CATAN
EXPANSION
EXPLORERS & PIRATES ™

PART 1
— GAME OVERVIEW —
START HERE

WHAT IS THIS EXPANSION ALL ABOUT?

Catan: Explorers & Pirates™ consists of several different scenarios. You and your opponents must use ships to explore the unknown seas around Catan. When you discover new islands, you can build settlements there to gather their resources. This theme of exploration and building is the emphasis of the first scenario and is the core of all of the scenarios that follow.

In subsequent scenarios, the Council of Catan sends you on missions. You will have to capture pirate lairs. You will discover bountiful fish shoals where you can catch fish and deliver them to the Council. You will also discover spice islands and set up trade deals with their inhabitants.

To successfully explore these mysterious seas and complete your missions for the Council, you will need a few things: the well known **settlements** and **roads** from *Catan®*, as well as several all-new game pieces introduced in this expansion—**settlers**, **ships**, **harbors**, **crews**, **pirate ships**, **fish**, and **spices**.

Victory points (VPs) are awarded for the construction of regular settlements and harbor settlements. Additional VPs are earned when you complete missions. The first player to reach the required victory points wins.

The first scenario "LAND HO!" takes about 30 minutes to play. In it you learn the first part of the basic rules for this expansion: using harbor settlements, ships, and settlers. Next, before you play the second scenario "PIRATE LAIRS," the second part of the basic rules is explained. It teaches you about crews, transport, and fighting pirates. These basic rules will be used for all subsequent scenarios in this expansion.

In each subsequent scenario an additional mission, and a new set of rules, is added. The game opens up to you piece by piece, mission by mission, until you reach the final scenario "EXPLORERS & PIRATES," where all of the rules are used. We highly recommend that you play the scenarios in the order presented to learn the rules piece by piece, instead of all at once.

If, during the game, you have questions or need clarification, please refer to the index on the back of this overview to locate a particular rule.

## A Note Regarding Catan Edition Compatibility with this Expansion

Mayfair Games first published the English language version of *The Settlers of Catan®* in 1996. Since that original edition, the game has grown in popularity and undergone several graphic changes. The 4th edition, produced in 2007, introduced the board frame to hold the hexes together (1st - 3rd editions did not have this frame). *Explorers & Pirates* requires the use of these frame pieces. If you have one of the earlier editions of *The Settlers of Catan* and wish to use it with this expansion, we have a solution for you—simply order the ***Settlers of Catan Pre-2007 Adapter Kit*** (Part # CN3199) from your favorite game store or at catanshop.com.

GAME COMPONENTS

WOODEN GAME PIECES

4 sets in 4 player colors, each containing:
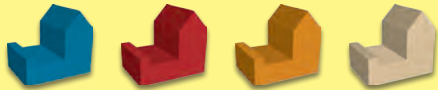
- 16 harbor settlements (4 of each color)

- 36 crews (9 of each color)

- 12 ships (3 of each color)

- 8 settlers (2 of each color)

- 12 markers (3 of each color)

- 4 pirate ships (1 of each color)

Neutral Game Pieces:
- 6 fish hauls
- 24 spice sacks

Tile Pieces (on 16 Die-Cut Sheets)

Gold Coins:
- 48 of value 1
- 40 of value 3

Frame Expansion Pieces:
- 1 each: A1, A2, C1, C2, D1, D2, E, F1, F2, G
- 2 each: B1, B2, B3

Hexes & Other Game Components:
- 6 pirate lair / gold field hexes
- 6 fish shoal hexes
- 6 spice hexes
- 6 standard terrain hexes with green moon-icon backs
- 6 number tokens with green moon-icon backs
- 6 standard terrain hexes with orange sun-icon backs
- 6 number tokens with orange sun-icon backs
- 6 pirate lair tokens with numbered backs
- 3 mission cards
- 3 victory point (VP) cards
- 4 new building costs cards
- 10 component sorting tiles

Sorting the Die-Cut Components and Game Pieces

When detaching the die-cut game components, make sure you start with sheet 1 and proceed as follows:

1. **From sheet 1:** detach the 10 sorting tiles and put each into its own storage bag. **Note:** *player pieces are pre-bagged, and the fish and spices must be placed into separate bags.*

2. **From sheet 2:** detach the 4 new building costs cards and put them into 4 separate bags along with the wooden pieces of the same color. Place the corresponding "PLAYER'S PIECES" sorting tile into those bags.

3. **From sheets 4-11:** detach the 8 frame expansions (labeled A1-A2, B1-B3,) and 8 sea hex pieces (labeled C1-C2, D1-D2, E, F1-F2 & G) and put them into the game box.

4. **From sheets 11-13:** detach all of the standard terrain hexes and sea hexes with green and orange icons on the back and put them into the bag containing the "STANDARD HEXES + NUMBER TOKENS— GREEN & ORANGE" sorting tile.

5. **From sheets 11-16:** detach all of the number tokens with green and orange icons on their backs and put them into the bag containing the "STANDARD HEXES + NUMBER TOKENS— GREEN & ORANGE" sorting tile.

6. **From sheets 3 & 14:** detach the 2 blue VP cards, plus the 6 fish shoal hexes and put them into the bag containing the "FISH FOR CATAN" sorting tile. Also put in the 6 wooden fish haul pieces.

7. **From sheets 3 & 15:** detach the 2 green VP cards, plus the 6 spice hexes, and put them into the bag containing the "SPICES FOR CATAN" sorting tile. Also put in the 24 wooden spice sack pieces.

8. **From sheets 3, 4, 5 & 16:** detach the 2 brown VP cards, plus the 6 pirate lair tokens, and the 6 pirate lair / gold field hexes, and place them into the bag containing the "PIRATE LAIRS" sorting tile.

9. **From sheets 4-16:** detach all of the value coins (value 1 and 3) and put them into the bag with the "GOLD COINS" sorting tile.
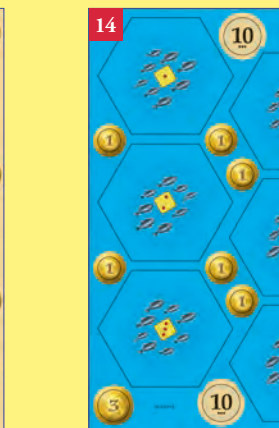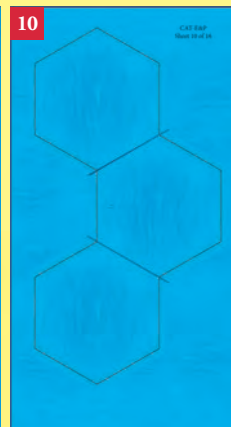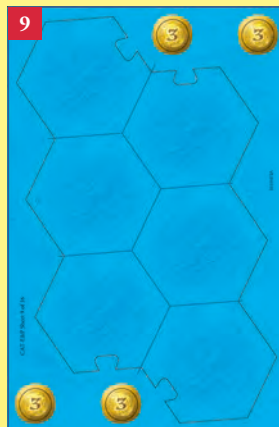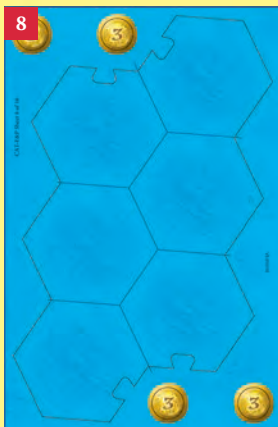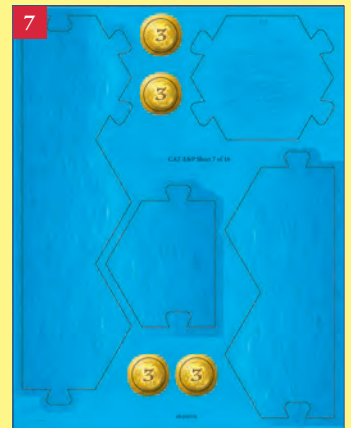
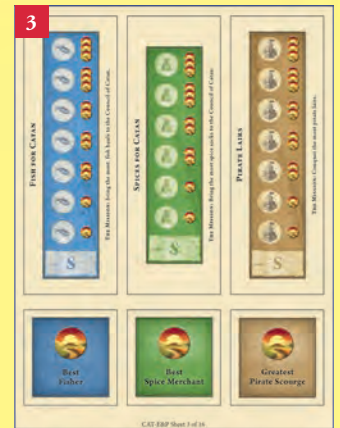## Required Components from Your Catan Base Game

You will need the following components from your copy of *Catan*:

1. 14 terrain hexes: 2x fields, 2x hills, 3x mountains.

2. Number tokens: 3, 3, 4, 4, 5, 6, 6, 8, 8, 9, 10, 10, 11, 11, 12.

3. All of the roads and settlements, but no cities.

4. All of the resource cards, but no development cards.

5. And finally, the 2 dice and all 6 frame pieces.

Note: *If you plan to play several of the **Explorers & Pirates**™ scenarios before you play **Catan**® again, we suggest that you put all of the parts from steps 1-2 (above) into the bag containing the "Pieces from Base Catan" sorting tile, all of the wooden components into bags of their respective colors, and the rest into the box. This will speed up your setup time.*

INDEX

This in an index of the rule book. Use it to quickly find relevant information.

CREDITS

English Edition

You have purchased a game of the highest quality. However, if you find any components missing or damaged, please visit:

www.catanstudio.com/parts

For all other inquiries, contact us at:

info@catanstudio.com

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EXPLORERS & PIRATES™

WAIT! If you haven't read the game overview yet, please start there.

This rule book is broken up into sections. Each section contains a new scenario. Each scenario introduces a new set of rules you can add to the game. The scenarios are "LAND HO!," "PIRATE LAIRS," "FISH FOR CATAN," "SPICES FOR CATAN," and finally, the epic "EXPLORERS & PIRATES." Please read the overview before playing these scenarios. Prepare yourself for adventure and excitement!

SCENARIO 1: LAND HO!

REQUIRED GAME COMPONENTS

You need the following game components from a copy of *Catan®* (hereafter referred to as "*base Catan*"):

- All game components from the bag containing the "PIECES FROM BASE CATAN" sorting tile (see page 2 & 3 of the game overview)
- 6 frame pieces
- All roads and settlements
- 2 dice
- All resource cards (but no development cards)

You need the following game components from this *Explorers & Pirates™* expansion:

- Frame pieces: 1x A1, A2, C1, C2, D1, F1, F2, and 2x B3
- The game pieces listed under "Preparation" on page 2
- The terrain hexes from the "STANDARD HEXES + NUMBER TOKENS GREEN AND ORANGE" bag
- All of the gold coins

GAME BOARD SET-UP

Before play, you must build the game board. First, you assemble the frame. Next, you create the starting island and the unexplored areas.

Assembling the Game Board Frame

Use the frame pieces from the base Catan game plus the frame pieces from Explorers & Pirates. Use example 1 as your assembly guide. The unmarked frame pieces in the example are from the base Catan game. Place the base Catan frame pieces face down.

The completed frame divides the game board into 3 areas. The area to the west (with the pasture hex) is the starting island. Across the seas to the east are two unexplored areas. These areas are separated by sea hexes formed by the F1 and F2 frame pieces. They are known as the northern unexplored area and the southern unexplored area.
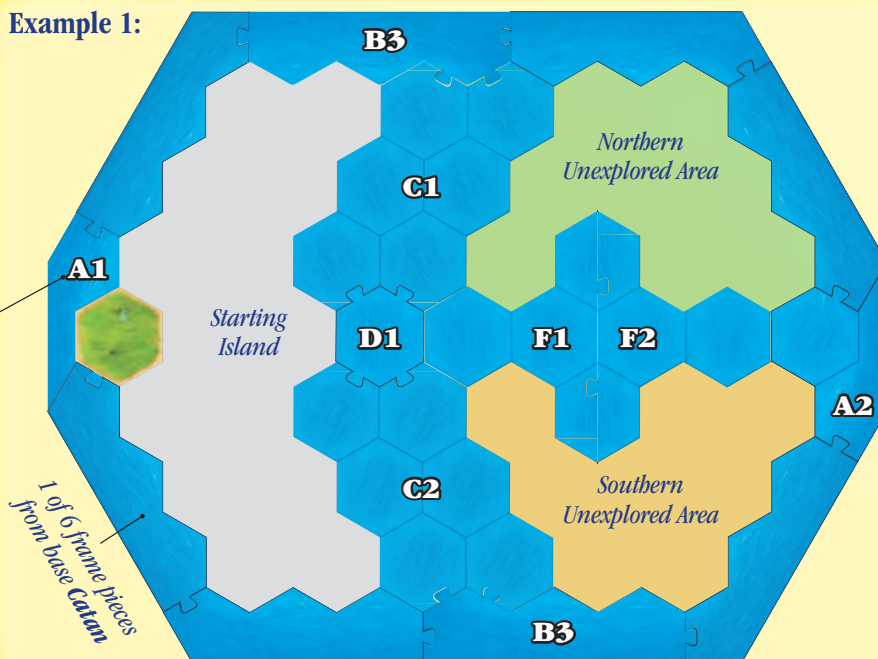
Note: *The large white frame numbers on the setup examples are not actually depicted on the fronts of the frame pieces themselves. They were added to these examples to aid in your setup. The fronts of the frames have small blue numbers. The backs have large white numbers.*

Example 1:

Creating the Starting Island

Using the terrain hexes from the base Catan game, set up the terrain hexes on the starting island exactly as shown in example 2. Once the hexes are done, place the number tokens from the base Catan game (again, exactly as shown).

Building the Unexplored Areas

Before you place the hexes into the unexplored areas, sort them into two separate stacks according to the icon on their backs (green moons and orange suns). Shuffle each stack.

Using example 2 as a guide, place the hexes' icon side face up. The green moons go into the northern area. The orange suns go into the southern area.

Separate and shuffle the green moon and orange sun number tokens into two stacks. Place the stacks (icon side up) on the frame near the matching region.

Each player chooses a color and takes:

5 settlements   15 roads   4 harbor settlements

3 ships   2 settlers   2 gold   1 building costs card

PREPARATION

Each player chooses a color and takes the following game pieces (see example 2 below):

- 5 settlements from the base Catan game
- 15 roads from the base Catan game
- 4 harbor settlements from Explorers & Pirates
- 3 ships from Explorers & Pirates
- 2 settlers from Explorers & Pirates
- 2 gold from Explorers & Pirates
- 1 Explorers & Pirates building costs card

Place your pieces in front of yourself. The remaining wooden game pieces from Explorers & Pirates are not used in this introductory scenario.

Place the resource cards and dice from the base Catan game beside the game board to form a supply area.

Place the remaining gold coins in the supply area as well.

Set-up Phase

In this scenario, the starting positions are predetermined. Each player places 1 harbor settlement and 1 settler ship (a ship with a settler in the hold), as well as 1 settlement and 1 road, at the locations shown in example 2. In a 3-player game, don't place the game pieces of the fourth, unused color.

Example 2:

green moon number tokens

orange sun number tokens

SCENARIO 1: LAND HO!

Starting resources: For each terrain hex adjacent their settlement, each player takes the corresponding resource cards.

Special Rules for Two Players

Each player chooses a color. The game pieces of the non-chosen colors remain as obstacles on the starting island. Remove only the settler ships of the non-chosen colors.

BASE GAME RULES

The rules of the base Catan game also apply to all scenarios of this expansion, with the following exceptions:

- There are no development cards.
- There are no "Longest Road" and "Largest Army" special victory point cards.
- Settlements cannot be upgraded to cities.
- There is no robber piece to block resource hexes. However, whenever a "7" is rolled, each player who has more than 7 resources still loses half of their resources. Starting with scenario 2, a pirate ship rule is added. It performs many of the same functions as the described in the classic robber rules.

THE PHASES OF A TURN

Production Phase

On your turn, you roll for production as usual; the result applies to all players.

Gold Compensation

Whenever the production die roll results in you receiving no resources (except for the "7"), you receive 1 gold from the supply instead.

Trade and Build Phase

After the production phase, you may trade and build in any order you wish. For example, you may first build, then trade, then build again, etc.

3:1 Trade

In Explorers & Pirates, there are no harbors like the ones in base Catan. However, on your turn, you may trade resources at a 3:1 rate, i.e., return 3 resources of the same type to the supply and take any 1 different resource of your choice from the supply. You may also obtain 1 gold by paying 3 resources of the same type.

Paying Gold to Buy Resources (2:1)

Twice during your turn, you may pay 2 gold for any 1 resource of your choice from the supply. You may also trade gold with your opponents, just like resource cards.

Movement Phase

After you have concluded your trade and build phase, your turn's movement phase begins. During this phase:

- You may move all your ships and perform actions with them.
- You are not allowed to trade or build during or after the movement phase, except when you are "Building a Settlement with the Aid of a Settler Ship" (see page 5).

Your turn ends after the movement phase.

SEA ROUTES

Ships are moved along sea routes. The edges of a sea hex are called sea routes. Sea routes separate sea hexes from each other and terrain hexes from sea hexes. The edges of frame pieces bordering sea hexes or terrain hexes are also considered as sea routes.

SHIPS, HARBOR SETTLEMENTS, AND SETTLERS

harbor settlement — *settler ship* — *together they are a "settler ship"*

Ships

Ships transport various game pieces from one place to another in the ship's hold. A hold can only accommodate 1 large game piece (settler, fish haul) or 2 small game pieces (crews, spice sacks).

Note: Fish hauls, crews, and spices will be described in later scenarios.

Building Ships

A ship costs 1 lumber and 1 wool to build. When you build a ship, place it on a sea route directly adjacent to one of your harbor settlements, with the following conditions:

- You cannot place a ship on a sea route adjacent to an undiscovered hex, because building the ship there would immediately result in the discovery of this hex (see Discovering with Ships on page 4).
- If you want to build a new ship when all your ships are already on the game board, you may remove any 1 of your ships from the game board and build the new ship adjacent to one of your harbor settlements for the usual ship building costs (1 lumber + 1 wool). Any pieces in the hold of a ship you remove are lost (return them to your supply).

3

Moving Ships

- You may only move your ships during your movement phase.
- Each of your ships has 4 movement points. Moving a ship from a sea route to an adjacent sea route costs 1 movement point.
- You may move a ship in any direction and also change directions during its movement (e.g., you may move it forward and then back to the same space if you wish).
- You must complete the movement of one ship before you can move your next ship.
- During your turn, you may buy 2 additional movement points for a ship by spending 1 wool card. This may be done once (and only once) for each ship, each turn.
- Up to 2 ships may occupy a given sea route. These ships may belong to the same or different players.
- You may move your ship past another ship (or past 2 side by side ships). However, the movement of your ship may not end on a sea route that is already occupied by 2 ships.

Loading and Unloading Ships

Each ship has a hold that accommodates 2 small game pieces (crews or spice sacks) or one large game piece (settler, fish haul). Please note that the crews, spice sacks, and fish hauls are not used in this scenario. You may remove game pieces from a ship and return them to the appropriate supply. This could make sense if you want to make room for a more valuable game piece.

Loading and unloading a ship costs no movement points. You may continue to move a ship after loading or unloading, provided that it still has movement points.

Discovering with Ships

To discover new land, you must move one of your ships towards the unexplored areas of the board (example 3 A).

If, after moving a ship, one of its ends (bow or stern) points toward the corner (intersection) of an undiscovered hex, you must discover that hex (example 3 B).

Turn the hex over. If it is a terrain hex, take a number token from the stack whose color/icon matches the color/icon on the back of the terrain hex and place it, number side face up, on the hex (example 3 C).

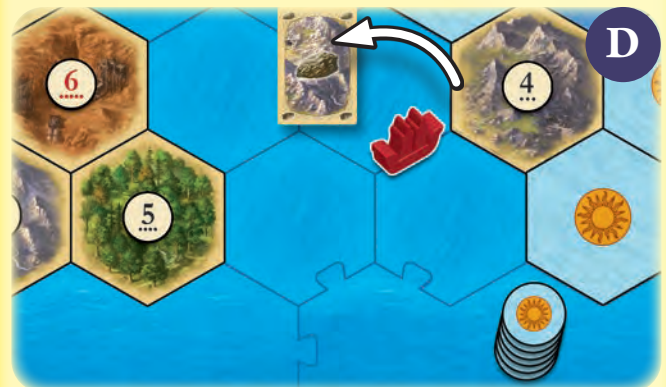### Reward for a Discovery

If you discover a terrain hex, as a reward you get 1 resource of the type produced by that hex (example 3 D). If you discover any other type of hex (land or sea), you get 2 gold.

Discovery Ends a Ship's Movement

After a discovery, you are not allowed to move the ship any farther. Any remaining movement points are forfeited.

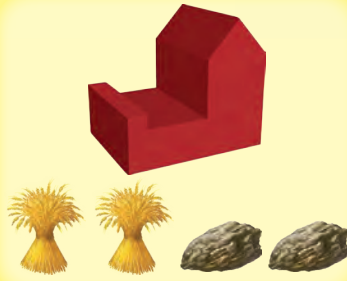**Example 3: Discovering with Ships**

Harbor Settlements

Building a Harbor Settlement

For 2 grain and 2 ore, you can upgrade any one of your coastal settlements (it borders a sea hex or the frame) to build a harbor settlement. Pay the building costs, return the settlement to your supply, and replace it with a harbor settlement.

- A harbor settlement is worth 2 victory points.

- A harbor settlement has a basin that can hold various game pieces. A basin can accommodate 1 large piece (settler, fish haul) or 2 small pieces (crews, spice sacks).

Important: When the number of an adjacent terrain hex is rolled, you receive only 1 resource for a harbor settlement. They do not produce 2 resources like cities in base Catan.

Settlements and Settlers

You can build settlements in 2 ways: either along a road, just like in base Catan; OR, by landing a settler ship (see below). You observe the distance rule in both cases.
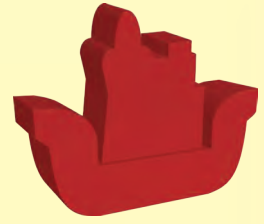
Building a Settler

- Building a settler costs the same resources as building a settlement.

- When you build a settler, you must place it either into the empty basin of one of your harbor settlements or directly into the empty hold of one of your ships. This ship must be located on a sea route adjacent to one of your harbor settlements. You are never allowed to place a newly built settler on land.

- A ship with a settler in its hold is called a settler ship.

- If the spaces in the harbor basin and in an adjacent ship's hold are occupied by another game piece, you can build the settler only if you remove the other game piece from the basin or hold and return it to your supply.

- You are not allowed to move a settler overland. Your settlers can only be transported by your ships.
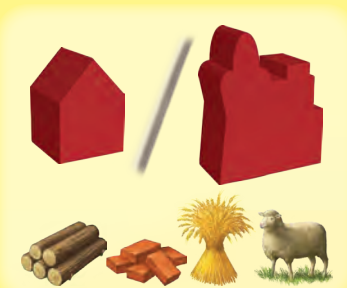
Movement Phase: Loading a Settler

If either end of your empty ship points toward one of your harbor settlements with a settler, you may load the settler onto the ship. You can move your settler ship just like a regular ship.

Important: Loading a settler onto a ship does not end the movement of the ship. For more rules on loading and unloading pieces, see Transshipping on page 6.

Building a Settlement with the Aid of a Settler Ship

If either end of one of your settler ships points toward the corner of a terrain hex (example 4 A), you may build a settlement there (certain exceptions apply, which are explained in the context of the corresponding missions).

To build this new settlement, return both your ship and the settler in its hold to your supply (example 4 B).

Place your new settlement on the intersection of the terrain hex, at no additional cost (example 4 C).

Example 4:

Important: When you build a settlement with the aid of a settler ship, you must always observe the usual Catan distance rule (2 paths between settlements).

In each of the two unexplored areas on the game board, you can only build your first settlement by using a settler ship. Once you have established your first settlement in this area, you can build roads and settlements there in a regular fashion. However, you could also forgo road building and build further settlements with the aid of settler ships.

Note: Roads may not be built on paths adjacent to undiscovered hexes, and settlements may not be built on intersections adjacent to undiscovered hexes. If you build a road in such a way that one of its ends points toward an undiscovered hex, you can't discover that hex. You can only discover hexes by means of ships.

ENDING THE GAME

You win "LAND HO!" if you reach 8 victory points (VP) on your turn.

—Have fun exploring!

ADDITIONAL RULES

Once you have completed "LAND HO!" and are familiar with its rules, continue to scenario 2, "PIRATE LAIRS." The following rules will be used in this scenario and every scenario thereafter.

Beginning with the second scenario, you can build crews. You are also given your first mission by the Council of Catan. Additionally, whenever someone rolls a "7" pirate ships appear. Before you play the second scenario, familiarize yourself with the remaining basic rules…

BUILDING

Crews

Crews represent specialists that can ride on your ships. You use them to perform various tasks. Depending on the mission, crews can be merchants, warriors, or both.

Building and Loading a Crew

- A crew costs 1 ore and 1 wool.
- To build a crew, pay the building costs and place the crew either on a free space in the basin of one of your harbor settlements or in the hold of one of your ships on a sea route adjacent to a harbor settlement.
- If you place the crew in the basin of a harbor settlement, during the movement phase you can pick up the crew with a ship, transport it to a destination, and unload it there.
- You can accommodate up to 2 crews in an empty basin or empty ship.
- After loading or unloading a crew, you may continue to move the ship, provided that you haven't used all of its movement points yet.

Moving Crews

The transport of crews to their destinations can only take place via your own ships. You are not allowed to move crews overland along paths or roads.

TRANSSHIPPING GAME PIECES

Transshipping Game Pieces Between Your Ship and Your Harbor Settlement

If either end of one of your loaded ships points to a loaded harbor settlement, you may swap the position of the game pieces in the ship and harbor settlement.

Transshipping Game Pieces Between 2 Ships

You are not allowed to directly transship game pieces between 2 ships. However, indirect transshipping is possible if either end of each of the two ships points to the same harbor settlement and the harbor settlement is used for temporary storage (see example 5 below).

Example 5: Transshipping

(A) One of the ends of a ship loaded with 2 crews points to a harbor settlement. The harbor settlement has a settler.

(B) You have the crews and the settler swap places.

(C) Then you load the 2 crews onto the right ship.

Hint: *If your harbor settlements are strategically well placed, you can use 2 ships and a harbor settlement to transport game pieces to their destination faster.*

Pirate Ships

Pirate ships are a way for you to force your opponents to pay gold to move their ships. They also allow you to steal resource cards (much like the robber rules in base Catan).

Placing a Pirate Ship

You may place a pirate ship on any sea hex—with 2 exceptions:

- You may never place a pirate ship on any sea hex adjacent to the starting island.
- You may never place a pirate ship anywhere on the outside frame of the board (pieces A1, A2, B1, B2, B3, or the 6 frame pieces from base Catan).

You each have 1 pirate ship in your supply. If you are the first player to roll a "7," place your pirate ship on one of the allowed sea hexes. Your pirate ship remains on the hex until someone rolls another "7" or chases your pirate ship away (see page 8).

A "7" Is Rolled—Placing and Moving the Pirate Ship

- If anyone rolls a "7" and your hand contains more than 7 resource cards, you must discard half of your cards rounded down (just like in base Catan).
- If you rolled the "7" and your pirate ship is already on the game board, move it to another allowed sea hex.
- If you rolled the "7" and an opponent's pirate ship is on the game board, return the pirate ship to that player's supply and place your own pirate ship on any allowed sea hex (including the hex previously occupied by your opponent's pirate ship). That way, there is always only 1 pirate ship on the game board (see example 6 below).

Example 6: Moving a Pirate (Red rolls a "7")
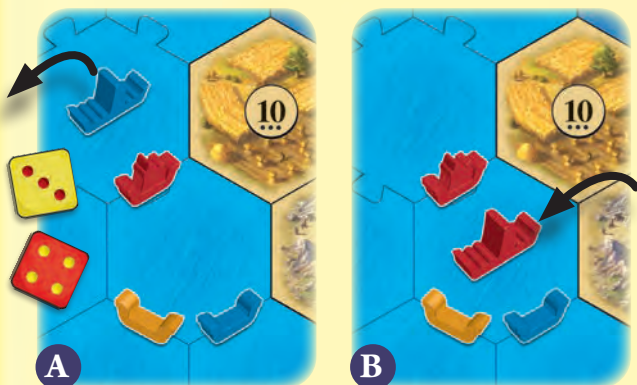
(A) Blue returns his pirate ship to his supply.
(B) Red places her pirate ship.

Moving the Pirate Ship—Stealing a Resource

If you place your pirate ship on a sea hex, you may steal 1 (random) resource card from the face-down hand of an opponent who has a ship on a sea route of this hex. Settlements or harbor settlements are not affected.

If, and only if, the opponent doesn't have a resource card, you may take a gold from him instead.

For example: In example 6 B (bottom of previous column), after Red placed her ship. She could steal a resource card either from Orange or Blue. Blue has no cards (but does have gold). Orange has cards and gold. If Red steals from Blue, she can take a gold. If Red steals from Orange, she must take a card.

Paying Tribute to the Pirate

If you move your ship onto, along, or off of, a sea route on a pirate hex (a hex that is occupied by an opponent's pirate ship), you must pay a tribute.

- The tribute costs 1 gold, and you pay it to the supply.
- You must pay a separate tribute for each ship you move in this way (e.g., moving 1 ship costs you 1 gold, moving 2 ships costs you 2 gold, etc.).
- Paying tribute for a ship allows that ship to move along, onto, or off of, any number of these routes during your current turn (you can even move off of and back onto).
- You may build a ship on a sea route adjacent to a hex occupied by the pirate without paying tribute, because building is not moving. However, if you then wish to move this newly built ship, the tribute must be paid.
- You must pay this tribute, even if you already have spent 4 gold to buy 2 resources during your trade & build phase.

Example 7: Paying Tribute

On each of their respective turns: Blue must pay 1 gold if he moves this ship. Orange must pay a tribute of 2 gold if she moves both ships (1 gold if she moves only 1 ship). If White wishes to move onto the sea routes indicated, he must pay 1 gold. Red does not have to pay anything, because it is her pirate ship.
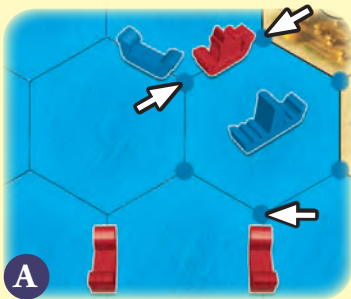
Chasing Away a Pirate Ship

In order to attempt to chase away an opponent's pirate ship, you must have at least one battle-ready ship. A ship is battle-ready if the following 2 requirements are met:

- It must not have moved on this turn.
- One of its ends must be directly adjacent to one of the six intersections of the sea hex occupied by the pirate.

During your turn's movement phase, each of your battle-ready ships may make 1 attempt to chase away an opponent's pirate ship.

### Example 8: Chasing Away a Pirate Ship
(*Red's movement phase*)

(A) Red has 3 unmoved ships. 2 of them have ends that point toward a corner of the pirate hex. She rolls two dice (one time for each of these 2 ships).

A

(B) One of the dice comes up a "6." Blue must return his pirate ship to his supply.

B
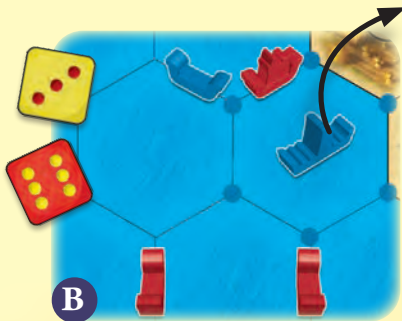
(C) Red places her pirate ship beside Blue's ship. Red may steal 1 random resource card from Blue. Blue now has 1 battle-ready ship.

C
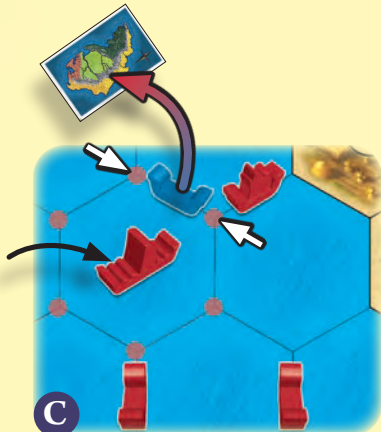
To chase away a pirate ship, you roll 1 die for each of your battle-ready ships. If you roll a "6," you successfully chase away the pirate ship; return it to its owner. Now place your own pirate ship on any allowed sea hex and steal 1 resource card from the owner of an adjacent ship (see "Moving the Pirate Ship—Stealing a Resource" on page 7).

The following also applies:

- A ship used to chase away a pirate ship may be moved in a regular fashion afterwards.
- If you failed to chase away the pirate ship, you must pay tribute to move your ship along the sea routes of the pirate hex—or else you may not use these sea routes.

GENERAL RULES FOR MISSIONS

Except for "LAND HO!" (scenario 1), each scenario is played with 1-3 missions. If a scenario includes multiple missions, you may work on all of them at once. The game components for a mission are stored in their own bag and always include a mission card and a victory point (VP) card. Example 9 shows the mission card and the victory point card of the "PIRATE LAIRS" mission with some player markers on it.

- At the beginning of the game, each player must place 1 marker on the starting space (S) of each mission card used in the scenario.
- Whenever you make progress on a mission, move your marker forward 1 space.
- If the space you move your marker onto contains an opponent's marker(s), place your marker on top.
- The number of VP symbols depicted next to each marker indicates the number of mission VPs the owner has accumulated. In example 9, Red and White have 1 victory point each. Orange and Blue have 2 VPs each.
- If your marker has moved the farthest from the "S" space, you receive the mission's VP card. It is worth 1 VP.
- If players' markers are on top of each other on the most advanced space, the marker on the bottom receives the special VP card, as it was the first to arrive there.

Note: In example 9 (below), Blue gets the VP card.

Example 9: Mission and Victory Point Cards

PIRATE LAIRS

S

THE MISSION: conquer the most pirate lairs.

Greatest Pirate Scourge

PIRATE LAIRS

In this scenario, you are given the following mission:

First, locate the gold fields in the unexplored areas. They are all occupied by pirate lairs. Second, build crews and send them to defeat the pirate lairs and capture the gold fields.

GAME BOARD SET-UP

Assembling the Game Board Frame

If you have the board from scenario 1 already set up, extend the frame used in scenario 1 by adding the B1 frame pieces. Use sea hex E to fill the gap between sea hex D1 and sea hex piece F1. Otherwise, build the board exactly as shown in example 10 below.

Creating the Starting Island

Place the terrain hexes and number tokens of the base Catan game in the starting island area, as shown below.

Hint: When you play the scenario a second time, if you want to make the game more variable, you should shuffle the terrain hexes face down and randomly place them in the starting island area. However, the position of the number tokens should never change.

Assembling the Unexplored Areas

Open the "PIRATE LAIRS" mission bag. Shuffle the 3 green moon-backed gold field hexes together with the green moon-backed standard hexes and place them face down in the northern unexplored area as shown. Do the same with the orange sun-backed gold field hexes and standard hexes, placing them in the southern unexplored area.

Place the green moon and orange sun number tokens in separate face-down stacks as shown in example 10.

Hexes used in this scenario:

Example 10:

6 green moon number tokens

6 pirate lair tokens

2 new frame pieces and 1 new sea hex
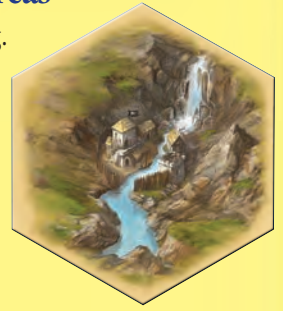
6 orange sun number tokens

Additional Preparations

- Each player takes pieces as shown below.
- For this scenario, you also need the game components included in the "PIRATE LAIRS" bag. Place the "PIRATE LAIRS" mission card and the corresponding VP card beside the game board. Each player places a marker on the "S" space of the mission card.
- Shuffle the 6 pirate lair tokens with their number side face down and place them as a stack beside the board (example 10, page 9).

Each player chooses a color and takes:

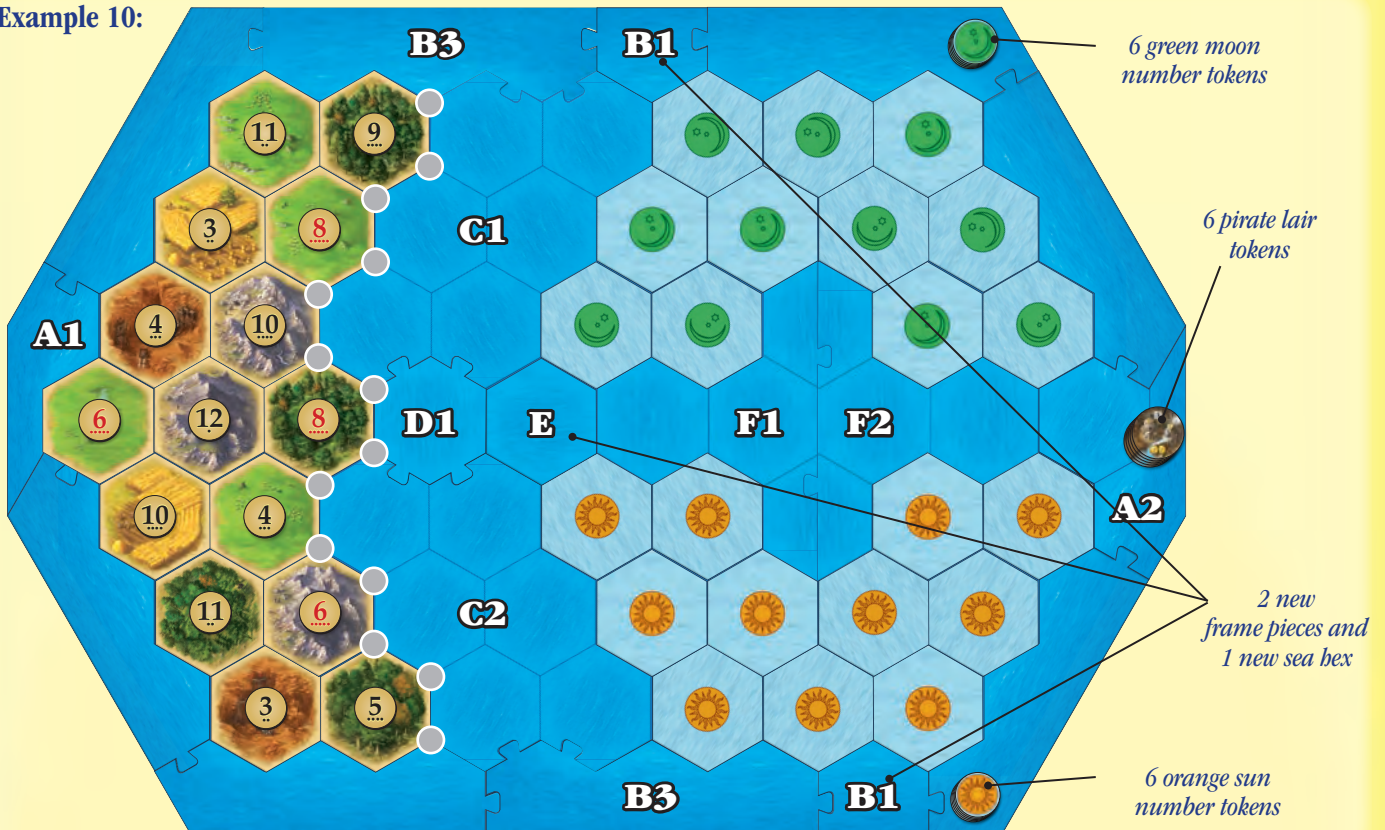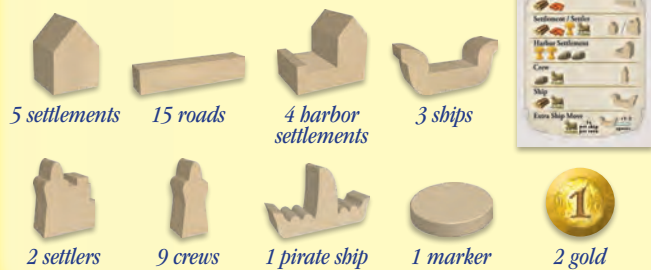|			
5 settlements	15 roads	4 harbor settlements	3 ships
2 settlers	9 crews	1 pirate ship	1 marker	2 gold

SET-UP PHASE

Free Set-up

Using the turn order described in base Catan, each player places a harbor settlement first and a regular settlement second on the starting island (each without a road). Your harbor settlement must be placed on one of the intersections marked with a circle (⬤) in example 10 (page 9). The regular settlement may be placed on any intersection, including those marked with a circle. You must, of course, observe the distance rule when building all harbor settlements and regular settlements. Your starting resources are 1 card from each terrain hex adjacent to your starting settlement (not harbor settlement).

The last player to place a settlement is the first to place a road adjacent to that settlement. That same player then places a settler ship (ship + settler) on one of the sea routes adjacent to their harbor settlement. The other players follow clockwise. Once everyone has placed their pieces, the starting player begins the game by rolling the dice.

Deploying Neutral Game Pieces in a 2-Player Game

After both players have placed their respective harbor settlement, beginning with the starting player, each player places a harbor settlement of a neutral, non-chosen color. Once both players have placed their neutral harbor settlements, using the same turn order, they each place a settlement of the neutral color.
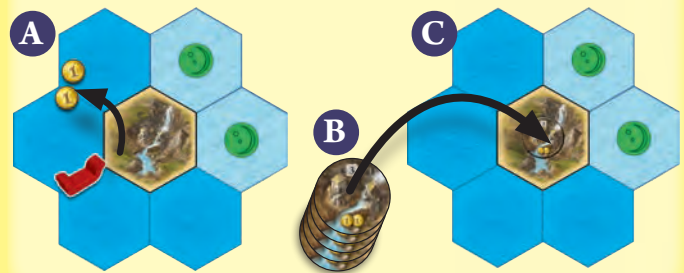
ENCOUNTERING PIRATE LAIRS

Discovering Pirate Lairs

If you discover a gold field hex, it is always occupied by a pirate lair. You immediately receive 2 gold for the discovery as shown in example 11 A (below). You then take a pirate lair token from the supply stack (example 11 B) and place it (without turning it over) on the pirate lair (example 11 C).

Important: *As long as there is a pirate lair on a gold field hex, it is referred to as a pirate lair hex. You cannot build a road on its paths (edges) or a settlement on its intersections (corners). Once the pirate lair is captured, you may build on the gold field normally.*

Example 11: Discovering a Pirate Lair

Capturing Pirate Lairs

Placing Crews

During pirate missions your crews can become warriors. If your ship has 1 or 2 crews on board, and one end of the ship points toward an intersection of a pirate lair hex, you may place these crews directly on the pirate lair token if you wish. A maximum of 3 crews may stand on a pirate lair.

Important: *You can only place crews on specific destinations (an active pirate lair token in this scenario). You are never allowed to place crews on any hex that does not contain a destination.*

Capturing

As soon as you place the 3rd crew piece on a pirate lair (all 3 crews do not have to be your own, see example 12), the lair is captured. After you finish your movement phase, the results of the pirate lair capture are resolved as described below.

Each player who participated in the capture immediately receives 2 gold as a reward. In addition, each participating player moves their marker forward 1 space on the mission card's victory point scoring track (mission progress). The player whose turn it is begins; the other players follow in clockwise order.

Determining Heroes

Each participating player rolls 1 die. Add to your result the number of your crews placed on the pirate lair. If your sum total is the largest, you are the hero of the battle. Move your marker forward 1 space on the "PIRATE LAIRS" mission card. At the same time, you must remove 1 of your crews and return it to your supply.

If there is a tie, the player who placed more crews is the hero. If there is still a tie, the tying players repeat the die roll. If you capture a pirate lair all by yourself, you automatically move your marker forward 1 space. You also lose 1 of your crews.

After the Capture

Turning the Pirate Lair Token Over

To indicate that a pirate lair was captured, the pirate lair token is flipped over so that its number side faces up. For that purpose, slide the remaining crews aside and place them next to the flipped token. You may pick up your crews with a ship on a subsequent turn.

Gold Production at Gold Field Hexes

You may now build roads on the edges of the liberated gold field. You may also build settlements and harbor settlements on its intersections. If a gold field's number is rolled during a production roll, each player receives 2 gold per settlement or harbor settlement they have on an intersection bordering that gold field.

ENDING THE GAME

You win "PIRATE LAIRS" if you have 12 VPs on your turn.

Example 12: Capturing a Pirate Lair

(A) Red moves her ship loaded with 2 crews beside an intersection of a gold field occupied by a pirate lair. Additionally, Blue already has a crew there.

(B) Red places her 2 crews on the pirate lair. When combined with Blue's crew, there are now 3 crews on the pirate lair. The pirate lair is captured. Red and Blue immediately receive 2 gold each.

(C) At the end of Red's turn, she resolves the capture. She turns the pirate lair token over so that its number side is face up. Blue and Red each move their markers forward 1 space on the "PIRATE LAIRS" mission card. Then they determine the hero. Red rolls a "5" and adds 2 (her number of crews). Blue rolls a "6" and adds 1—they tie (7 to 7). Since Red has 1 more crew, she is the winner. Red moves her marker forward 1 more space on the mission card. Red must also return 1 of her crews to her supply.

(D) During any of their following turns, Red and Blue may pick up their respective crews with their ships.

FISH FOR CATAN

This scenario is played with all of the game components of both the "PIRATE LAIRS" and the "FISH FOR CATAN" mission.

GAME BOARD SET-UP

Assembling the Game Board Frame

If you have the board from scenario 2 already set up, remove all of the starting island, green moon, and orange sun hexes and place them in separate piles. Replace the D1 sea hex with the D2 "Council of Catan" hex. Otherwise, build the frame exactly as shown in example 13 below.

Creating the Starting Island

Shuffle the chosen terrain hexes and place them randomly in the area of the starting island, terrain side face up. Afterwards, place the number tokens as shown in example 13.
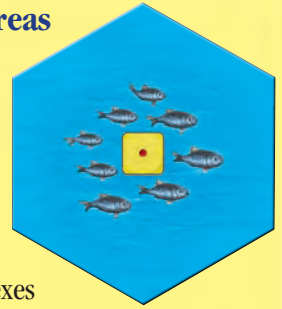
Assembling the Unexplored Areas

Remove the 2 green moon-backed and 2 orange sun-backed sea hexes from the standard hexes.

Take the following 11 green moon-backed hexes and shuffle them together: 6 standard hexes, 3 pirate lair hexes, and 2 random fish shoal hexes (don't look at the front side). Place them, green moon side up, in the northern unexplored area.

Take the following 11 orange sun-backed hexes and shuffle them together: 6 standard hexes, 2 pirate lair hexes, and 3 fish shoal hexes. Place them, orange sun side up, in the southern unexplored area.

Without looking at them, put the unused fish shoal and pirate lair hexes back into their respective bags.

Hexes used in this scenario:

Each player chooses a color and takes:

- 5 settlements
- 15 roads
- 4 harbor settlements
- 3 ships
- 2 settlers
- 9 crews
- 1 pirate ship
- 2 markers
- 2 gold

Example 13:

6 green moon number tokens

6 pirate lair tokens

2 VP cards

Council of Catan sea hex

2 mission cards

6 orange sun number tokens
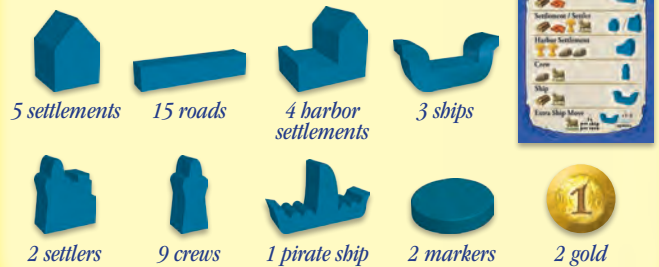
PREPARATION

- Each player takes pieces as shown on page 12.
- Place the "PIRATE LAIRS" and "FISH FOR CATAN" mission cards and the corresponding VP cards beside the game board. Each of you places 1 of your markers on the "S" space of the mission cards.
- Shuffle the 6 pirate lair tokens with their number sides face down. Place them in a stack beside the game board as shown.
- Place the 6 fish hauls beside the game board.
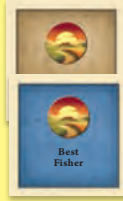
SET-UP PHASE

Use the free set-up as described in scenario 2 (page 10).

The Council of Catan

The Council of Catan resides on an island stronghold just off the eastern shore of the starting island. This hex is considered to be a sea hex. No roads may be built on the 5 edges of this hex that border other sea hexes. Settlements and harbor settlements cannot be built on the 4 sea-only intersections. You can build on the edge and intersections that border the starting island. A pirate ship may not be placed on this hex (it borders the starting island).

THE MISSIONS

Mission 1 "PIRATE LAIRS": Use all game rules as described through scenario 2.

Mission 2 "FISH FOR CATAN": To secure the population's food supply, the Council of Catan sends the players to an area where fish abound. The players' task is to locate the fish shoals and catch as many fish as possible and deliver the hauls to the docks at the Council of Catan's island stronghold.

DISCOVERING A FISH SHOAL HEX

If you discover a fish shoal hex, you immediately receive 2 gold. Note that, in addition to fish, each of the fish shoal hexes shows a result of a die roll (numbers ranging from 1 to 6).

Rolling the Die to Place a Fish Haul

During your movement phase, you may roll the die to try to place a fish haul on one of the discovered fish shoal hexes. You may make this roll before moving one of your ships or after moving one of your ships. You may never interrupt a ship's movement to roll the die. This roll can only be made once on your turn.

Roll 1 die. If the result matches any discovered fish shoal hex, take 1 fish haul from the supply and place it on this hex. However, you are not allowed to place the fish haul on a fish shoal hex if:

- there already is a fish haul on the hex, or
- there is a pirate ship on the hex.

If you roll the number of an undiscovered fish shoal hex, do not place a fish haul. Also, if the supply of fish hauls is depleted, you cannot roll the die for fish haul placement.

Catching a Fish Haul

You can catch a fish haul if either end of one of your empty ships points toward a fish shoal hex with a fish haul (example 14 A). Take the fish haul from the hex and put it in your ship (example 14 B). A fish haul fills your ship's hold. You can't load more game pieces onto that ship until the haul has been delivered.

Example 14: Catching a Fish Haul
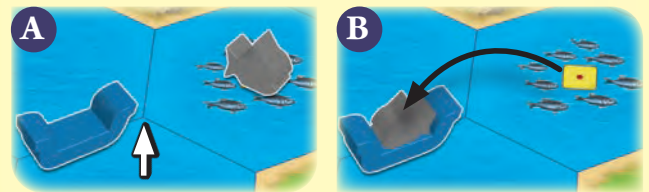
If you have moved your ship to a fish haul and caught it (loaded it onto the ship), you may continue moving if that ship still has movement points.

Delivering a Fish Haul

On a small island, the Council of Catan has a station with 2 harbors for unloading your fish hauls (indicated by anchor symbols). If either end of your fish haul-loaded ship points toward one of these stations, you may unload that ship. To return the fish haul, simply return the fish haul to the supply and move your marker forward 1 space on the "FISH FOR CATAN" mission card.

If you haven't used all of your ship's movement points yet, you may continue to move the ship after catching or unloading a fish haul.

Pirates Also Catch Fish

If a pirate ship is ever placed on a fish shoal hex that contains a fish haul, the fish haul is removed and returned to the supply. However, the pirate does not steal the cargo from adjacent ships loaded with hauls of fish.

ENDING THE GAME

You win "FISH FOR CATAN" if you have 15 VPs on your turn.

SPICES FOR CATAN

This scenario is played with the game components of both the "FISH FOR CATAN" and the "SPICES FOR CATAN" mission.

GAME BOARD SET-UP

Assembling the Game Board Frame

If you have the board from scenario 3 already set up, remove all of the "PIRATE LAIRS" hexes and tokens and return them to their bag. Take the starting island, green moon, and orange sun hexes and place them in separate piles. Extend the frame by removing the B1 frame pieces and replacing them with the B2 frame pieces instead. Use sea hex E to fill the gap between hex D2 and sea hex pieces F1 & F2. Place sea hex piece G to the right of the F sea hex pieces, as shown in example 15. Otherwise, build the frame exactly as shown.

Creating the Starting Island

Shuffle the chosen terrain hexes and place them randomly in the area of the starting island, terrain side face up. Afterwards, place the number tokens as shown in example 15.

Assembling the Unexplored Areas

Remove 1 sea hex from the green moon-backed standard hexes. Take the remaining 7 standard hexes, plus the 3 green moon fish shoal hexes, plus the 3 green moon spice hexes and shuffle them together. Place them, green moon icon face-up, in the northern unexplored area.
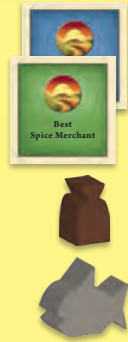
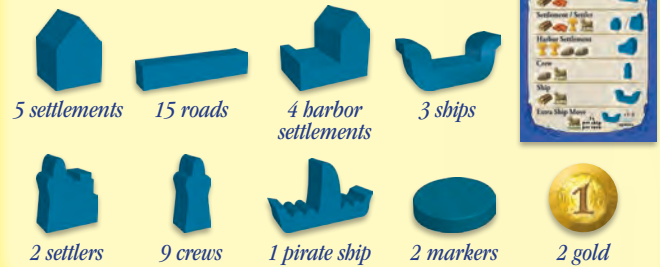Do the same for the orange-backed hexes, and place them in the southern unexplored area.
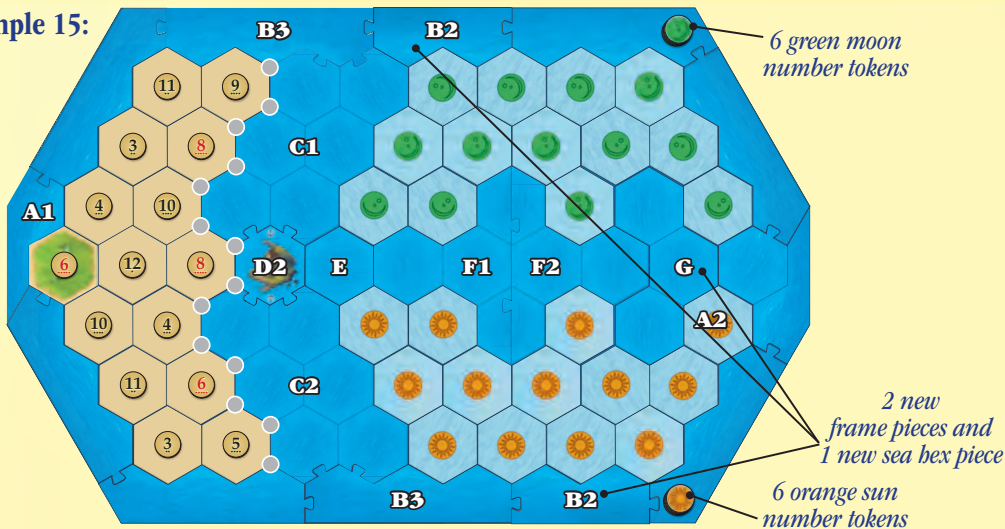
PREPARATION

- Each player takes pieces as shown below.
- Place the "SPICES FOR CATAN" and "FISH FOR CATAN" mission cards and the corresponding VP cards beside the game board. Each of you places 1 of your markers on the "S" space of the mission cards.
- Place the 24 spice sacks beside the board.
- Place the 6 fish hauls beside the board.

Each player chooses a color and takes:

5 settlements	15 roads	4 harbor settlements	3 ships
2 settlers	9 crews	1 pirate ship	2 markers	2 gold

SET-UP PHASE

Use the free set-up method described in scenario 2, page 10.

Hexes used in this scenario:

Example 15:

6 green moon number tokens

2 new frame pieces and 1 new sea hex piece

6 orange sun number tokens

2 VP cards

2 mission cards
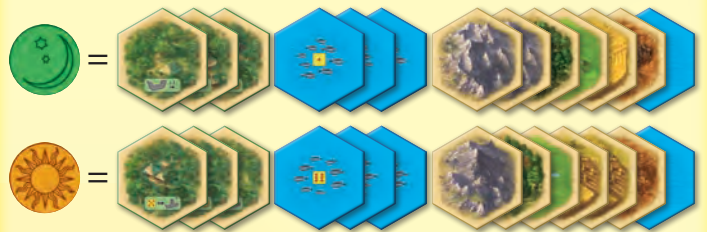
THE MISSIONS

Mission 1 "FISH FOR CATAN": Use all game rules as described in scenarios 1, 2, and 3.

Mission 2 "SPICES FOR CATAN": In this mission, your crews represent merchants sent to visit villages found on the spice hexes. You must befriend the inhabitants and obtain precious spices by trading with them. These spices must be loaded onto ships and delivered to one of the Council of Catan's docks.

DISCOVERING A SPICE HEX

If, by means of one of your ships, you have discovered a spice hex, you receive 2 gold. Afterwards, you place as many spice sacks on the village of the spice hex as there are players in the game.

Placing a Crew and Loading a Spice Sack

If either end of one of your crew-loaded ships points toward the corner of a spice hex (example 16 A), you may place 1 crew on the village of the spice hex. In exchange, you load a spice sack onto the ship (example 16 B). In addition, from now on you have a permanent advantage in the game.

Example 16:
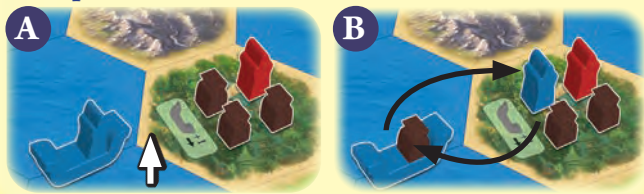
Delivering a Spice Sack

If either end of one of your spice sack-loaded ships points toward either of the docks (anchor icons) on the Council of Catan hex, you may unload that ship. Move your marker forward 1 space on the "SPICES FOR CATAN" mission card for each sack you deliver. Place the delivered sacks out of the game.

Additional Rules

- You may place only 1 crew on each spice hex. In exchange, you may take or load 1 spice sack from that spice hex.

- Once a crew has been placed on the spice hex, it must stay there. It cannot be picked up by a ship anymore.

- You may not build a road on the spice hex's paths (edges) or a settlement at its corners until you have placed a crew on the spice hex.

- If you haven't used all of your ship's movement points, you may continue to move the ship after loading or unloading a spice sack.

Advantages of the Spice Hexes

If you have placed a crew on the village of a spice hex, you befriend the inhabitants of this village and may immediately (i.e., during the same turn) make use of the advantage depicted on the spice hex. For each advantage there are 2 villages that confer its power (one in the northern unexplored area, and one in the southern unexplored area).

1. Swift Voyage: The inhabitants of 2 villages are experienced seafarers and help the players to move their ships faster.

The "Swift Voyage" advantage immediately increases the number of movement points of all your ships by 1. All of your ships now have 5 movement points instead of 4. If you are friends with both villages marked with the "Swift Voyage" advantage, your ships have 6 movement points per turn. If you pay 1 wool, you can increase the number of movement points for a ship by 2 more points. Thus, the maximum number of movement points possible for your ships is 8.

Note: The Swift Voyage advantage can immediately be applied to the ship that delivered the crew to the hex as long as the hex was not just discovered by this ship.

2. Pirate Bonus: The inhabitants of 2 villages are experienced fighters against the pirates and increase your chances to successfully chase away a pirate ship.

One village depicts the face of a die with 5 pips, the other village depicts the face of a die with 4 pips. If you are friends with one of these villages, you drive away an opponent's pirate ship not only by rolling a "6" but also by rolling the number depicted on the village. If you are friends with both villages, you drive away the pirate ship by rolling a "6," "5," or "4."

3. Fast Gold: The inhabitants of 2 villages are experienced merchants. They buy resources and give gold in return.
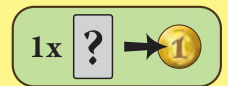
If you are friends with one of these villages, once during your trade and build phase you may sell any 1 resource card from your hand for 1 gold from the supply (put your card into the supply and take 1 gold from the supply). If you are friends with both villages, you may sell 1 resource for 1 gold two times during your trade and build phase.

ENDING THE GAME

You win "SPICES FOR CATAN" if you have 15 VPs on your turn.

EXPLORERS & PIRATES

This is the last scenario in this expansion. It is also the most epic in scope. It includes all three missions "PIRATE LAIRS," "FISH FOR CATAN," and "SPICES FOR CATAN." Enjoy!

GAME BOARD SET-UP

Assembling the Game Board Frame

If you have the board from scenario 4 already set up, use example 17 as a guide to extend the frame as follows. Add the B1 frame pieces to the edge. Use sea hex E to fill the gap between hex D2 and sea hex piece F1. Place sea hex piece G to the right of sea hex piece F2. Use one of the orange sun-backed sea hexes (sea side facing up) to fill the gap between sea hex pieces G and A2. Otherwise, build the frame exactly as shown in example 17 below.

### Creating the Starting Island

Shuffle the chosen terrain hexes and place them randomly in the area of the starting island, terrain side face up. Afterwards, place the number tokens as shown in example 17.

Assembling the Unexplored Areas

Remove 1 sea hex from the green moon-backed standard hexes. Combine the remaining 7 standard hexes, plus 3 fish hexes, 3 spice hexes, and 3 pirate lair hexes (all with green backs), and shuffle. Place them, green moon icon face up, in the northern unexplored area.

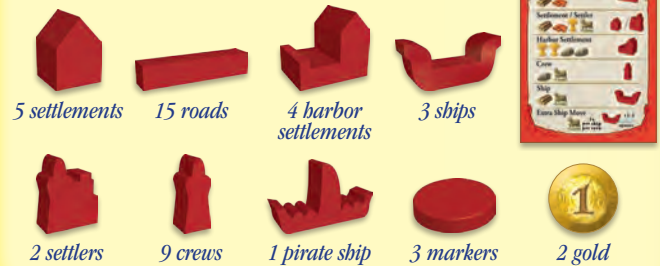Do the same with the orange sun-backed hexes in the southern unexplored area.
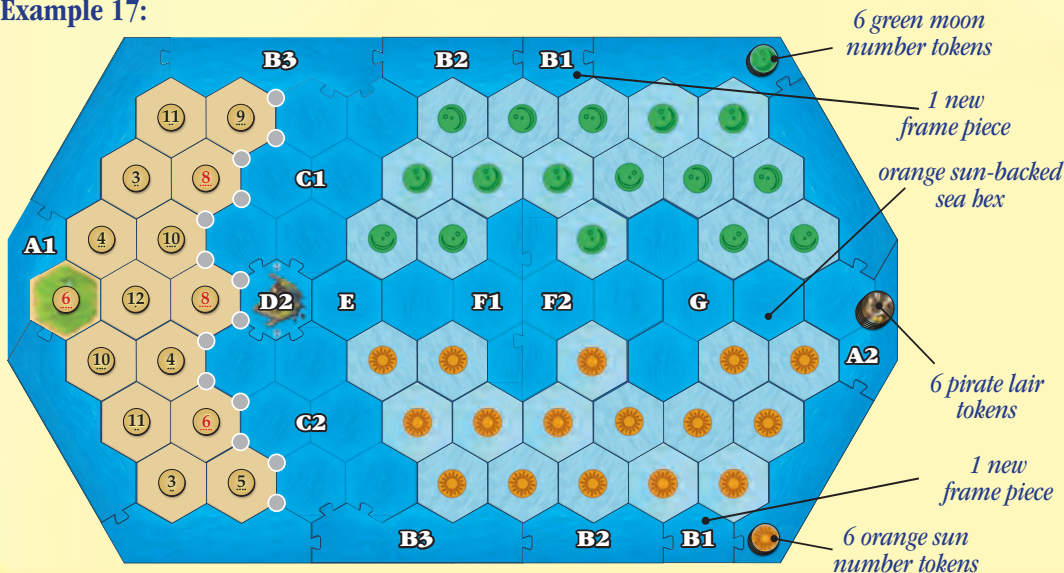
PREPARATION

- Each player takes pieces as shown below.
- Place the "PIRATE LAIRS," "SPICES FOR CATAN," and "FISH FOR CATAN" mission cards and the corresponding VP cards beside the game board. Each of you places 1 of your markers on the "S" space of the mission cards.
- Place the 24 spice sacks beside the game board.
- Place the 6 fish hauls beside the game board.
- Shuffle the 6 pirate lair tokens, number side down, and place them as a stack beside the game board.

Each player chooses a color and takes:

5 settlements	15 roads	4 harbor settlements	3 ships
2 settlers	9 crews	1 pirate ship	3 markers	2 gold

SET-UP PHASE

Use the free set-up method described in scenario 2, page 10.

THE MISSIONS

All three missions are in play ("PIRATE LAIRS," "FISH FOR CATAN," and "SPICES FOR CATAN"). Use all game rules as described in scenarios 1, 2, 3, and 4.

END OF THE GAME

You win "EXPLORERS & PIRATES" if you have 17 VPs on your turn.

Example 17:

6 green moon number tokens

1 new frame piece

orange sun-backed sea hex

6 pirate lair tokens

1 new frame piece

6 orange sun number tokens

3 VP cards

3 mission cards