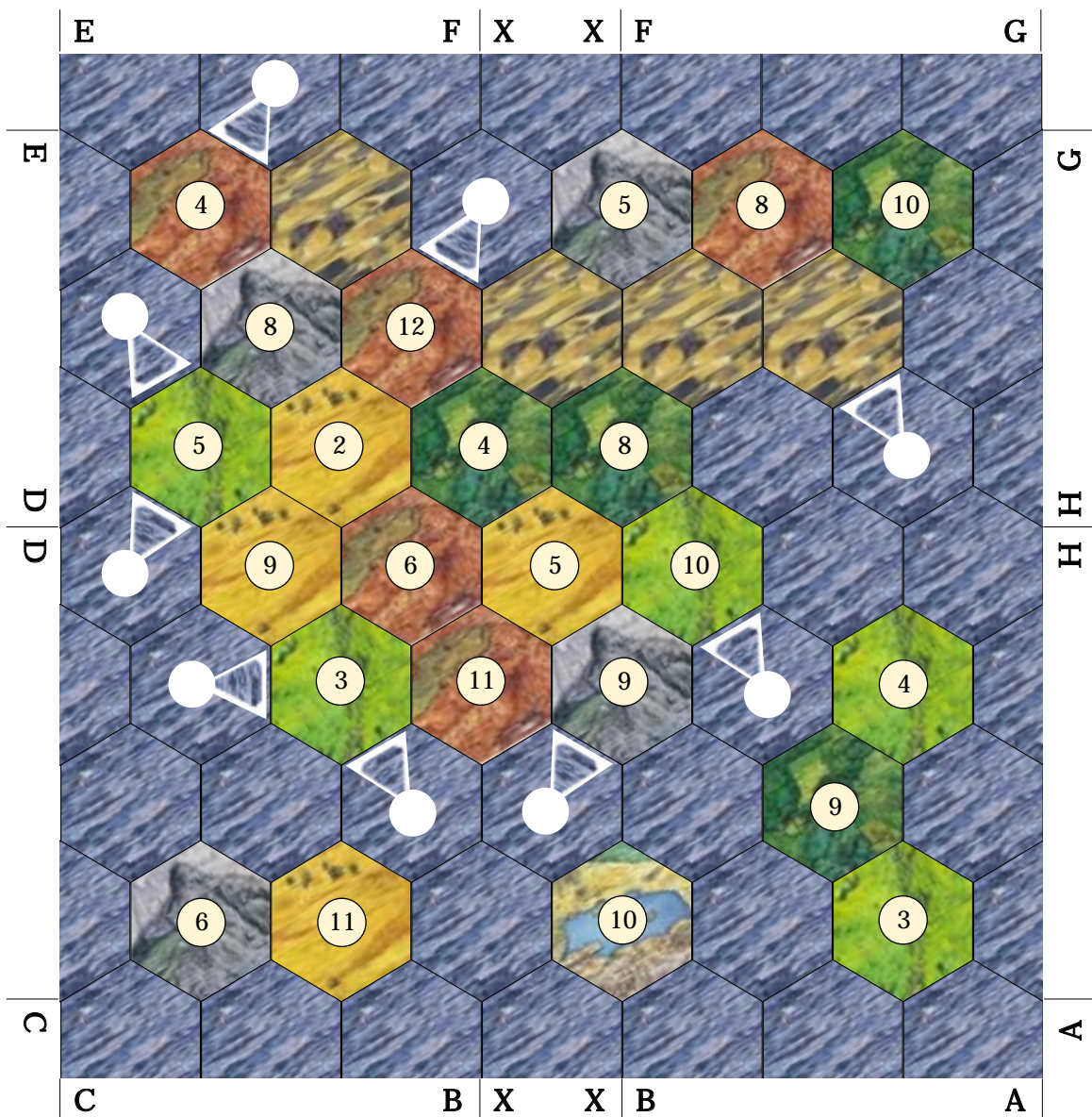

Illustration M

Scenario 7: "Into the Desert" (IV)

Players: 4.
Game length: 90 minutes.
Components: *The Settlers of Catan.*
Object: Across the trackless wastes lies a land of unexploited riches! Can you be the first to seize the jewels of this unknown desert?

A. Setup

See Illustration N. Lay out the board as shown in the accompanying diagram. The game components are listed on the two tables in section C below.

B. Special Rules

Setup Phase

The desert divides the main island into a small area (in the upper right) and a larger area below. Players must place both of their starting settlements in this larger section of the main island. The surrounding islands and the small area of the main island are considered "unknown."

Special Victory Points

Players receive a Victory Point Token for the first settlement they build in one of the "unknown" areas. The Victory Point Token is placed under that settlement. It does not matter if another player has already placed a settlement in that area.

Hint: Players founding settlements on the coast of the main island facing the smaller island should build ships instead of roads. This will allow them to go to sea right away.

C. Game End

The game ends when one player acquires 12 victory points.

D. Components

Table I. Hexes

Ocean	Desert	Gold Field	Farmland	Hills	Mtns	Pasture	Forest	Total
16	4	2	5	5	4	5	5	46

Table II. Number Chips

Number	2	3	4	5	6	8	9	10	11	12	Total
Amount	2	2	3	3	3	3	3	3	3	1	26

Harbors: 9 (5 special 2:1 and 4 generic 3:1)
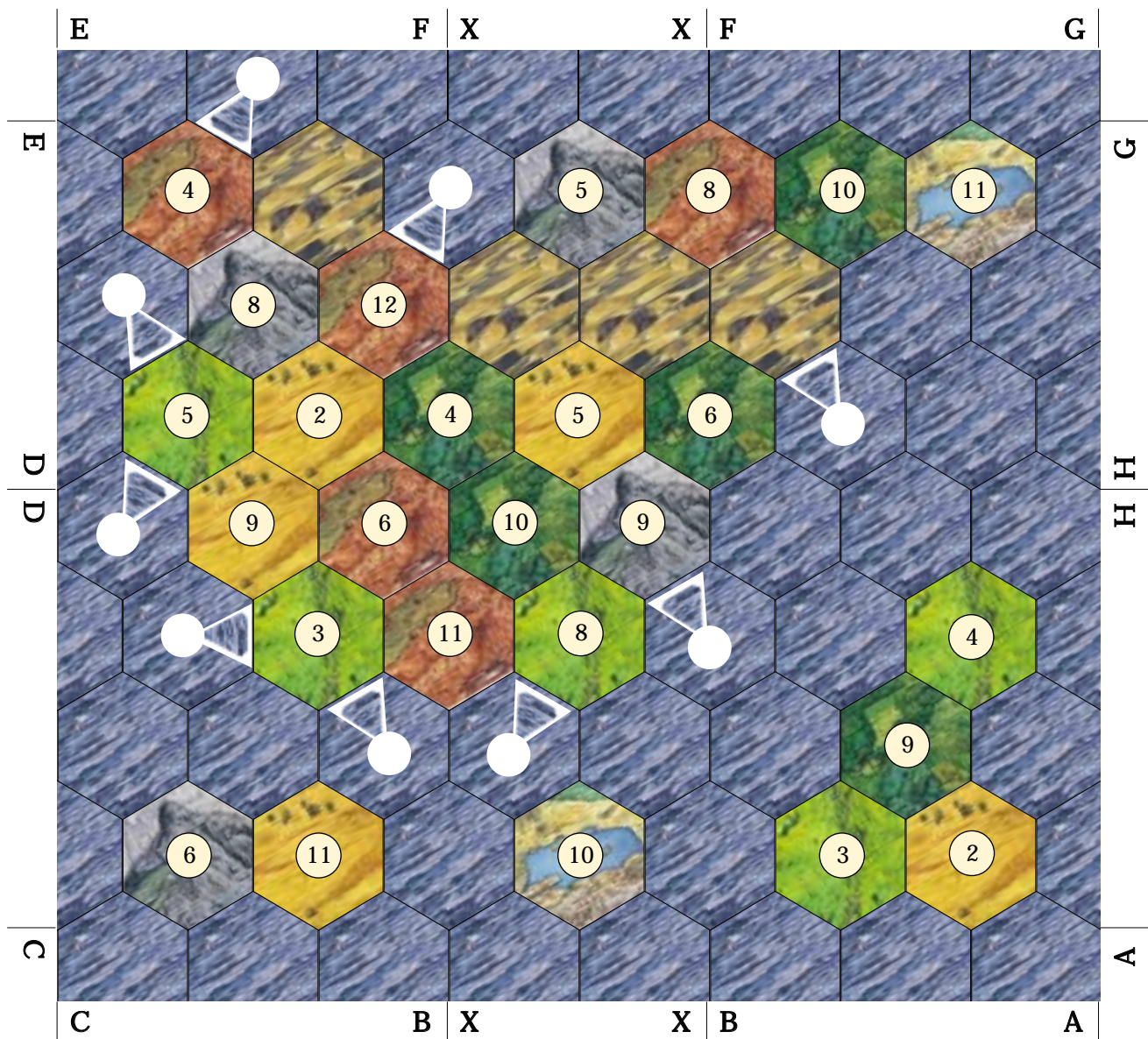
Illustration N

SCENARIO 8: "A NEW WORLD" (III)

Players: 3.
Game length: 90 minutes.
Components: *The Settlers of Catan.*
Object: A new world awaits you just across the sea. Do you have what it takes to beat your competition and exploit this land of plenty?

A. Setup

See Illustration O. Assemble the frame as shown. Shuffle all the hexes, keeping them face down. Randomly place them in the frame. (See Section C below for a list of which tiles to include.) Then shuffle the number tokens and randomly place them on the hexes.

Exception: The red number tokens (6 and 8) may not be placed in adjacent hexes. If this should occur, then exchange the red token with any other token that is not adjacent to a red number token. The token chosen must be agreed on by all players.

The harbor tokens are shuffled and placed face down in a pile. Starting with the oldest player, each player takes one random harbor token and places it in an ocean hex adjacent to the land hex of his choice. After all the harbor tokens have been placed, they are then turned face up.

B. Special Rules

Setup Phase

You may place both of your starting settlements wherever you wish. You can begin the game with both settlements on the same island, or you can choose to have two home islands. All other islands are considered "unknown" to you.

Special Victory Points

You receive a Special Victory Point Token when you build your FIRST settlement on any ONE of the smaller islands. Place the Victory Point Token under the settlement. It does not matter if another player has already built a settlement on the same island.

C. Game End

The game ends when one player acquires 12 victory points.

D. Components

Table I. Hexes

Ocean	Desert	Gold Field	Farmland	Hills	Mtns	Pasture	Forest	Total
19	0	0	4	4	4	4	4	39

Table II. Number Chips

Number	2	3	4	5	6	8	9	10	11	12	Total
Amount	1	2	2	2	2	2	3	3	2	1	20

Harbors: 9 (5 special 2:1 and 4 generic 3:1)
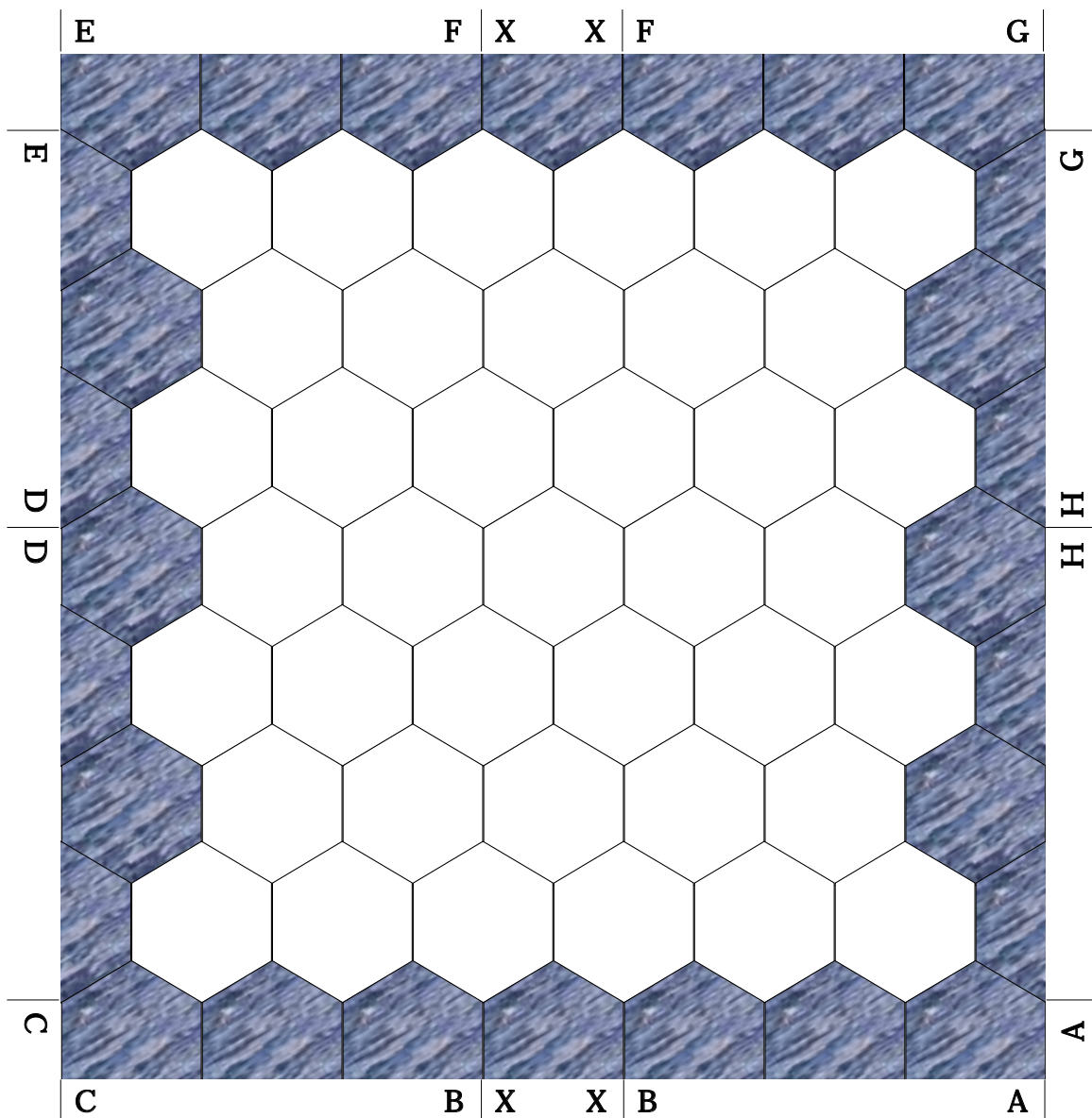
Illustration O

SCENARIO 9: "A NEW WORLD" (IV)

Players: 4
Game Length: 90 minutes
Requirements: *The Settlers of Catan.*
Object: A new world awaits you just across the sea. Do you have what it takes to beat your competition and exploit this land of plenty?

A. Setup

See Illustration P. Assemble the frame as shown. Shuffle all the hexes, keeping them face down. Randomly place them in the frame. (See the "Harbor Note" and Section D below for a list of which tiles to include.) Then shuffle the number tokens and randomly place them on the hexes.

Exception: The red number tokens (6 and 8) may not be placed in adjacent hexes. If this should occur, then exchange the red token with any other token that is not adjacent to a red number token. The token chosen must be agreed on by all players.

The harbor tokens are shuffled and placed face down in a pile. Starting with the oldest player, each player takes one harbor token and places it in an ocean hex adjacent to the land hex of his choice. After all the harbor tokens have been placed, they are then turned face up.

Harbor Note: You only have 21 blank ocean hexes. Therefore, you will need to use 2 Generic (3:1) harbor hexes from the Settlers of Catan. Replace two of the Generic (3:1) harbor tokens with these hexes.

B. Special Rules

Setup Phase
You may place both of your starting settlements wherever you wish. You can begin the game with both settlements on the same island, or you can choose to have two home islands. All other islands are considered "unknown" to you.

Special Victory Points
You receive a Special Victory Point Token when you build your FIRST settlement on any ONE of the smaller islands. Place the Victory Point Token under the settlement. It does not matter if another player has already built a settlement on the same island.

C. Game End
The game ends when one player acquires 12 victory points.

D. Components

Table I. Hexes

Ocean	Desert	Gold Field	Farmland	Hills	Mtns	Pasture	Forest	Total
23	0	0	5	4	4	5	5	46

Table II. Number Chips

Number	2	3	4	5	6	8	9	10	11	12	Total
Amount	1	3	3	3	2	2	3	3	2	1	23

Harbors: 10 (5 special 2:1 and 5 generic 3:1)
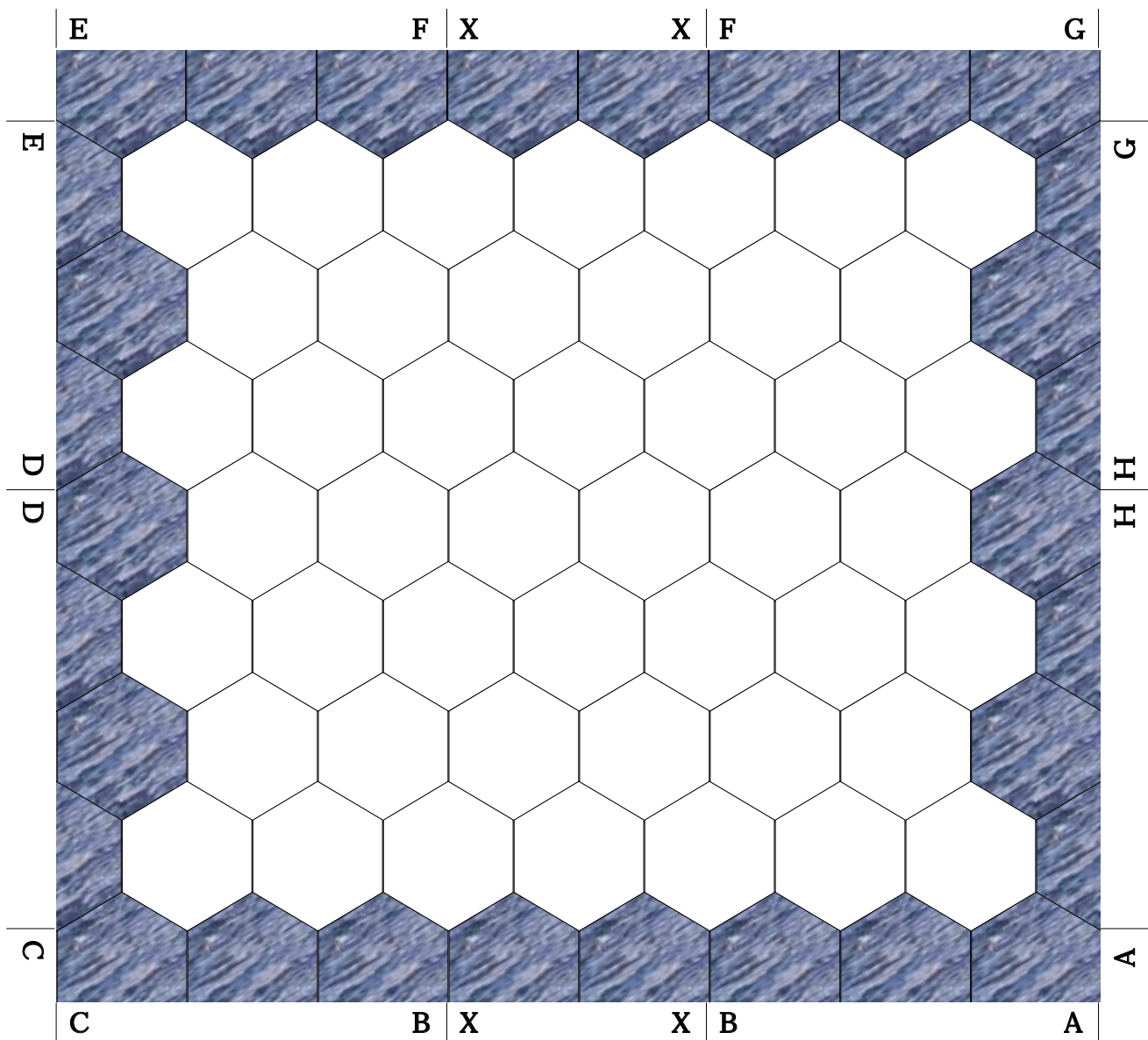
Illustration P

SCENARIO 10: "THE GREAT CROSSING" (IV)

Players: 4.
Game length: 90 minutes.
Components: *The Settlers of Catan.*
Object: With the recent discovery of Transcatania, new opportunities have appeared. Now everyone is in a rush to establish trade routes between Catan and Transcatania. Can you edge out the competition and rule the sea lanes?

A. Setup

See Illustration R. Lay out the board according to the diagram. The two islands are Catan and Transcatania.

B. Special Rules

Setup Phase

Players must put both of their starting settlements on the same island: either on Catan or on Transcatania. That island will be considered the home island for that player. The other island will be referred to as the "neighboring island."

Hint: Players who build settlements on the coastline facing the other island should build ships instead of roads. This will allow them to begin building trade routes right away.

Trade Routes

There are a number of ways that a player can build a trade route (see Illustration D):

— A player can build a Direct Trade Route between his own settlements or cities and an opponent's settlement or city on the neighboring island.
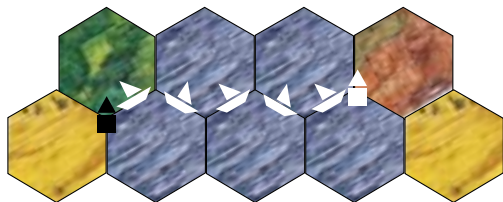

Illustration Q1

— A player can build an Indirect Trade Route by connecting one of his Shipping Lanes with an opponent's road on the neighboring island. Here, you need not connect at a settlement or city.
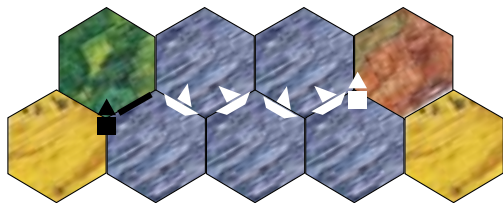

Illustration Q2

— A player can build a Direct Trade Route if he has a Shipping Lane that reaches the neighboring island and builds a settlement there (note the Distance Rule still applies).
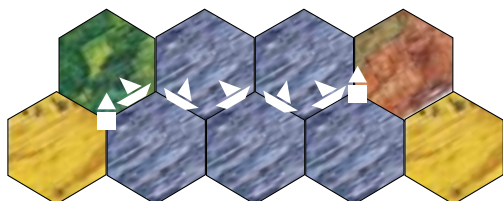

Illustration Q3

— A player can build an Indirect Trade Route between his settlement or city and a settlement or city on the neighboring island by connecting his Shipping Lane with a Shipping Lane that belongs to an opponent.
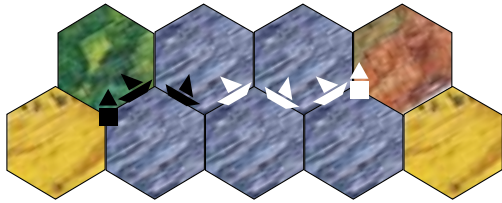

Illustration Q4

— Branching of Trade Routes is permitted. A player can build two Indirect Trade Routes by connecting his Shipping Lane with an opponent's branching Shipping Lane on the neighboring island.
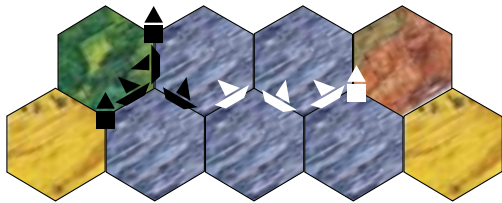

Illustration Q5

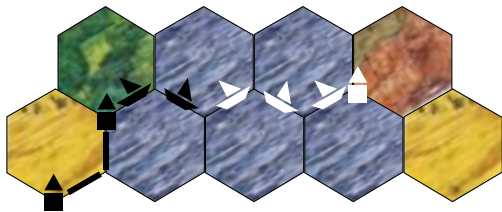— A Trade Route cannot be continued past a settlement or city.

Illustration Q6

Special Victory Points

Players can receive Special Victory Points by completing Trade Routes. Each player receives a Victory Point Token for each Direct Trade Route. The Token is placed beneath the settlement or city where the Trade Route originates.

Players also receive Special Victory Points by completing Indirect Trade Routes. But, the player only receives the Victory Point Token if he has more ships in that Trade Route than his opponent has roads and ships in that Trade Route. If both players have an equal number of links in the Trade Route, the player that closed the Trade Route receives the Victory Point Token.

Example: In Illustration Q5, the white player has built a trade route to two black cities/settlements. He therefore gets two Victory Point Tokens, which are placed below the white player's settlement.

Note that a Trade Route made of two players' Shipping Lanes is considered an Open Shipping Lane. Either player can therefore remove their foremost ship from the Shipping Lane, thus interrupting the Trade Route. If this occurs, the player who received the Victory Point Token must then surrender it.

Example: In Illustration Q7, The Shipping Lane is useless to the black player. So, if black removes his foremost ship, then the white player will lose his Victory Point Token. The white player can then fill the gap with another of his own ships, and recover the Victory Point Token again.

C. Game End

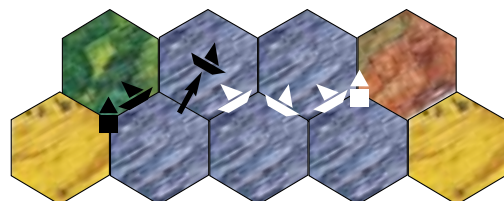The game ends when one player acquires 13 victory points.

Illustration Q7

D. Components

Table I. Hexes

Ocean	Desert	Gold Field	Farmland	Hills	Mtns	Pasture	Forest	Total
17	0	0	5	4	4	5	4	39

Table II. Number Chips

Number	2	3	4	5	6	8	9	10	11	12	Total
Amount	2	2	2	3	2	2	3	2	2	2	22

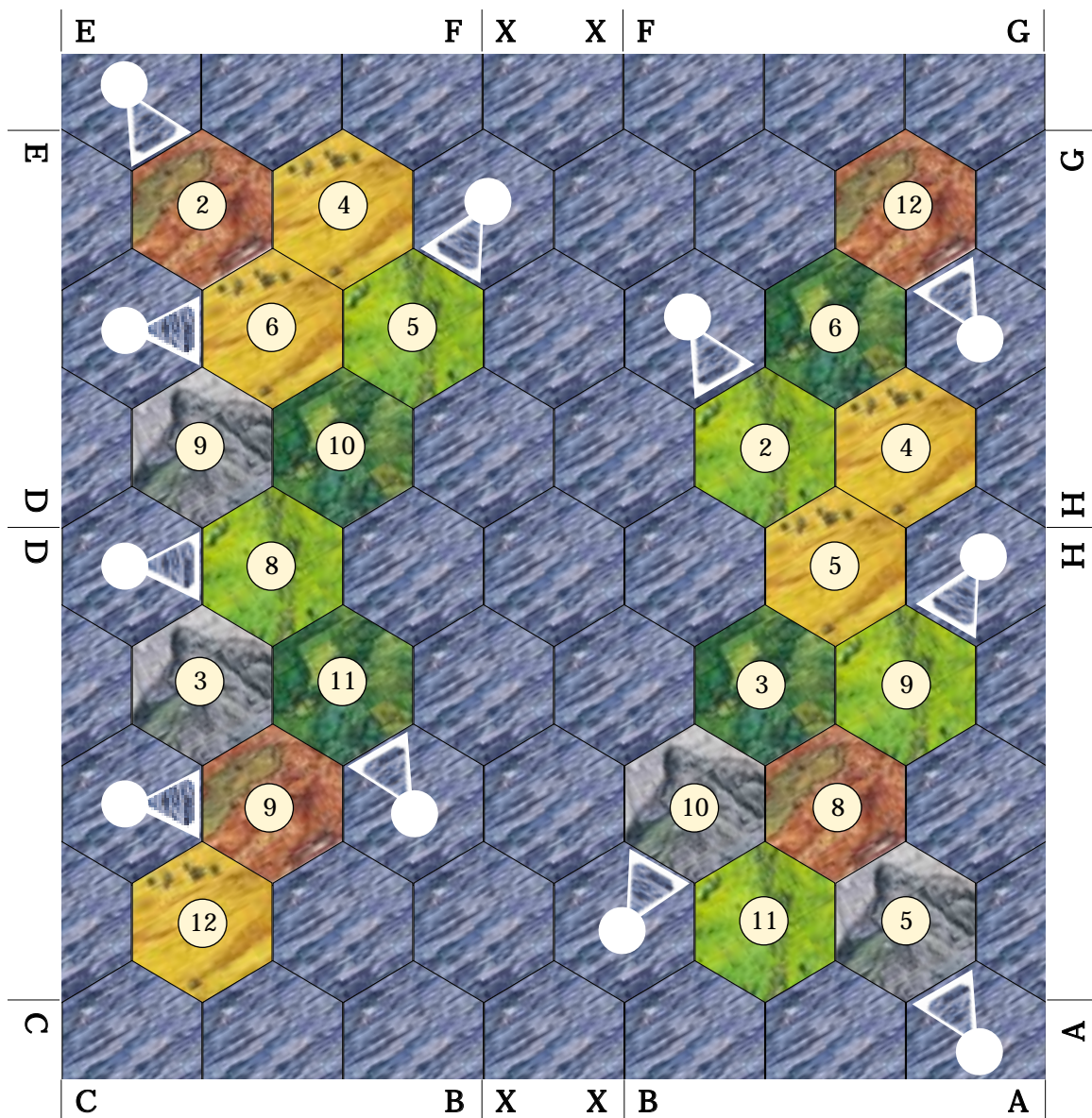Harbors: 10 (5 special 2:1 and 5 generic 3:1)

Illustration R

SCENARIO 11: "GREATER CATAN" (IV)

Players: 4.
Game length: 150 minutes.
Components: 2 copies of *The Settlers of Catan*.
Object: Setting forth from the mainland, you must be the first to settle and dominate the Archipelago of Greater Catan. Can you be the first to seize control of the new lands?

A. Setup

See Illustration S. Lay out the large island (the Mainland) according to the basic rules for *The Settlers of Catan*. Take all of the land hexes from the second copy of the board game(except the desert) and use them to create the remaining islands. Shuffle these tiles face down. Then place them, face up, in the spaces shown in the illustration. Do not put any number tokens on the small islands.

Fill out the gaps with ocean tiles.

Give each player 5 settlements, 8 cities, 15 roads, and 15 ships. These are the only items that each player will be allowed to build.

Take the following number tokens out of the second copy of the board game: 2, 3, 4, 5, 9, 10, and 11. Put these extra tokens in "reserve." Place them in a cup or bag, so that they can be randomly picked later.

Use 9 of the harbor tokens (5 special 2:1 harbors and 4 generic 3:1 harbors) and place them randomly around the Mainland according to the normal restrictions.

B. Special Rules

Setup Phase

All players must begin by placing both of their two starting settlements on the main island.

Small Island Rules

Whenever a player places a ship or a road adjacent to a hex that does not have a number token, that player must take a token from the "reserve" and place it on that hex. If all of the tokens have been removed from the bag already, then the player must remove a number token from the Mainland and place it on the hex. There are three limitations to selecting the token to remove:

Rule 1 — The red tokens (numbered 6 & 8) may not be placed next to one another on the small islands.

Rule 2 — All settlements and cities on the Mainland must be adjacent to at least one hex with a number token. You can not remove a token if it would cause any settlement or city to have no resource production.

Rule 3 — You may only remove a token from a hex that is adjacent to at least one of your settlements or cities.

These limitations are listed in order of importance. It may come to be that a player will be unable to remove any number tokens that obey all of these restrictions. When this occurs, the player is allowed to ignore the lowest ranked limitations.

Example: If a player places a ship or road adjacent to a new territory, he must place a number token on the vacant hex. He looks, and notices that all of his settlements and cities are adjacent to only one hex that has a number token. Because Small Island Rule 2(all settlements and cities must have resources) is ranked higher then Small Island Rule 3(you must remove a token from one of your own settlements/cities) he is allowed to ignore Small Island Rule 3. He may take the new number token from any space as long as he still obeys Small Island Rules 1 and 2.

C. Game End

The game ends when one player acquires 18 victory points.

D. Components:

Table I. Hexes

Ocean	Desert	Gold Field	Farmland	Hills	Mtns	Pasture	Forest	Total
23	1	0	8	6	6	8	8	60

Table II. Number Chips

Number	2	3	4	5	6	8	9	10	11	12	Total
Amount	1	1	1	1	0	0	1	1	1	0	7

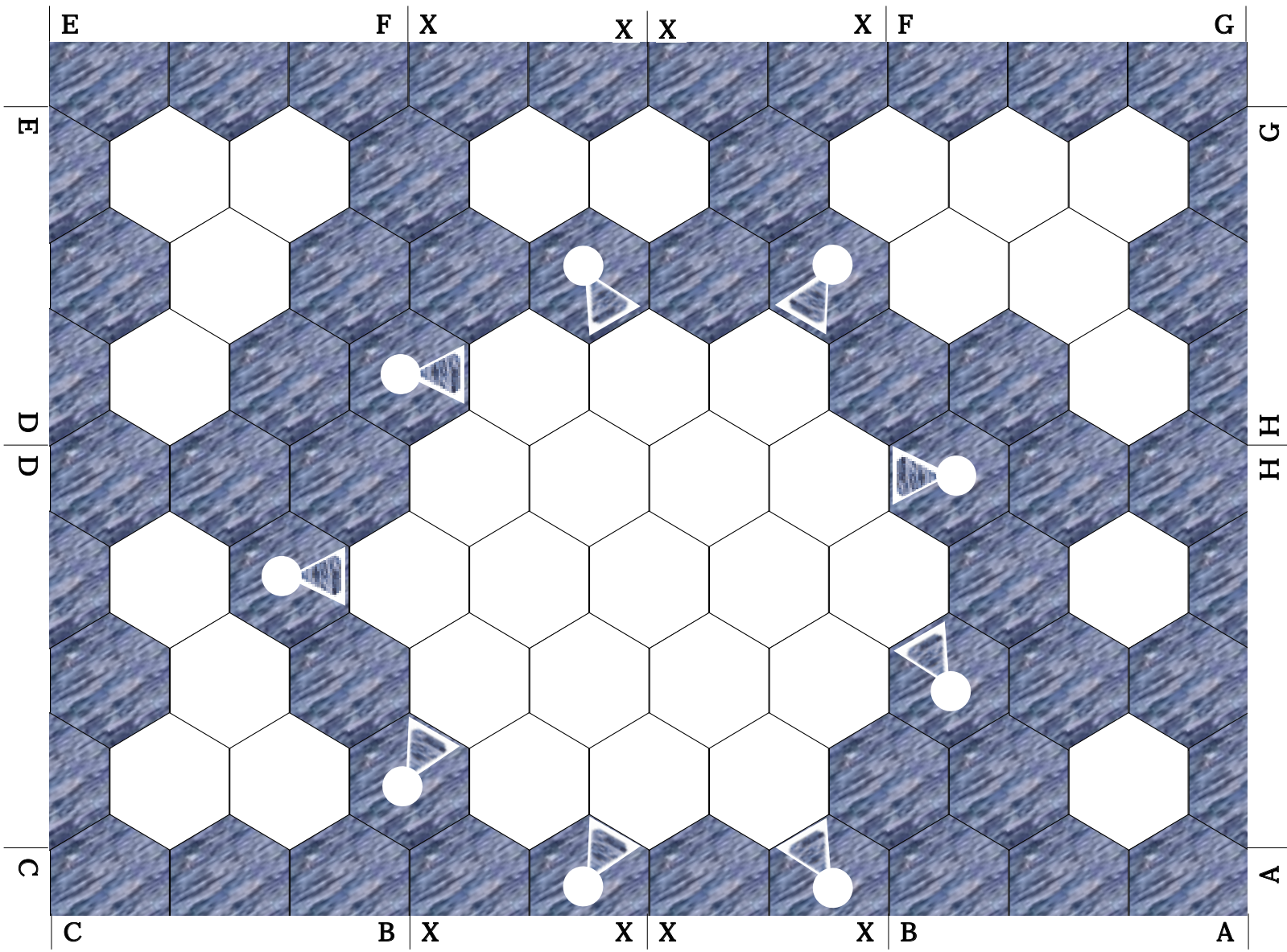Harbors: 9 (5 special 2:1 and 4 generic 3:1)

Illustration S

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