

CATAN[®]

— SEAFARERS + C&K SCENARIO —

TREASURES, DRAGONS & ADVENTURERS[™]



GAME INSTRUCTIONS

WELCOME TO NEW ADVENTURES ON CATAN!

CATAN – Treasures, Dragons & Adventurers includes 6 different scenarios. These scenarios are ideal for *CATAN* enthusiasts familiar with *CATAN – Seafarers* and *CATAN – Cities & Knights* who would like to play more complex scenarios. “Desert Dragons,” “Greater Catan,” “The Great Canal,” and “Enchanted Land” are particularly complex scenarios. If you prefer something a bit simpler and love to discover Catanian islands, you’ll enjoy the two new scenarios, “The Treasure Islands” and “Into the Unknown.” Additionally, *Treasures, Dragons & Adventurers* also offers a plethora of game components for players who like to get creative and develop their own scenarios or modify existing ones.

NOTE REGARDING THE GAME RULES

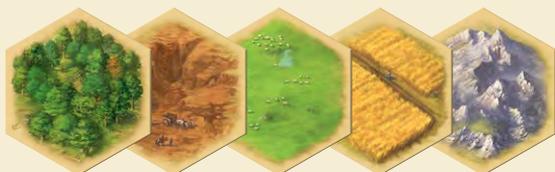
In general, the rules of the *CATAN* base game and the *CATAN – Seafarers* expansion apply to all scenarios. For scenarios played in combination with the *CATAN – Cities & Knights* expansion, those rules are also in effect. Rules that apply to a combination of *Seafarers* and *Cities & Knights* are described on page 13 of the *CATAN – Cities & Knights* Game Rules & Almanac (2015 edition). Any departures from these rules are specified in the respective scenarios. If you have rules questions, please contact info@catanstudio.com.

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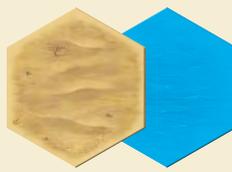
GAME COMPONENTS

12 terrain hexes



Forest (3), Hills (2), Pasture (3), Fields (2), Mountains (2)

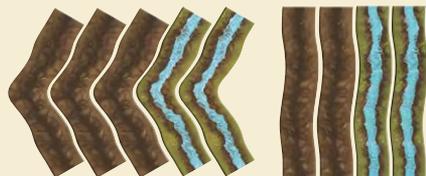
6 sea / desert hexes



2 sea frame pieces



9 canal tokens



16 cities



(in 4 colors)

19 dragon figures



19 flag stickers



6x 7x 6x

12 number tokens

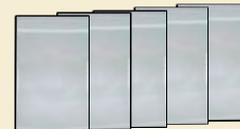


1x 2x 2x 1x 1x 2x 2x 1x

20 treasure tokens



5 zipper bags

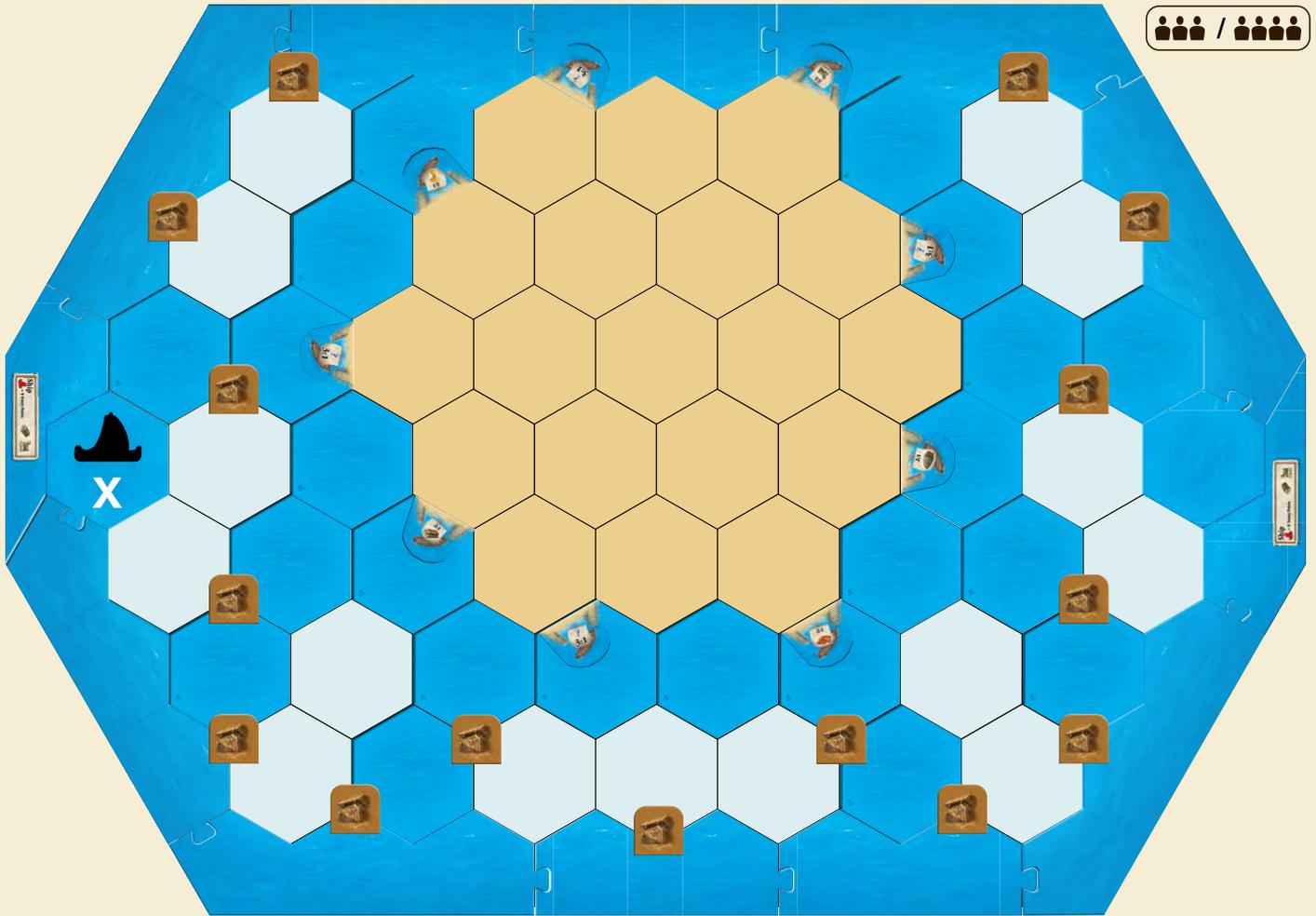


Note: To allow easy separation of the game components of the different *CATAN* sets, the hexes and number tokens are marked with this symbol:



SCENARIO 1 THE TREASURE ISLANDS

SEAFARERS SCENARIO - CAN ALSO BE
COMBINED WITH CITIES & KNIGHTS



GAME COMPONENTS FOR 3-4 PLAYER SET-UP

Home Island and Sea



								Total
4	3	3	4	4	1	—	22	41

Additional Components:

5x special harbor
4x 3:1 harbor

?	3	4	5	6	8	9	10	11	12	Total
1	2	2	2	2	2	2	2	2	1	18

Treasure Islands



								Total
1	2	2	2	1	2	2	3	15

20 treasure tokens

?	3	4	5	6	8	9	10	11	12	Total
1	1	2	1	1	—	1	2	1	—	10

20 CATAN chits

THE TREASURE ISLANDS

Who will be the first to discover the treasure islands? You receive victory points for settling the small islands around Catan where valuable treasures are waiting to be discovered.

PREPARATION

Home Island: Build the home island in the light brown area above according to the *CATAN* base game rules. Afterwards, place the sea hexes and the harbors.

THE TREASURE ISLANDS

Treasure Islands: To build the treasure islands (gray spaces), shuffle 3 sea hexes, 2 deserts, and the other terrain hexes specified in the chart facedown, then place them facedown in the gray areas. Shuffle the number tokens for the treasure islands. Place them in an opaque container beside the game board. This is the number token supply.

Treasure Tokens: Shuffle the treasure tokens with the chest sides up. Place 15 treasure tokens on the intersections as shown in the illustration. Arrange the remaining 5 treasure tokens facedown into a stack and place the stack beside the game board.

SPECIAL RULES

Set-up Phase

On the main island, the players build their first 2 settlements, each with an adjacent road, as described in the *CATAN* base game. If you build a settlement on the coast, instead of placing a road on the coast you may place a ship there.

Pirate/Robber

Play this scenario with both the robber and the pirate. The robber starts on the desert in the main island. The pirate starts on the sea hex marked with an “x.”

Discovering

If you build a ship or a road adjacent to an intersection at an undiscovered terrain hex, turn that terrain hex faceup.

Discovering Terrain Hexes: If the hex you turn over is a terrain hex, take 1 token from the number token supply and place it faceup on that terrain hex. As a reward for your discovery, take 1 resource of the type produced by the hex. If you have discovered a gold field, take any 1 resource of your choice.

Discovering Desert Hexes and Sea Hexes: If you have discovered a desert or a sea hex, immediately take 1 treasure token from the supply and reveal it.

Treasures

If you build a ship or a road adjacent to an intersection with a treasure token, take the treasure token and reveal it. Depending on the type of treasure, you either receive resources, a development card, or you may build roads or ships for free.



*Front of
treasure token*



*Receive any
1 resource of
your choice*



*Receive
1 grain, 1 wool,
or 1 brick*



*Receive any
2 resources of
your choice*



*Build either
2 roads or 2 ships
or 1 ship and
1 road*



*Receive 1
development
card*

Important: If you have received a treasure, you must immediately make use of its advantage. You may not make use of its advantage during a later turn. Return it to the box after use.

Special Victory Points

When you build your first settlement on a treasure island, you receive a special victory point (*CATAN* chit included in *CATAN – Seafarers*). Place it faceup in front of yourself.

END OF THE GAME

You win the game if you reach 15 victory points (in a 3-player game) or 14 victory points (in a 4-player game) on your turn.

COMBINING WITH CITIES & KNIGHTS

The “The Treasure Islands” scenario can easily be combined with the *Cities & Knights* expansion. In this case, the game should be played until a player reaches 16 victory points in a 3-player game or 17 victory points in a 4-player game. The rules that apply to this combination are described on page 13 of the *Cities & Knights* Game Rules & Almanac (2015 edition). If this scenario is combined with the *Cities & Knights* expansion, the following rule change applies:

If you receive a treasure token depicting a development card, take the topmost progress card from any 1 of the 3 stacks.

NOTE

The “The Treasure Islands” scenario was first designed for the PC game *Cities & Knights*. Since then, it has been part of many digital versions of *CATAN*, including *CATAN Universe*. It is one of the most popular *Seafarers* scenarios.



GAME COMPONENTS FOR 3 PLAYER SET-UP

Home Island and Sea



								Total
3	2	2	2	4	1	–	13	27

Additional Components:

4x 3:1 harbor

										Total
1	1	2	1	2	2	1	2	1	–	13

Treasure Islands



								Total
2	3	3	3	1	2	2	6	22

17 treasure tokens
 (Randomly remove 3
 treasure tokens)

										Total
1	2	1	2	1	1	2	1	2	1	14

5x special harbor

INTO THE UNKNOWN

Catan borders an unexplored sea. New islands, gold, and treasures are waiting to be discovered. The Catanians hoist the sails and set out into the broad expanse of the unknown sea.

PREPARATION

Home Island: Shuffle the terrain hexes of the home island and randomly place them faceup in the light brown area (in a 3-player game, position the desert as shown in the illustration). Place the number tokens on the terrain hexes as depicted.

Then place the sea hexes (6 of which you should take from *Treasures, Dragons & Adventurers* – their back sides depict desert). Position the 3:1 harbors as shown.

Unknown Sea: Place the 2 deserts and the 2 gold fields faceup as depicted. Place a number token with a “6” on one of the gold fields and a number token with an “8” on the other. Shuffle the remaining 18 hexes (6 sea and 12 land) facedown and place them facedown. Shuffle the remaining number tokens of the undiscovered area facedown. Place them in an opaque container beside the game board. This is the number token supply.

SCENARIO 2 INTO THE UNKNOWN



GAME COMPONENTS FOR 4 PLAYER SET-UP

Home Island and Sea



								Total
4	3	3	2	4	—	—	15	31

										Total
1	1	2	2	3	2	2	2	1	—	16

Treasure Islands



								Total
3	4	4	4	3	3	2	9	32

										Total
1	3	2	3	1	1	3	2	3	1	20

Additional Components:

4x 3:1 harbor

20 treasure tokens

5x special harbor

Treasure Tokens: Shuffle the treasure tokens and position them with the chest side up as shown.

Special Harbors: Place the special harbors beside the game board.

SPECIAL RULES

Set-up Phase

Each player starts with 3 settlements. On the main island, all players build their first 2 settlements, each with 1 adjacent ship

or road, as described in the *CATAN* base game rules. After the last player has built their second settlement, that player immediately places their third settlement and an adjacent road or ship. Then, in clockwise order, all other players build their third settlements. Each player receives the resources produced by the terrain hexes that surround their third settlement.

Robber Only

Play this scenario only with the robber. There is no pirate in this scenario.

Discovering

If you build a ship or a road adjacent to an intersection at an undiscovered hex, turn that hex faceup. If it is a terrain hex, take 1 token from the number token supply and place it faceup on the terrain hex. As a reward for your discovery, take 1 resource of the type produced by the hex. If there is a treasure on the intersection, you first take the treasure and then discover the hex. If you discover a sea hex, nothing happens.

TREASURES

If you build a ship or a road adjacent to an intersection with a treasure token, take the treasure token and view its back. Now you have 2 choices (your choice is irrevocable):

- You may **immediately reveal the token**, as described in scenario 1 (see page 4). You are rewarded with resources, 1 development card, or may build two roads or ships for free.
- Or, you may choose to **keep the treasure token**. Place it in front of yourself, treasure chest side up. Your unrevealed treasure tokens give the following advantages:
 - **1 or more treasure tokens:** When a “7” is rolled, you only lose resources if you have more than 9 resource cards.
 - **2 or more treasure tokens:** Take a special harbor from the supply and place it adjacent to one of your settlements on the coast. From now on, you may trade the resource depicted on the special harbor 2:1.
 - **3 treasure tokens:** Use the advantages for 1 & 2, and gain 1 victory point.
 - **4 treasure tokens:** Use the advantages for 1 & 2, and gain 2 victory points.

Once you have decided not to make use of a treasure token but to keep it in order to obtain the advantages described above, this decision is irrevocable. For the remaining part of the game, you are not allowed to make use of the advantages indicated on the tokens.

You may not place more than 4 treasure tokens in front of yourself. If you have already placed 4 treasure tokens and you receive more treasure tokens, you simply make use of the advantages indicated on the tokens.

END OF THE GAME

You win the game if you reach 12 victory points on your turn.

COMBINING WITH CITIES & KNIGHTS

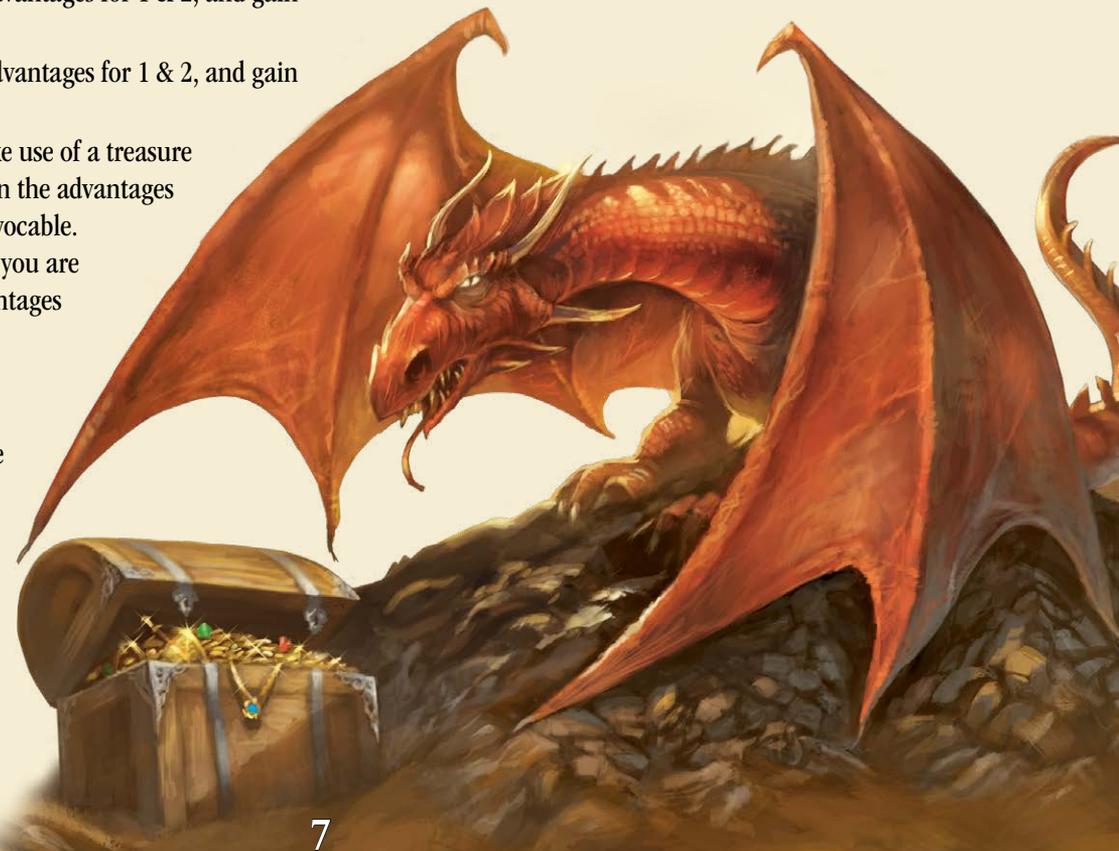
The “Into The Unknown” scenario can easily be combined with the *Cities & Knights* expansion. In this case, each player builds a city instead of a second settlement during setup. The game ends when a player reaches 14 victory points on their turn. The rules that apply to this combination are described on page 13 of the *Cities & Knights* Game Rules & Almanac (2015 edition). If this scenario is combined with the *Cities & Knights* expansion, the following rule change applies:

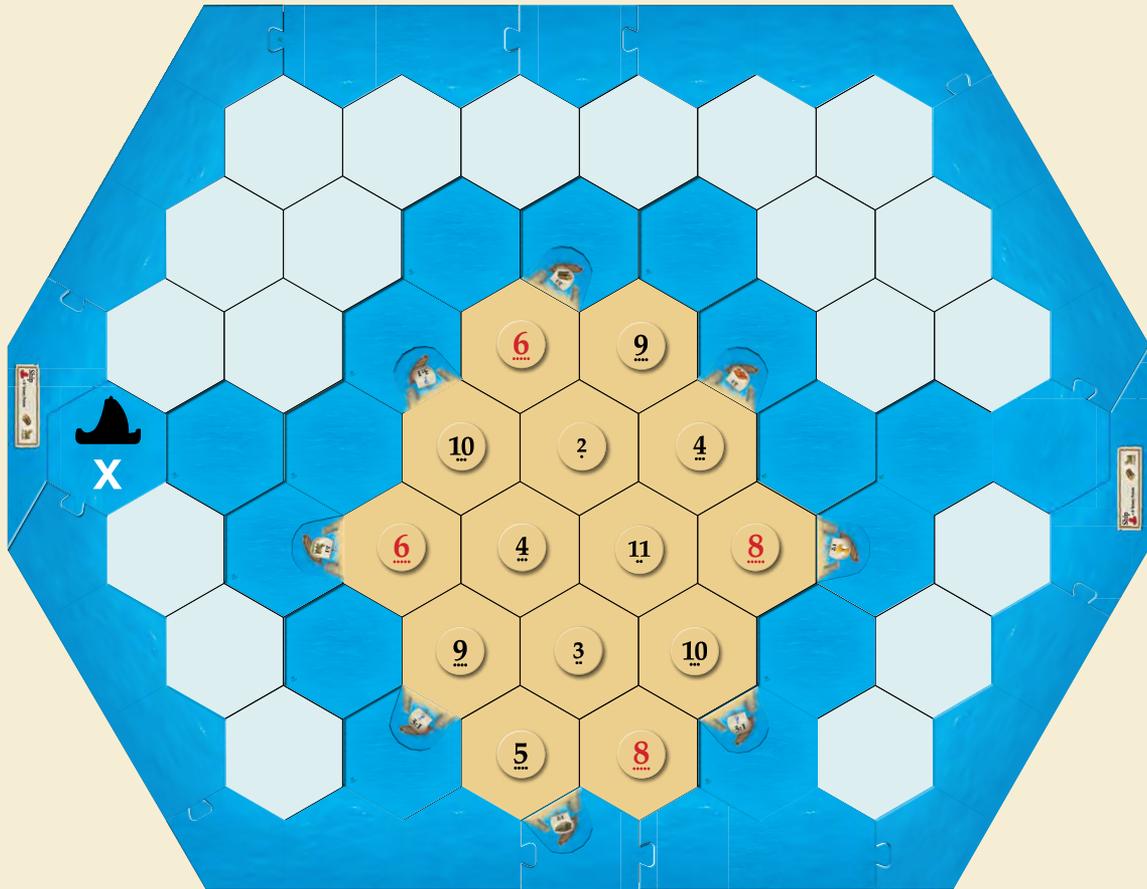


If you receive a treasure token whose back depicts a development card, take the topmost progress card from any 1 of the 3 stacks.

NOTE

“Into The Unknown” was developed for *Treasures, Dragons & Adventurers* and first published in 2009. Explorer scenarios such as “Into The Unknown” rank among the most popular *CATAN* game variants. With the additional game components, you can now explore particularly large unknown areas and discover not only islands but also valuable treasures.





GAME COMPONENTS FOR 3 PLAYER SET-UP

Home Island
and Sea



New
Islands



Forest	Hills	Mountains	Fields	Pasture	Desert	Gold Field	Sea	Total		
3	2	3	3	3	—	—	15	29		
2	3	4	5	6	8	9	10	11	12	Total
1	1	2	1	2	2	2	2	1	—	14
Forest	Hills	Mountains	Fields	Pasture	Desert	Gold Field	Sea	Total		
3	3	3	3	2	—	—	6	20		
2	3	4	5	6	8	9	10	11	12	Total
—	1	—	1	—	—	1	—	1	—	4

Additional
Components:

5x special harbor
 3x 3:1 harbor

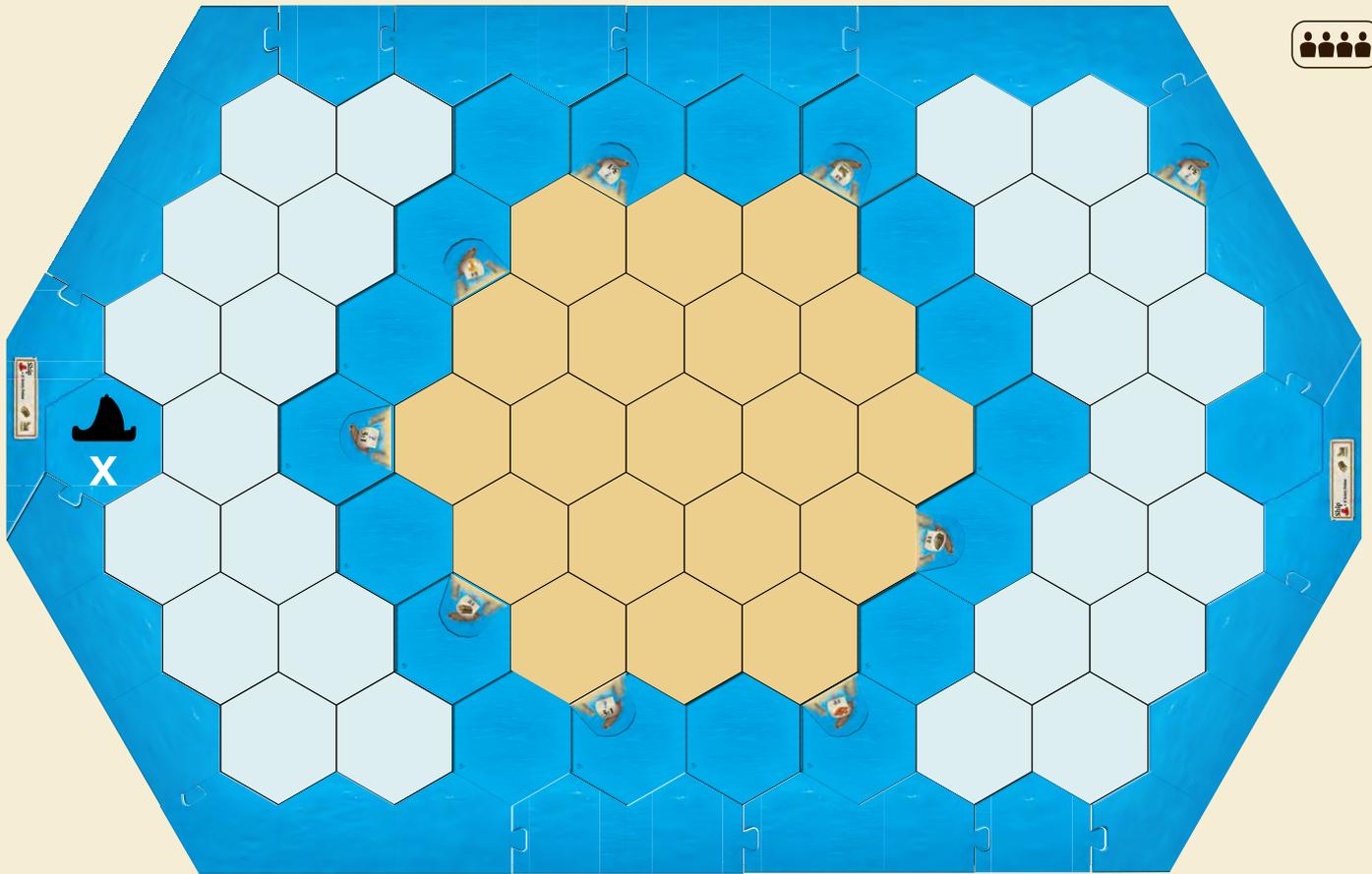
GREATER CATAN

Things don't always go smoothly on Catan. What would happen if the resources ran out at some point? That's exactly what occurs in this scenario. It's time to build ships and establish settlements on the surrounding islands to gain access to new resources. Happy will be the player who can spread out over the new islands in time, because if you arrive there too late, you'll soon run out of resources and can no longer build.

PREPARATION

Home Island: In a 3-player game, randomly place the 14 terrain hexes of the home island faceup in the light brown area. Place the number tokens as shown in the illustration. In a 4-player game (see set-up on the next page), assemble the home island according to the *CATAN* base game rules. Place the sea hexes as depicted.

New Islands: To build the new islands (gray spaces), shuffle the hexes for the new islands listed in the charts (20 hexes in a 3-player



GAME COMPONENTS FOR 4 PLAYER SET-UP

Home Island and Sea



New Islands



									Total		
Home Island and Sea	4	3	3	4	4	1	—	18	37		
											Total
	1	2	2	2	2	2	2	2	2	1	18
									Total		
New Islands	4	3	4	3	4	1	—	7	26		
											Total
	—	1	1	1	—	—	1	1	—	—	5

Additional Components:

5x special harbor
4x 3:1 harbor

game and 26 in a 4-player game) and place them terrain side or sea side up in the gray area.

Shuffle the number tokens for the new islands listed in the charts (4 tokens in a 3-player game and 5 in a 4-player game) facedown. Place them in an opaque container beside the game board. This is the number token supply.

Cities: In addition, each player receives the 4 cities in their color from *Treasures, Dragons & Adventurers*, which allows them to build a total of 8 cities.

Set-up Phase

On the main island, the players build their first 2 settlements, each with an adjacent road, as described in the *CATAN* base game. If you build a settlement on the coast, instead of placing a road on the coast you may place a ship there.

Pirate/Robber

Play this scenario with both the robber and the pirate. The robber starts on the desert. The pirate starts on the sea hex marked with an “x.”

GREATER CATAN

Depletion Rule

If one of your ships or roads reaches an intersection at a terrain hex that has no number token, take 1 token from the number token supply and place it on that hex.

If the supply is depleted, you must take a number token from the home island and place it on the terrain hex of the new island. At first, you only may remove a number token if you observe all of the following three rules:

1. On the new islands, the numbers 6 and 8 must not be adjacent to each other.
2. You must take a number token from a terrain hex adjacent to which you have a settlement or city.
3. At least 1 number token must remain on the other neighboring terrain hexes of the settlement or city adjacent to the terrain hex from which you removed a number token.

Only if it is not possible to comply with all three rules, you may break these rules in consecutive order, starting with rule 1.

END OF THE GAME

You win the game if you reach 18 victory points on your turn.

COMBINING WITH CITIES & KNIGHTS

The “Greater Catan” scenario can easily be combined with the *Cities & Knights* expansion. In this case, the game will end when a player reaches 20 victory points on their turn. The rules that apply to this combination are described on page 13 of the *Cities & Knights* Game Rules & Almanac (2015 edition).

NOTE

The “Greater Catan” scenario was first published in no. 1/1997 of the German-language *Siedler-Zeitung*. Since 2002, it has been included in various digital adaptations of *CATAN*, being particularly popular on *CATAN Universe*.





GAME COMPONENTS FOR 3 PLAYER SET-UP

Home Island and Sea



								Total
3	3	3	3	4	3	—	18	37

?	3	4	5	6	8	9	10	11	12	Total
1	2	2	2	2	2	2	2	1	—	16

Neighboring Islands



								Total
4	3	3	4	4	—	1	—	19

?	3	4	5	6	8	9	10	11	12	Total
1	2	3	2	2	2	2	2	2	1	19

Additional Components:

18 dragon figures
4x 3:1 harbor

5x special harbor

DESERT DRAGONS

Peace and prosperity reign on Catan. However, this blessed state is not going to last very long. Dragons are gathering in the desert, as if magically attracted by the wealth of the settlements and cities. With each new settlement and each new city, the number of dragons increases. Soon the wild hordes will leave the desert and attack Catan. When this happens, all

the Catanians can do is escape to the uninhabited neighboring island in the Southeast, where they will have the opportunity to gather strength and expel the dragons from their homeland.

PREPARATION

Home Island: Place the 3 desert hexes, the 2 forest hexes, and the 2 pasture hexes as shown. Shuffle the remaining hexes of the home island facedown and randomly place them terrain

DESERT DRAGONS



GAME COMPONENTS FOR 4 PLAYER SET-UP

Home Island and Sea



Neighboring Islands



	Forest	Hills	Mountains	Fields	Pasture	Desert	Gold Field	Sea	Total		
	3	3	3	3	4	3	—	15	34		
	2	3	4	5	6	8	9	10	11	12	Total
	1	2	2	2	2	2	2	2	1	—	16
	Forest	Hills	Mountains	Fields	Pasture	Desert	Gold Field	Sea	Total		
	4	4	4	4	4	—	2	—	22		
	2	3	4	5	6	8	9	10	11	12	Total
	1	2	3	3	2	2	3	3	2	1	22

Additional Components:

18 dragon figures
4x 3:1 harbor

5x special harbor

side up in the light brown area. Place the number tokens on the terrain hexes as depicted. Then position the sea hexes and the 3:1 harbors as shown in the illustration.

Neighboring Island: Shuffle the terrain hexes listed in the chart and place them terrain side up in the gray area. Place the number tokens and harbors of the neighboring island as depicted.

Desert Dragons: Place 18 desert dragon figures beside the game board.

SPECIAL RULES

Set-up Phase

The players build their first 2 settlements, each with an adjacent road, as described in the *CATAN* base game. If you build a settlement on the coast, it is recommended (but not required) to place a ship there.

Pirate/Robber

Neither the robber nor the pirate are used in this scenario. As usual, if a “7” is rolled, all players who have more than 7 resources lose half of them, rounding down for odd numbers. The active player takes any 1 card from an opponent’s hand.

The Desert Dragons Gather

Each time you build a settlement or city after the set-up phase, you must place desert dragons on 1 of the 3 desert hexes as follows:

In a 3-player game, place 3 dragons.

In a 4-player game, place 2 dragons.

The desert dragons should be distributed as evenly as possible among the 3 desert hexes. **Note:** Place the dragons so the flag icon is hidden from view).

As soon as all 18 desert dragons are placed on the deserts, the dragons attack:

- Each time the number of a hex adjacent to a hex that has a desert dragon on it is rolled, 1 desert dragon is removed from 1 of the 3 desert hexes and placed on the hex whose number was rolled. Only 1 desert dragon may be placed on each terrain hex.
- If 2 of the hexes adjacent to desert dragons have the number that was rolled, each of the 2 hexes receives 1 desert dragon from the desert hexes.
- The number of dragons on the desert hexes should be reduced as evenly as possible.

Example

1. You roll a “3.” Since the terrain hex marked with a “3” is not adjacent to a terrain hex with a dragon, nothing happens.
2. You roll an “8.” The hills hex marked with an “8” is adjacent to 2 deserts with dragons. Take 1 dragon token from the desert with the most dragon tokens and place it on the hills hex.
3. You roll a “5.” Since the pasture hex marked with a “5” is adjacent to the brick hex with the dragon, you take 1 dragon token from the desert with the most dragon tokens and place it on the pasture hex.



Curse of the Dragons

The dragons have the following effects:

Resources Blocked: A dragon on a terrain hex blocks the number token. Adjacent settlements or cities no longer receive resources from this hex.

Important: Before you place a dragon on a terrain hex, the owners of settlements or cities adjacent to this hex receive their resources that turn.

Road Blocked: A road between two terrain hexes occupied by dragons is blocked. To indicate this, rotate the road 90 degrees. Blocked roads do not count toward the Longest Road, and you can’t build a new road connecting to them.

Settlement / City Blocked: A settlement or city surrounded only by terrain hexes with dragons is considered blocked. In this case, the settlement or city is no longer worth victory points.

Please note: Dragons cannot be placed on sea hexes. A settlement or city on the coast – and a harbor that may be adjacent to it – is thus protected from being blocked.

Escape of the Settlers

As the game progresses, the dragons frequently occupy all terrain hexes of the home island, thus blocking all resource income. Therefore, in this scenario it is important to build a shipping route to the safe neighboring island early on, so that you can establish new settlements and cities there. With renewed strength, you then can use your knights to defeat the dragons on the home island.

Revenge of the Knights

If you reveal one of your knight cards, you may remove a dragon from a terrain hex of your choice. Removed dragons are entirely removed from play; used knight cards go to the discard pile.

Since there is no robber in this scenario, you only can use the knights to remove dragons from the home island. When you play a knight, you are not allowed to steal a resource card from one of the opponents. There is no Largest Army in this scenario.

If a terrain hex is freed from a dragon, it can produce resources upon the next dice roll. A blocked road, settlement, or city adjacent to a freed terrain hex is no longer blocked.

END OF THE GAME

You win the game if you reach 13 victory points on your turn.

NOTE

“Desert Dragons” was first published in 1997 under the title “Die Wüstenreiter” (Desert Riders) in no. 2/1997 of the German-language “Siedler-Zeitung.”



GAME COMPONENTS FOR 3-4 PLAYER SET-UP

Home Island and Sea



Small Islands



Forest	Hills	Mountains	Fields	Pasture	Desert	Gold Field	Sea	Total		
4	4	5	6	5	1	—	19	44		
2	3	4	5	6	8	9	10	11	12	Total
1	3	3	3	3	2	3	3	2	1	24
Forest	Hills	Mountains	Fields	Pasture	Desert	Gold Field	Sea	Total		
—	—	—	—	—	3	2	—	5		
2	3	4	5	6	8	9	10	11	12	Total
—	—	—	—	—	2	—	—	—	—	2

Additional Components:

- 9 canal tokens
- 18 CATAN chits
- 4x 3:1 harbor
- 4x special harbor

THE GREAT CANAL

After a drought period, the fertile farmland in Catan’s west has become a desert, and famine menaces the land. Hence, the Catanians decide to join forces and dig a canal to carry water from a mountain lake (B) in Catan’s east to the desert basin (A) in the west. The islanders send their knights to build the canal. Armed with spades, the knights immediately go to

work. When the canal is completed and the desert basin gets flooded with water, the fields will be fertile again and produce valuable grain.

PREPARATION

Terrain Hexes: Place the fields and mountains hexes faceup as depicted. Take the desert marked with an “A” (it has a sea back) from *Treasures, Dragons & Adventurers*. Place the sea

hexes, then put the terrain hexes of the small islands in the gaps. Randomly place the remaining terrain hexes (4 hills, 5 pasture, and 4 forest) faceup in the light brown area.

Number Tokens: Place the number tokens of the 2 gold fields and the fields hexes as shown in the illustration. Afterwards, turn the number tokens on the fields hexes facedown.

As long as the desert (A) is not flooded, the fields hexes do not produce. Randomly distribute the remaining number tokens, making sure that the red number tokens are not placed adjacent to each other.

Place the **harbors** as shown.

Place the **CATAN chits** as shown.

SPECIAL RULES

Set-up Phase

Each player starts with 2 settlements and 1 city on the home island. All players build their first settlement and then a city instead of a second settlement, each with an adjacent road or ship (see restriction below). The order in which the players build during set-up is determined by the *CATAN* base game rules. After the last player has built their city, they immediately place their second settlement and an adjacent road or ship. Then, in a clockwise direction, all other players build their second settlement. Each player receives the resources produced by the terrain hexes surrounding their second settlement (they will receive 1 grain for building on an infertile fields hex).

Restrictions:

- Each player **must** build at least 1 settlement or city on the coast. The lake in the east does not count as coast.
- When you build a settlement or city on the coast, you must place a ship.

Pirate/Robber

Play this scenario only with the robber. It starts on any of the deserts.

New Tasks for the Knights

Knights may only be built on the home island. In this scenario, they are used in various ways.

1. Assignment: Canal Builder

As soon as at least 2 active knights stand on the intersections of a terrain hex with CATAN chits, a canal is built: the two CATAN chits are removed and a canal token is placed on the hex (the token's side depicting a canal section without water is up). The short sides of the canal token are aligned with the sides of the hex that are adjacent to a canal or a CATAN chit of

a neighboring hex. Depending on how the canal token needs to be aligned, either a straight or a bent canal token is chosen. If all active knights belong to one player, that player receives the two removed CATAN chits. If the active knights belong to different players, each of the two players receives 1 CATAN chit. Each CATAN chit is worth 1 victory point.

Please note: The canal is built immediately after a second knight is activated. It is therefore not possible for a third player to activate a knight adjacent to the hex before the canal is built. The strength of a knight is irrelevant when building a canal. After a canal is built, the knights involved are not deactivated.

Example: In the illustration below, 2 knights are adjacent to a hex where a canal is to be built. Red has already activated her knight.



Now Orange also activates his knight. The two CATAN chits are removed. Red and Orange each receive a CATAN chit worth 1 victory point. The CATAN chits are removed and a canal token is placed instead.



2. Assignment: Gold Miner

If you have a shipping route that leads to an intersection at a gold field on the small islands, you can move a knight to this intersection. As long as the knight is on this intersection, each time an "8" is rolled you receive any 1 resource of your choice. The knight does not have to be active for you to obtain this resource. If you have 2 knights at a gold field, receive only 1 resource of your choice when an "8" is rolled.

THE GREAT CANAL

3. Assignment: Merchant

If you have moved a knight to a harbor intersection of the small islands, you may use the advantage of the corresponding special harbor. For you to use this advantage, the knight does not have to be active.

Important: The knights on the small islands **do not** count for the defense against the barbarians.

Completion of the Canal

There are 9 canal tokens in total. As soon as the second to last canal token is built, the canal is complete. If the last canal token wasn't built simultaneously with the penultimate token (which may happen when a knight on an intersection between two terrain hexes with CATAN chits is activated), the final canal token is placed now. The two CATAN chits are removed from play. Afterwards, all canal tokens are turned water side up. The desert (A) and the number tokens on the fields hexes are also flipped over. Henceforth, Catan produces grain again.

Other Rules

- No settlement may be built on the small islands.
- Once the desert is flooded with water, the knights on the small islands no longer serve as gold miners.
- Contrary to the rules of the *Seafarers* expansion, shipping routes may not branch out in this scenario.
- The "Irrigation" card is resolved even if the corresponding fields hex is still infertile.

END OF THE GAME

You win the game if you reach 21 victory points (in a 3-player game) or 18 victory points (in a 4-player game) on your turn.

NOTE

"The Great Canal" scenario was first published in 2003, in the German-language "CATAN News." Since then, it has been part of various digital adaptations of *CATAN*.





GAME COMPONENTS FOR 3-4 PLAYER SET-UP

Home Island and Sea



								Total		
4	3	3	4	4	1	—	21	40		
										Total
—	2	2	2	2	2	2	2	3	1	18

Additional Components:

5x special harbor
3x 3:1 harbor

19 dragon figures

Enchanted Land



								Total		
2	2	2	2	1	5	2	—	16		
										Total
1	2	1	2	1	1	1	2	—	—	11

ENCHANTED LAND

In the enchanted land, dragons guard valuable treasures that count as victory points once they are in the players' possession. Unfortunately, the enchanted land is an island, so you first have to build ships in order to send your knights across the sea. You'd rather not send basic knights to a dragon hunt, though – the enchanted land also harbors mighty dragons, which can only be confronted by mighty knights.

PREPARATION

Home Island: First place the desert on the left side. Shuffle the remaining terrain hexes and randomly place them faceup in the light brown area. Place the number tokens on the terrain hexes as shown in the illustration, then place the sea hexes and position the harbors as depicted.

ENCHANTED LAND

Enchanted Land: Place the 5 deserts and 2 gold fields as shown. Shuffle the remaining 9 terrain hexes and place them terrain side up. Place the number tokens on the terrain hexes as depicted.

Dragon Figures: Shuffle the dragon figures and place them on the board as shown on the map (Page 17).

SPECIAL RULES

Set-up Phase

Each player starts with 2 settlements and 1 city on the home island. All players build their first settlement and then a city, each with an adjacent road or ship (see restriction below). The order in which the players build during set-up is determined by the *CATAN* base game rules. After the last player builds their city, they immediately place their second settlement and an adjacent road or ship. Then, in a clockwise direction, all other players build their second settlement. Each player receives the resources produced by the terrain hexes surrounding their second settlement.

Restrictions:

- Each player must build at least 1 settlement or city on the coast.
- When you build a settlement or city on the coast, you may choose whether to place a ship or a road there.

Pirate/Robber

Play this scenario only with the robber. The robber starts on the desert of the home island. There is no pirate in this scenario.

Building Restrictions in the Enchanted Land

- Settlements may only be built on the coast.
- Settlements on the coast may not be upgraded to cities.
- You may not build roads on the paths, neither on the coast nor inland.

Crossing of the Knights

If your shipping route has reached an intersection of the enchanted land island, you may move an active knight from the home island to this intersection. Of course, you can only move a knight that is connected – via roads or ships – to the settlement from which the shipping route leads to the coast of the enchanted land. After you have moved the knight, it is deactivated as provided in the *Cities & Knights* rules.

Important: Each player may move only 1 of their knights to the enchanted land island. Once a knight has been moved to the island, it may not be moved back to the home island.

If the intersection the shipping route leads to is occupied by one of your own settlements, you may place your knight on an unoccupied neighboring intersection on the coast.

If the intersection the shipping route leads to is occupied by another player's settlement, your knight can't cross. If the intersection is occupied by another player's knight that can't be displaced, your knight can't cross either. In this case, you should change the direction of your shipping route so that it leads to a different, unoccupied intersection.

Moving Knights in the Enchanted Land

Your knights may move freely along the paths from intersection to intersection, meaning that they are not bound to use paths on which you have built roads or ships, as is the case on the home island. The only restriction in this context is that a knight's movement must not end on an intersection on the coast; this rule prevents players from blocking the crossing of other players' knights. You may move an active knight a distance of up to three intersections, after which it is deactivated as provided in the rules. The *Cities & Knights* rules also determine that you may displace a weaker knight from an intersection. Unlike in the *Cities & Knights* rules, however, you then place that knight on any unoccupied intersection of the enchanted land island.

Fighting Against the Dragons

If you move your knight to an intersection with a dragon figure and then activate it again, during your next turn it can fight against the dragon. This corresponds to the *Cities & Knights* rule that prohibits using a knight for an action during the same turn it was activated. If your knight fights against a dragon, look at the bottom of the dragon. The flag icon on the bottom of the dragon indicates what kind of knight can defeat the dragon. The more tails the flag has, the stronger the knight needs to be in order to defeat the dragon:

	This dragon is defeated by knights of any strength.	
	Only strong & mighty knights can defeat this dragon.	
	Only mighty knights can defeat this dragon.	

If your knight has defeated a dragon, take the dragon figure and place it in front of yourself. It is worth 1 victory point. If your knight loses the fight, place the dragon back on the intersection. The knight stays on the intersection too. Now you may activate

it again. During your next turn, you may either move the knight to another dragon (and, after activating your knight, have it fight against that dragon on your next but one turn) or have it fight against the same dragon as before, provided that you have promoted your knight accordingly.

Rules Adaptations

Barbarian Attack: When a barbarian attack occurs, knights that were moved to the enchanted land island or stand on an intersection between three sea hexes do not count for defense. Consequently, they are not deactivated after a barbarian attack.

Inventor: You are neither allowed to remove number tokens from the enchanted land nor to swap them.

Deserter and Intrigue: You are not allowed to play these cards against knights located on the enchanted land island.

END OF THE GAME

3-player game: You win the game if, on your turn, you defeat your sixth dragon or reach 21 victory points.

4-player game: You win the game if, on your turn, you defeat your sixth dragon or reach 18 victory points.

NOTE

“The Enchanted Land” scenario was first published in no. 1/2001 of the German-language “CATAN News.” Since 2003, it has been part of various digital adaptations of *CATAN*, where it is a very popular game.



KLAUS TEUBER

Born in 1952, Klaus lives near Darmstadt, Germany. He is one of the most successful game designers in the world. Four of his games received the title “Game of the Year”—among them his greatest success, *Catan*.

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Special Thanks: Morgan Dontanville, Pete Fenlon, Ron Magin, Stephanie Newman, Donna Prior, Kelli Schmitz.

