

# The Seafarers of Catan™

## 5-6 Player Expansion

by Klaus Teuber



### EXPANSION GAME RULES

## THE SEAFARERS OF CATAN 5-6 PLAYER EXPANSION™



Waves crash against the wooden hulls of your mighty ocean vessels. Nearby, in one of your many settlements, you can hear the sounds of the workers bringing you much needed grain from the nearby farmlands. A messenger rides up and hands you an important message: your scouts have discovered that even more princes are claiming the islands that you covet for your own! It seems that even across the trackless seas you must face their competition if you are to be the Governor of the Archipelago of Catan!

*The Seafarers of Catan 5 & 6 Player Expansion™* (aka "Seafarers Expansion Set") allows you to play the exciting game of seafaring, exploration, trade, and development with up to six players. Ten splendid new scenarios follow, all full of challenge and excitement. The islands are new and more varied, the demand for resources is fiercer, and the thrills are even greater!



**Note:** Remember that you need *The Settlers of Catan™*, *The Settlers of Catan 5-6 Player Expansion™*, and *The Seafarers of Catan™* in order to play with the Seafarers Expansion Set!



## THE ISLES OF CATAN



The unknown islands of Catan lie before you. Some dot the horizon, while others are shrouded in the shifting mists. Some are charted, while others are known only through wild tales. Some, like the legendary gold fields, offer fortune beyond measure. Others offer danger and despair. Together, they offer the promise of bountiful harvests and limitless riches to the first explorers to reach their shores. But alas, other princes have also risen to the challenge to become the first to explore and settle the great archipelago! Only one question remains... Can you outsail and outmaneuver them to become the master of the Isles of Catan?

## GAME COMPONENTS

*The Seafarers of Catan 5 & 6 Player Expansion* contains:

- 30 wooden ships (15 in each of two colors).
- 8 ocean hex tiles.
- 1 gold field hex tile.
- 6 victory point tokens.
- 10 exciting new scenarios.



Before you begin your first game, you will have to remove the hex tiles and victory point tokens from the five die-cut frames.



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## EXPANSION GAME RULES



Except where noted below, the *Seafarers of Catan 5 & 6 Player Expansion* uses the same rules as *Settlers of Catan*, *Seafarers of Catan*, and the *Settlers of Catan 5 & 6 Player Expansion*.

### ASSEMBLING THE BOARD

Before you can begin your quest to dominate Catan, you must first construct the board. Each scenario in this book includes an illustration that shows how the board should be built.

Assemble the frame as shown in the scenario illustration. All frame pieces are lettered; simply connect the edges so that the identical letters are adjacent to one another. The frame 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.

### WHAT YOU NEED

To play the scenarios in *The Seafarers of Catan 5-6 Player Expansion*, you will need the components from a copy of *The Settlers of Catan*, *The Seafarers of Catan*, and *The Settlers of Catan 5-6 Player Expansion*. Scenario 10, “Greater Catan,” requires components from two copies of *The Settlers of Catan* and two copies of *The Settlers of Catan 5-6 Player Expansion*.

Each scenario includes a table listing all the specific components you will need to play that scenario.

## THE HARBOR TOKENS

The harbor tokens used in each scenario are always shuffled prior to play and placed face down in a pile. The tokens are then drawn from the pile and placed in random order on the playing surface.



*Note: The harbor tiles from the Settlers board game are not used in the Seafarers Expansion; the ocean tiles in the expansion set replace the board game tiles.*

Complete rules for the use of Harbor tokens, and how to set up scenarios, can be found in *The Seafarers of Catan*.

## RULES CHANGES FOR FIVE AND SIX PLAYERS

An additional phase is added to the turn sequence when playing with five or six players. The complete expanded sequence is as follows:

On your turn you do the following:

- You must roll the dice for resource production.
- You may trade resources with other players.
- You may use your resources to build and/or purchase development cards.
- Other players may participate in the Special Building Phase.

During the Special Building phase, all other players, in turn, will have an opportunity to build and/or purchase development cards.

Players ARE NOT ALLOWED to do any trading with other players, nor are they allowed to use Maritime Trade, during the Special Building Phase.

Complete rules for the Special Building Phase, and other rules concerning five and six player games can be found in *The Settlers of Catan 5-6 Player Expansion*.

Once you pass the dice, the next player begins his turn.

## BRINGING THE ROBBER INTO THE GAME

The robber normally starts on a desert hex. If the scenario includes multiple desert hexes, then the robber is placed on any desert hex of the first player's choice. If the scenario does not include a desert hex,



then the robber does not start on the board. The first player to roll a "7" and use the robber (as opposed to the pirate) brings the robber into play by placing it on a hex of his choice.

## BUILDING COSTS

The building costs for different items in the game remain unchanged:

**Road:** 1 Lumber, 1 Brick

**Ship:** 1 Lumber, 1 Wool

**Settlement:** 1 Lumber, 1 Brick, 1 Grain, 1 Wool

**City:** 2 Grain, 3 Ore

**Development Card:** 1 Grain, 1 Wool, 1 Ore.

## USE OF SHIPS

Ships act as roads across water. Ships are placed similar to roads, and connect two adjacent intersections. A chain of adjacent ships of the same color form a Shipping Lane. Shipping Lanes act as roads for expanding your Principality, or calculating "Longest Road." If your Shipping Lane reaches another coastline, you can then build a new settlement on that coastline.

Unlike roads, ships can also be moved. The foremost ship may be moved. You may only move one ship per turn, and you may not move a ship on the turn that it has been built and placed on the board. The normal rules for placing a new ship apply to the ship that is being used.

Complete rules on shipbuilding and movement can be found in *The Seafarers of Catan*.

# The Seafarers of Catan™

## 5-6 Player Expansion



## SCENARIOS

## SCENARIOS



The *Seafarers of Catan 5-6 Player Expansion* is designed to play with the ten scenarios described below. Each scenario description uses the following standard format:

### NAME OF SCENARIO

**Players:** The optimum number of players for the scenario.

**Game Length:** Approximate time to play the scenario.

- **Requirements:** Components that are required in addition to a Seafarers Expansion set.

**Object:** A brief description of the goals of the scenario.

### A. SETUP

Any special instructions for setting up the game are here.

### B. SPECIAL RULES

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

### C. COMPONENTS

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

### D. GAME END

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

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: "THE FIVE ISLANDS" (V)

**Players:** 5

**Game Length:** 1 to 2 hours

**Requirements:** Settlers, Seafarers, and  
Settlers Expansion

**Object:** Players venture from their home islands  
to settle unknown lands.

### A. SETUP

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 to be "unknown" to that 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 the other islands, and not to coastlines facing a board edge.

#### Special Victory Points

Players receive a Victory Point Token for the first settlement they build on an unknown island.



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 already has 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 Lane 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. COMPONENTS

**Table 1: Hexes (53 Total)**

| <u>Ocean</u> | <u>Desert</u>    | <u>Gold Field</u> | <u>Farmland</u> |
|--------------|------------------|-------------------|-----------------|
| 26           | 0                | 0                 | 5               |
| <u>Hills</u> | <u>Mountains</u> | <u>Pasture</u>    | <u>Forest</u>   |
| 5            | 5                | 6                 | 6               |

**Table 2: Number Tokens (27 Total)**

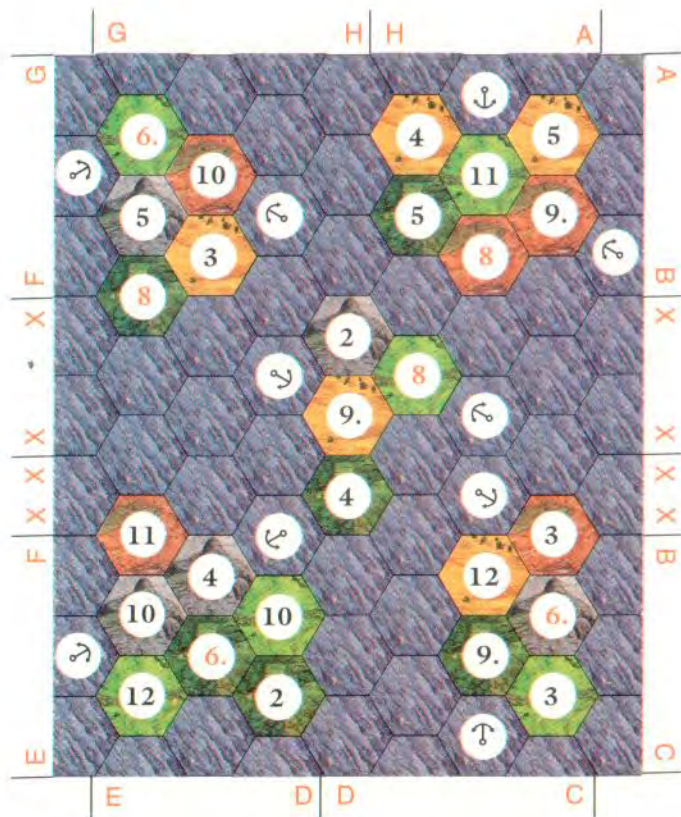
| <u>#2</u> | <u>#3</u> | <u>#4</u>  | <u>#5</u>  | <u>#6</u>  |
|-----------|-----------|------------|------------|------------|
| 2         | 3         | 3          | 3          | 3          |
| <u>#8</u> | <u>#9</u> | <u>#10</u> | <u>#11</u> | <u>#12</u> |
| 3         | 3         | 3          | 2          | 2          |

**Harbors:** 10 (5 Special and 5x 3:1 harbors)

### D. GAME END

The game ends when one player acquires 12 victory points.





BOARD SETUP FOR SCENARIO 1:  
THE FIVE ISLANDS (V)

## SCENARIO 2: "THE SIX ISLANDS" (VI)

Players: 6

Game Length: 1 to 2 hours

Requirements: Settlers, Seafarers, and  
Settlers Expansion

Object: Players race to explore and settle the  
neighboring but unknown islands.

### A. SETUP

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 to be "unknown" to that 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  
the other islands, and not to coastlines facing a board  
edge.

### Special Victory Points

Players receive a Victory Point Token for the first settlement they build on an unknown island.

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. COMPONENTS

**Table 1: Hexes (60 Total)**

| Ocean | Desert    | Gold Field | Farmland |
|-------|-----------|------------|----------|
| 28    | 0         | 0          | 6        |
| Hills | Mountains | Pasture    | Forest   |
| 6     | 6         | 7          | 7        |

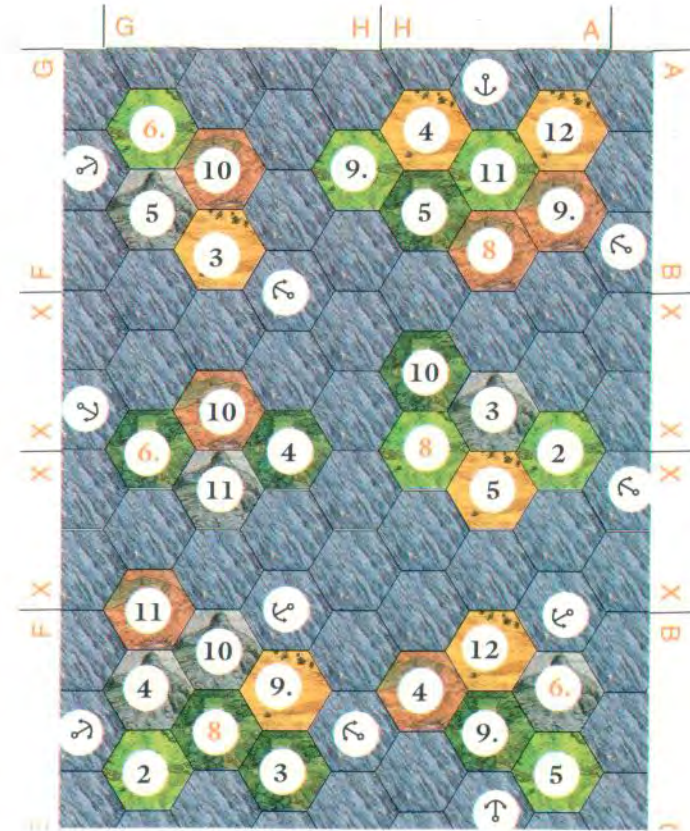
**Table 2: Number Tokens (32 Total)**

|    |    |     |     |     |
|----|----|-----|-----|-----|
| #2 | #3 | #4  | #5  | #6  |
| 2  | 3  | 4   | 4   | 3   |
| #8 | #9 | #10 | #11 | #12 |
| 3  | 4  | 4   | 3   | 2   |

**Harbors:** 11 (5 Special and 6x 3:1 harbors)

### D. GAME END

The game ends when one player acquires 12 victory points.



**BOARD SETUP FOR SCENARIO 2:  
THE SIX ISLANDS (VI)**

### SCENARIO 3: “THE GREAT CROSSING” (VI)

Players: 6

Game Length: 1 to 2 hours

Requirements: Settlers, Seafarers, and  
Settlers Expansion

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

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 (*Seafarers of Catan* for examples):

- 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.
- A player can build an Indirect Trade Route by connecting one of his Shipping Lanes with an opponent's road on the neighboring island.
- 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).
- 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.
- 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.
- A Trade Route cannot be continued past a settlement or city.

### 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 they have 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 units in the Trade Route, the player that closed the Trade Route receives the Victory Point Token.

### C. COMPONENTS

**Table 1: Hexes (53 Total)**

|              |                  |                   |                 |
|--------------|------------------|-------------------|-----------------|
| <u>Ocean</u> | <u>Desert</u>    | <u>Gold Field</u> | <u>Farmland</u> |
| 23           | 0                | 0                 | 6               |
| <u>Hills</u> | <u>Mountains</u> | <u>Pasture</u>    | <u>Forest</u>   |
| 6            | 6                | 6                 | 6               |

**Table 2: Number Tokens (30 Total)**

|           |           |            |            |            |
|-----------|-----------|------------|------------|------------|
| <u>#2</u> | <u>#3</u> | <u>#4</u>  | <u>#5</u>  | <u>#6</u>  |
| 2         | 2         | 4          | 4          | 3          |
| <u>#8</u> | <u>#9</u> | <u>#10</u> | <u>#11</u> | <u>#12</u> |
| 3         | 4         | 4          | 2          | 2          |

**Harbors:** 12 (5 Special and 7x 3:1 harbors)

### D. GAME END

The game ends when one player acquires 12 victory points.



**BOARD SETUP FOR SCENARIO 3:  
THE GREAT CROSSING (VI)**

## SCENARIO 4: "OCEANS" (V)

**Players:** 5

**Game Length:** 1 to 2 hours

**Requirements:** Settlers, Seafarers, and Settlers Expansion

**Object:** Unexplored regions await you!  
They must be charted and explored.  
What will you discover in the deep blue sea?

### A. SETUP

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 1B) are shuffled and placed face down in a stack. The number tokens that will be placed on the undiscovered hexes (See Table 2B) are also shuffled and placed face down in a stack.

### 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 stack 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 stack 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 from 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. The player will have to explore deeper into the Ocean to find new territories.

### Special Victory Points

Don't use the Victory Point Tokens in this scenario.

**C. COMPONENTS**

**Table 1A: Face-Up Hexes (34 Total)**

| Ocean | Desert    | Gold Field | Farmland |
|-------|-----------|------------|----------|
| 14    | 0         | 2          | 4        |
| Hills | Mountains | Pasture    | Forest   |
| 3     | 3         | 4          | 4        |

**Table 1B: Face-Down Hexes (26 Total)**

| Ocean | Desert    | Gold Field | Farmland |
|-------|-----------|------------|----------|
| 15    | 0         | 0          | 2        |
| Hills | Mountains | Pasture    | Forest   |
| * 2   | 2         | 2          | 3        |

**Table 2A: Face-Up Numbers (20 Total)**

| #2 | #3 | #4  | #5  | #6  |
|----|----|-----|-----|-----|
| 1  | 2  | 3   | 3   | 3   |
| #8 | #9 | #10 | #11 | #12 |
| 2  | 2  | 2   | 1   | 1   |

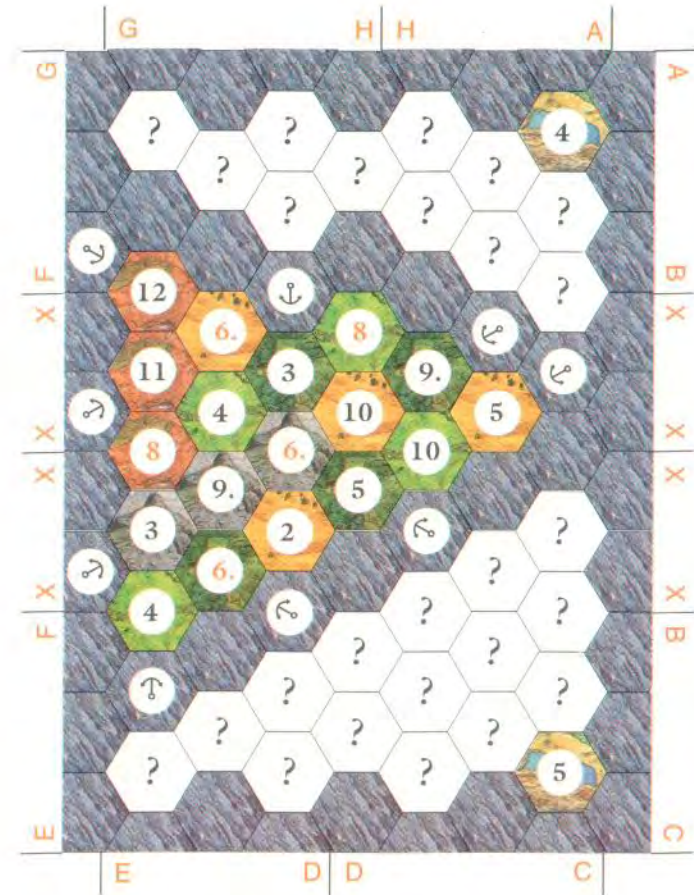
**Table 2B: Face-Down Numbers (11 Total)**

| #2 | #3 | #4  | #5  | #6  |
|----|----|-----|-----|-----|
| 0  | 1  | 1   | 2   | 0   |
| #8 | #9 | #10 | #11 | #12 |
| 1  | 2  | 2   | 2   | 0   |

**Harbors:** 9 (5 Special and 4x 3:1 harbors)

**D. GAME END**

The game ends when one player acquires 12 victory points.



**BOARD SETUP FOR SCENARIO 4:  
OCEANS (V)**

## SCENARIO 5: "OCEANS" (VI)

**Players:** 6

**Game Length:** 1 to 2 hours

**Requirements:** Settlers, Seafarers, and  
Settlers Expansion

**Object:** Unexplored regions await you!  
They must be charted and explored.  
What will you discover in the deep blue sea?

### A. SETUP

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 1B) are shuffled and placed face down in a stack. The number tokens that will be placed on the undiscovered hexes (See Table 2B) are also shuffled and placed face down in a stack.

### 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 stack 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 stack 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 from 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 (Tough luck!) and 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. COMPONENTS

Table 1A: Face-Up Hexes (35 Total)

| Ocean | Desert    | Gold Field | Farmland |
|-------|-----------|------------|----------|
| 12    | 0         | 2          | 4        |
| Hills | Mountains | Pasture    | Forest   |
| 4     | 4         | 5          | 4        |

Table 1B: Face-Down Hexes (25 Total)

| Ocean | Desert    | Gold Field | Farmland |
|-------|-----------|------------|----------|
| 14    | 0         | 0          | 2        |
| Hills | Mountains | Pasture    | Forest   |
| 2     | 2         | 2          | 3        |

Table 2A: Face-Up Numbers (23 Total)

| #2 | #3 | #4  | #5  | #6  |
|----|----|-----|-----|-----|
| 1  | 2  | 3   | 3   | 3   |
| #8 | #9 | #10 | #11 | #12 |
| 4  | 2  | 2   | 2   | 1   |

Table 2B: Face-Down Numbers (11 Total)

| #2 | #3 | #4  | #5  | #6  |
|----|----|-----|-----|-----|
| 0  | 1  | 1   | 2   | 1   |
| #8 | #9 | #10 | #11 | #12 |
| 0  | 2  | 2   | 1   | 1   |

Harbors: 10 (5 Special and 5x 3:1 harbors)

D. GAME END

The game ends when one player acquires 12 victory points.



BOARD SETUP FOR SCENARIO 5:  
OCEANS (VI)

## SCENARIO 6: "INTO THE DESERT" (V)

**Players:** 5

**Game Length:** 1 to 2 hours

**Requirements:** Settlers, Seafarers, and  
Settlers Expansion

**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

•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 (on the left) and a larger area to the right. Players must place both of their starting settlements in the 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. COMPONENTS

#### Table 1: Hexes (60 Total)

|              |                  |                   |                 |
|--------------|------------------|-------------------|-----------------|
| <u>Ocean</u> | <u>Desert</u>    | <u>Gold Field</u> | <u>Farmland</u> |
| 22           | 5                | 2                 | 6               |
| <u>Hills</u> | <u>Mountains</u> | <u>Pasture</u>    | <u>Forest</u>   |
| 6            | 6                | 6                 | 7               |

#### Table 2: Number Tokens (33 Total)

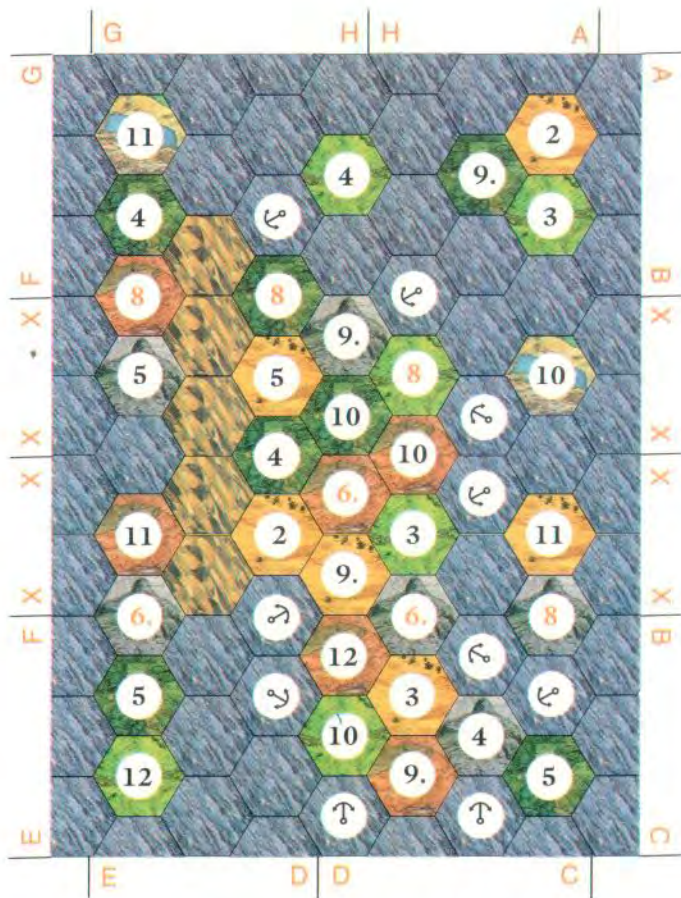
|           |           |            |            |            |
|-----------|-----------|------------|------------|------------|
| <u>#2</u> | <u>#3</u> | <u>#4</u>  | <u>#5</u>  | <u>#6</u>  |
| 2         | 3         | 4          | 4          | 3          |
| <u>#8</u> | <u>#9</u> | <u>#10</u> | <u>#11</u> | <u>#12</u> |
| 4         | 4         | 4          | 3          | 2          |

**Harbors:** 10 (5 Special and 5x 3:1 harbors)

### D. GAME END

The game ends when one player acquires 12 victory points.





BOARD SETUP FOR SCENARIO 6:  
INTO THE DESERT (V)

**SCENARIO 7:  
“INTO THE DESERT” (VI)**

Players: 6

Game Length: 100 minutes

Requirements: Settlers, Seafarers, and  
Settlers Expansion

Object: Across the trackless wastes lies a land  
of unknown riches! Can you be the first to  
seize the jewels of this unknown desert?

**A. SETUP**

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 the  
larger section of the main island. The surrounding  
islands and the small area of the main island are con-  
sidered “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 on that island.

*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. COMPONENTS

Table 1: Hexes (67 Total)

| Ocean | Desert    | Gold Field | Farmland |
|-------|-----------|------------|----------|
| 24    | 5         | 3          | 7        |
| Hills | Mountains | Pasture    | Forest   |
| 7     | 7         | 7          | 7        |

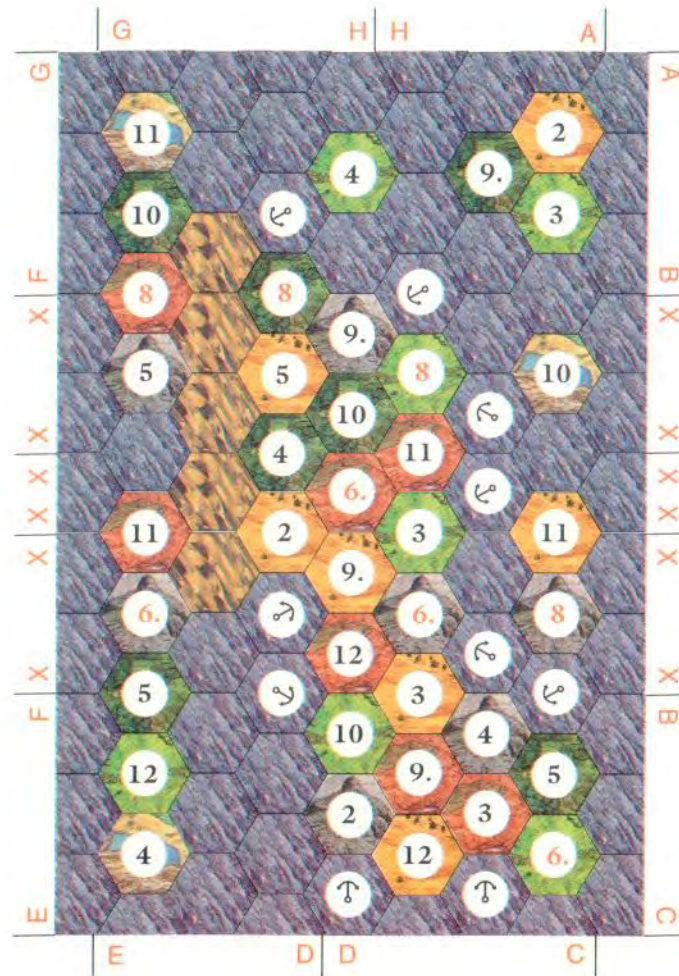
Table 2: Number Tokens (38 Total)

|    |    |     |     |     |
|----|----|-----|-----|-----|
| #2 | #3 | #4  | #5  | #6  |
| 3  | 4  | 4   | 4   | 4   |
| #8 | #9 | #10 | #11 | #12 |
| 4  | 4  | 4   | 4   | 3   |

Harbors: 10 (5 Special and 5x 3:1 harbors)

### D. GAME END

The game ends when one player acquires 12 victory points.



BOARD SETUP FOR SCENARIO 7:  
INTO THE DESERT (VI)

**SCENARIO 8: "NEW WORLD" (V)**

Players: 5

Game Length: 1 to 2 hours

**Requirements:** Settlers, Seafarers, and Settlers Expansion**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**

Assemble the frame as shown. All hexes are shuffled face down, and then randomly placed (face up) in the frame (See Section C below for a list of which tiles to include). Do the same with the number tokens with this restriction: 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. All players must agree on the token selected.

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.

**B. SPECIAL RULES****Setup Phase**

Players may place both of their starting settlements wherever they wish. A player can begin the game with both settlements on the same island, or they can choose to have two home islands. All other islands are considered "unknown" to the player.

**Special Victory Points**

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

**C. COMPONENTS****Table 1: Hexes (53 Total)**

| <u>Ocean</u> | <u>Desert</u>    | <u>Gold Field</u> | <u>Farmland</u> |
|--------------|------------------|-------------------|-----------------|
| 26           | 0                | 0                 | 5               |
| <u>Hills</u> | <u>Mountains</u> | <u>Pasture</u>    | <u>Forest</u>   |
| 5            | 5                | 6                 | 6               |

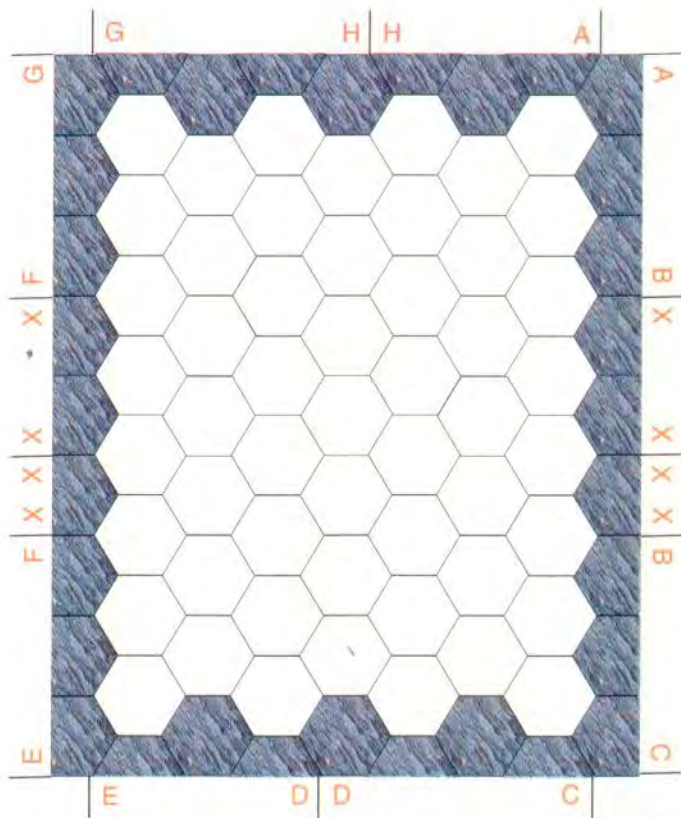
**Table 2: Number Tokens (27 Total)**

| <u>#2</u> | <u>#3</u> | <u>#4</u>  | <u>#5</u>  | <u>#6</u>  |
|-----------|-----------|------------|------------|------------|
| 2         | 3         | 3          | 3          | 3          |
| <u>#8</u> | <u>#9</u> | <u>#10</u> | <u>#11</u> | <u>#12</u> |
| 2         | 4         | 3          | 3          | 1          |

**Harbors:** 10 (5 Special and 5x 3:1 harbors)**E. GAME END**

The game ends when one player acquires 12 victory points.





BOARD SETUP FOR SCENARIO 8:  
NEW WORLD (V)

## SCENARIO 9: "NEW WORLD" (VI)

Players: 6

Game Length: 1 to 2 hours

Requirements: Settlers, Seafarers, and  
Settlers Expansion

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

Assemble the frame as shown. All hexes are shuffled face down, and then randomly placed (face up) in the frame (See Section C below for a list of which tiles to include). Do the same with the number tokens with this restriction: 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. All players must agree the token chosen.

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.

## B. SPECIAL RULES

### Setup Phase

Players may place both of their starting settlements wherever they wish. A player can begin the game with both settlements on the same island, or they can choose to have two home islands. All other islands are considered "unknown" to the player.

### Special Victory Points

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

## C. COMPONENTS

**Table 1: Hexes (60 Total)**

| Ocean | Desert    | Gold Field | Farmland |
|-------|-----------|------------|----------|
| 28    | 0         | 0          | 6        |
| Hills | Mountains | Pasture    | Forest   |
| 6     | 6         | 7          | 7        |

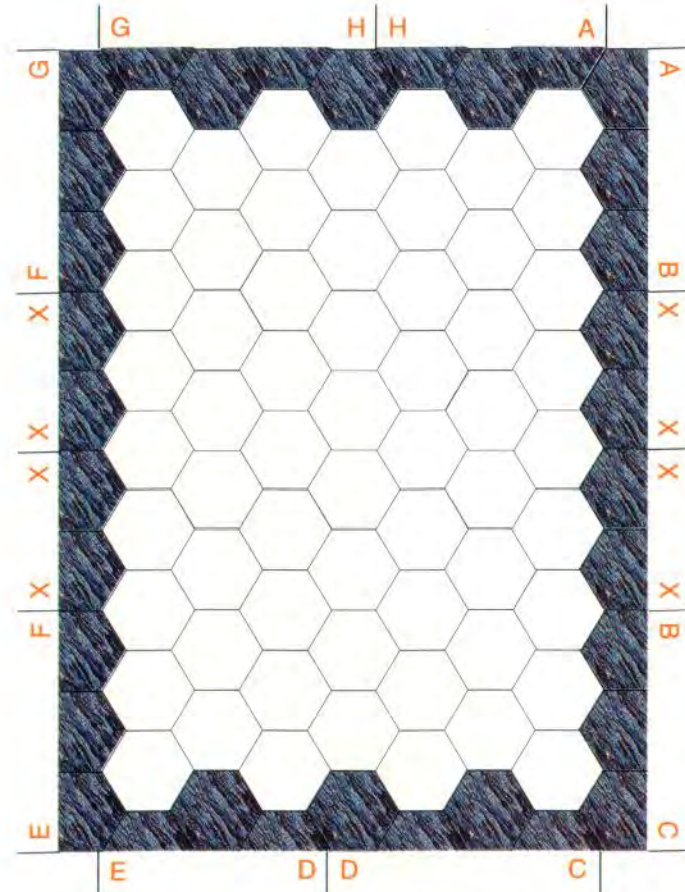
**Table 2: Number Tokens (32 Total)**

| #2 | #3 | #4  | #5  | #6  |
|----|----|-----|-----|-----|
| 2  | 3  | 4   | 4   | 3   |
| #8 | #9 | #10 | #11 | #12 |
| 3  | 4  | 4   | 3   | 2   |

**Harbors:** 10 (5 Special and 5x 3:1 harbors)

## D. GAME END

The game ends when one player acquires 12 victory points.



**BOARD SETUP FOR SCENARIO 9:  
NEW WORLD (VI)**



## SCENARIO 10: “GREATER CATAN” (V/VI)

**Players:** 5 or 6

**Game Length:** about 3 hours

**Requirements:** 2 copies of Settlers,  
2 copies of Settlers Expansion, and Seafarers.

**Object:** Setting forth from the mainland, you must be the first to spread your control over the entire Archipelago of Greater Catan. Can you seize control before your opposition does?

### A. SETUP

Lay out the large island (the Mainland) according to the Settlers of Catan 5 & 6 Player Expansion rules. Take all of the land hexes from the second copy of the board game (except the desert) plus one mountain hex and one hill hex from the Seafarers set and use them to create the three remaining islands. Shuffle these tiles face down, and 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 tokens in one of the cloth bags.

Shuffle the nine Harbor Tokens (five special harbors and four 3:1 harbors) and place them normally around the Mainland.

### 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 that connects to a hex that does not have a number token, that player must take a token from the cloth bag 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:

1. The red tokens (numbered 6 & 8) may not be placed next to one another on the small islands.
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.
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 the red player connects to a new territory, he must place a number token there. He looks, and notices that all of his settlements and cities are adjacent to only one hex that has a number token. Because rule 2 (all settlements and cities must have resources) is ranked higher than rule 3 (you must remove a token from one of your settlements/cities) he is allowed to ignore rule 3 and may take the new number token from any space as long as rules 1 and 2 are still obeyed.*

**C. COMPONENTS**

**Table 1: Hexes (60 Total)**

| Ocean | Desert    | Gold Field | Farmland |
|-------|-----------|------------|----------|
| 23    | 1         | 0          | 8        |
| Hills | Mountains | Pasture    | Forest   |
| 6     | 6         | 8          | 8        |

**Table 2: Extra # Tokens (7 Total)**

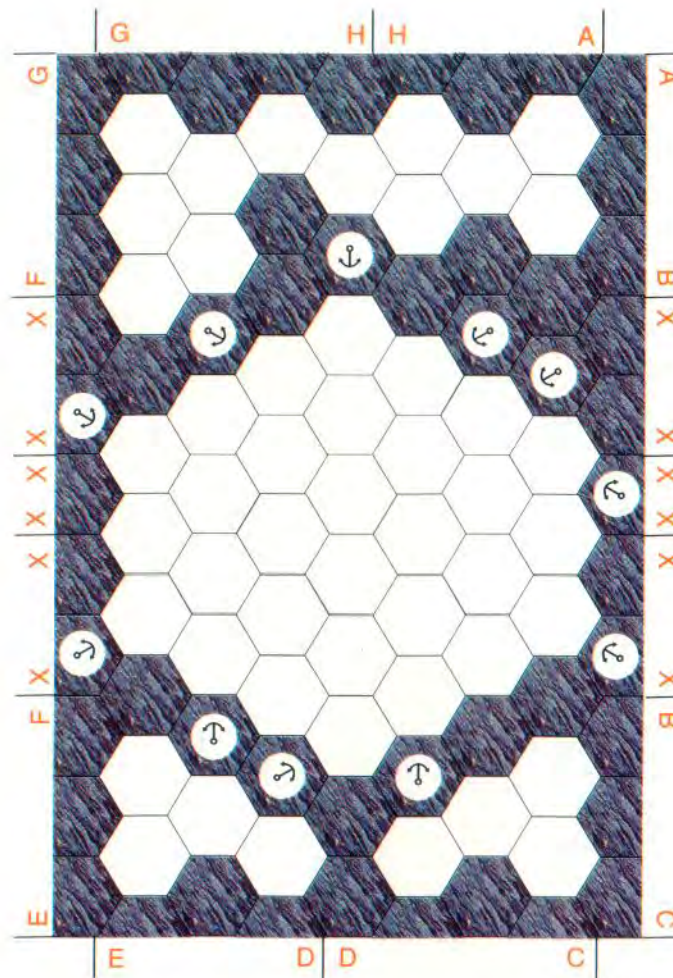
| #2 | #3 | #4  | #5  | #6  |
|----|----|-----|-----|-----|
| 1  | 1  | 1   | 1   | 0   |
| #8 | #9 | #10 | #11 | #12 |
| 0  | 1  | 1   | 1   | 0   |

Add these 7 tokens to those in the Settlers set.

**Harbors:** 11 (5 Special and 6x 3:1 harbors)

**D. GAME END**

The game ends when one player acquires 18 victory points.



**BOARD SETUP FOR SCENARIO 10:  
GREATER CATAN (V/VI)**



## CREDITS

Designed by Klaus Teuber.

Box, Tile, and Cover Artwork by Stephen Graham Walsh.

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This original English-language edition is dedicated to, and commemorates the undying love and betrothal, of Emily Johnson and Guido Teuber, who were wed this 3rd of April, 1999.

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English- and German-language editions of *The Settlers of Catan* boardgame, its expansions, and its supplements, and all other products in this special series are available from Mayfair Games, Inc., 5211 West 65th Street, Bedford Park, IL 60638-5703 USA. Replacement dice and tokens are available for \$5.50 US (including shipping and handling).

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