The unknown islands of Catan lie before you. Some dot the horizon, while others are shrouded in the shifting mists. Some are charted, while others are known only through wild tales. Some, like the legendary gold fields, offer fortune beyond measure. Others offer danger and despair. Together, they offer the promise of bountiful harvests and limitless riches to the first explorers to reach their shores.

But alas, other princes have also risen to the challenge to become the first to explore and settle the great archipelago! Only one question remains… Can you outsail and outmaneuver them to become the master of the Isles of Catan?

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

EXTENSION RULES

Except where noted below, *Catan: Seafarers 5-6 Player Extension™* uses the same rules as *Catan®*, *Catan: Seafarers®*, and *Catan 5-6 Player Extension™*.

GAME COMPONENTS

Catan: Seafarers 5-6 Player Extension contains:

- 30 wooden ships (15 in each of two colors)
- 7 sea hex tiles
- 2 gold field hex tiles
- 1 desert hex tile
- 2 frame pieces
- 2 harbor tokens
- 35 Catan chits
- 9 exciting new scenarios
- Extension game rules & scenarios

Before you begin your first game, you have to remove the pieces from the die-cut frames.

> ### IMPORTANT INFORMATION!
>
> It is easy to assemble the frame when you insert the *Catan* frame pieces from above, placing them **down** into the *Seafarers* frame pieces!
>
> If you proceed the other way around, you'll need more force. This may damage the frame sections.

WHAT YOU NEED

To play the scenarios in *Catan: Seafarers 5-6 Player Extension*, you need the components from a copy of *Catan*, *Catan: Seafarers*, and *Catan 5-6 Player Extension*.

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

ASSEMBLING THE BOARD

Before you can start a scenario, you must first construct the board. Each scenario in this book includes a scenario diagram that shows how the board should be built.

Assemble the frame as shown in the image on the right as well as the individual scenario diagrams.
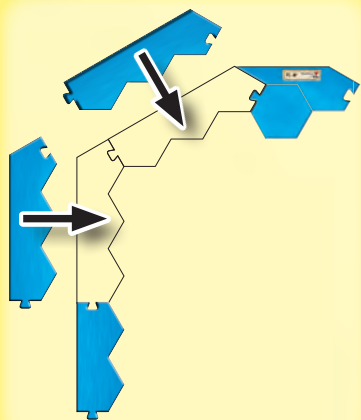
After you build the frame, place the hexagonal tiles (hexes). Arrange these hexes exactly as shown in the scenario diagram.

After you place the hexes, you need to arrange the round tokens with the production numbers. These are also placed as shown in the scenario diagram.

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

RULES CHANGES FOR FIVE AND SIX PLAYERS

We've added an additional phase for each player. With 5 or 6 players, you should use this turn sequence instead of the one described in *Catan* and *Catan: Seafarers*:

- **Roll the Dice** – You must roll for resource production.
- **Trade/Build Phase** – You may trade resources with other players. You may also build roads, settlements, and cities and/or purchase development cards. These are all interchangeable actions. For instance, you can build, trade, buy a card, trade, and build some more.
- **End of Turn** – Once you have finished your turn, pass the dice to the next player.
- **Special Build Phase** – Your opponents may build as outlined below.

Note: During the special build phase, all other players, in turn, will have an opportunity to build and/or purchase development cards. Players ARE NOT ALLOWED to do any trading with other players, nor are they allowed to use maritime trade, during the special build phase. Additionally, you cannot move ships during the special build phase.

Complete rules for the special build phase, and other rules concerning 5- and 6-player games can be found in *Catan 5-6 Player Extension*.

GREAT BRIDGE

Requirement:
Settlement at the strait
(purple square)

CATHEDRAL

Requirement:
1 city and at least
6 victory points

SCENARIOS

Each scenario is presented in this format:

NAME OF SCENARIO

1. Components

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

2. Preparation

If the scenario has any special instructions for preparing the game, they are explained in this section.

3. Additional Rules

Any additional rules for the scenario are described here.

4. Variable Set-up

This section provides advice on how to vary the standard set-up.

SCENARIO DIAGRAM

The scenario diagram provides the board set-up.

Wonder Cards for Scenario 8

VOYAGES OF DISCOVERY IN CATAN

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

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

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

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

The Pirate Islands

The Fog Islands

The Wonders of Catan

The Six Islands

Through the Desert

Heading for New Shores

Cloth for Catan

The Forgotten Tribe
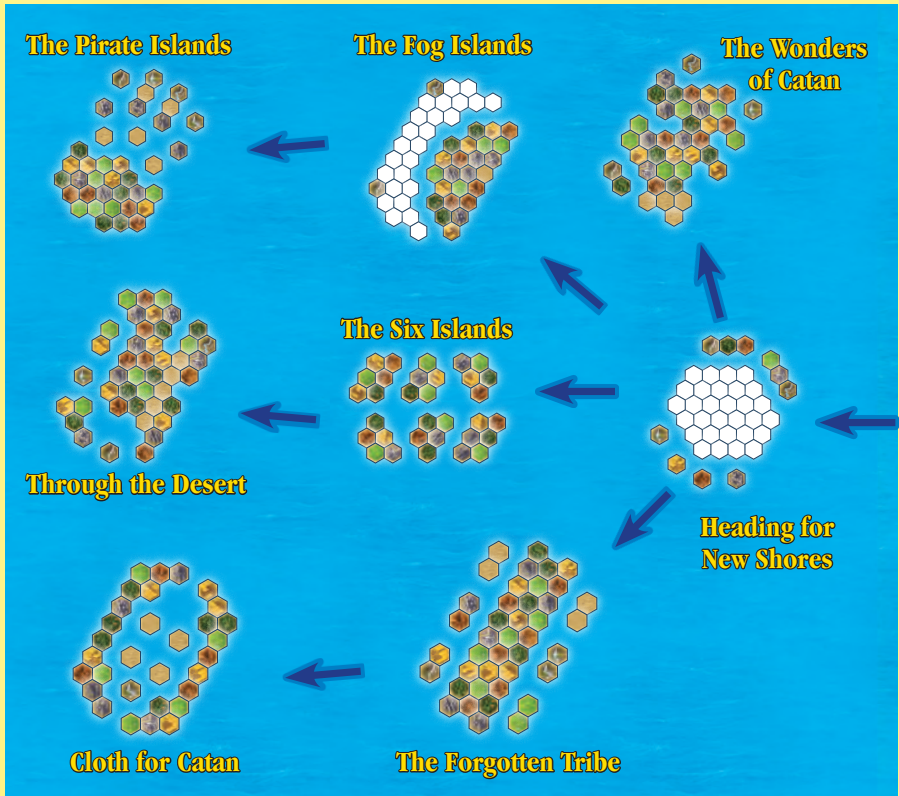
SCENARIO 1: HEADING FOR NEW SHORES

1. Components

Harbors: You need 11 harbor tokens: 6 special 2:1 (2 wool) and 5 generic 3:1.

Terrain & Tokens: In addition to the 30 terrain hexes and 28 numbered tokens for The Settlers of Catan 5-6 Player Extension island you need:

Terrain Hexes		Number Tokens	
Type	**#**	**Value**	**#**
Sea 16		2s 1	
Desert 0		3s 1	
Gold field 3		4s 1	
Fields 1		5s 1	
Hills 2		6s 1	
Mountains 2		8s 1	
Pasture 1		9s 1	
Forest 1		10s 1	
Total: 26		11s 1	
		12s 1	
		Total: 10	

Additional Components: 48 Catan chits

2. Preparation

Set up the game map as shown in the scenario diagram—build the big island (main island) according to the rules for *Catan 5-6 Player Extension*. The additional required game components are listed in the component section. Finally place the harbor tokens (from the stack that has been shuffled with reverse sides up).

3. Additional Rules

As specified in the 3-4 player scenario, "Heading for New Shores" in *Catan: Seafarers*.

4. Variable Set-up

As specified in the 3-4 player scenario, "Heading for New Shores" in *Catan: Seafarers*.

SCENARIO 2: THE SIX ISLANDS

1. Components

Harbors: You need 11 harbor tokens: 6 special 2:1 (2 wool) and 5 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes		Number Tokens	
Type	**#**	**Value**	**#**
Sea	24	2s	2
Desert	0	3s	3
Gold field	0	4s	4
Fields	6	5s	4
Hills	6	6s	4
Mountains	6	8s	3
Pasture	7	9s	4
Forest	7	10s	4
Total:	56	11s	2
		12s	2
		Total:	32

Additional Components: 60 Catan chits

2. Preparation

As specified in the 3-4 player scenario, "The Four Islands" in *Catan: Seafarers*.

3. Additional Rules

As specified in the 3-4 player scenario, "The Four Islands" in *Catan: Seafarers*.

4. Variable Set-up

As specified in the 3-4 player scenario, "The Four Islands" in *Catan: Seafarers*.

SCENARIO 3: THE FOG ISLAND

1. Components

Harbors: You need 9 harbor tokens: 5 special 2:1 (one for each resource) and 4 generic 3:1.

Terrain & Tokens: You need:

Face-up Terrain Hexes		Face-up Number Tokens		Face-down Stack Terrain Hexes		Face-down Stack Number Tokens	
Type ....#		Value ..... #		Type ....#		Value ......#	
Sea 12		2s 1		Sea 12		2s 2	
Desert 1		3s 3		Desert 0		3s 1	
Gold field 2		4s 3		Gold field 1		4s 1	
Fields 5		5s 2		Fields........ 2		5s 2	
Hills 5		6s 3		Hills......... 2		6s 1	
Mountains 5		8s 3		Mountains 2		8s 1	
Pasture 4		9s 2		Pasture 3		9s 2	
Forest 4		10s 3		Forest 3		10s 1	
Total: 38		11s 3		**Total:** 25		11s 1	
		12s 2				12s 1	
		Total:...... 25				**Total:**...... 13	

Additional Components: None

2. Preparation

As specified in the 3-4 player scenario, "The Fog Island" in *Catan: Seafarers*.

3. Additional Rules

As specified in the 3-4 player scenario, "The Fog Island" in *Catan: Seafarers*.

4. Variable Set-up

As specified in the 3-4 player scenario, "The Fog Island" in *Catan: Seafarers*.

SCENARIO 4: THROUGH THE DESERT

1. Components

Harbors: You need 11 harbor tokens: 6 special 2:1 (2 wool) and 5 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes		Number Tokens	
Type	**#**	**Value**	**#**
Sea	20	2s	3
Desert	5	3s	4
Gold field	3	4s	4
Fields	7	5s	4
Hills	7	6s	4
Mountains	7	8s	4
Pasture	7	9s	4
Forest	7	10s	4
Total:	63	11s	4
		12s	3
		Total:	38

Additional Components: 20 Catan chits

2. Preparation

As specified in the 3-4 player scenario, "Through the Desert," in *Catan: Seafarers*.

3. Additional Rules

As specified in the 3-4 player scenario, "Through the Desert," in *Catan: Seafarers*.

4. Variable Set-up

As specified in the 3-4 player scenario, "Through the Desert," in *Catan: Seafarers*.

SCENARIO 5: THE FORGOTTEN TRIBE

1. Components

Harbors: You need 8 harbor tokens: 5 special 2:1 (one for each resource) and 3 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes		Number Tokens	
Type	**#**	**Value**	**#**
Sea 22		2s 1	
Desert 4		3s 4	
Gold field 3		4s 4	
Fields 7		5s 4	
Hills 7		6s 3	
Mountains 6		8s 3	
Pasture 7		9s 3	
Forest 7		10s 3	
Total: 63		11s 3	
		12s 1	
		Total: 29	

Additional Components: 10 Catan chits

2. Preparation

As specified in the 3-4 player scenario, "The Forgotten Tribe" in *Catan: Seafarers*.

3. Additional Rules

As specified in the 3-4 player scenario, "The Forgotten Tribe" in *Catan: Seafarers*.

4. Variable Set-up

As specified in the 3-4 player scenario, "The Forgotten Tribe" in *Catan: Seafarers*.

SCENARIO 6: CLOTH FOR CATAN

1. Components

Harbors: You need 11 harbor tokens: 6 special 2:1 (2 Wool) and 5 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes		Number Tokens	
Type	**#**	**Value**	**#**
Sea 24		2s 3	
Desert 4		3s 4	
Gold field 2		4s 4	
Fields 6		5s 4	
Hills 4		6s 4	
Mountains 5		8s 4	
Pasture 5		9s 4	
Forest 6		10s 4	
Total: 56		11s 4	
		12s 3	
		Total: 38	

Additional Components: 70 Catan chits

2. Preparation

As specified in the 3-4 player scenario, "Cloth for Catan" in *Catan: Seafarers*—with the following exceptions:

There are 12 "villages" with 5 Catan chits each. The "general supply" consists of 10 Catan chits.

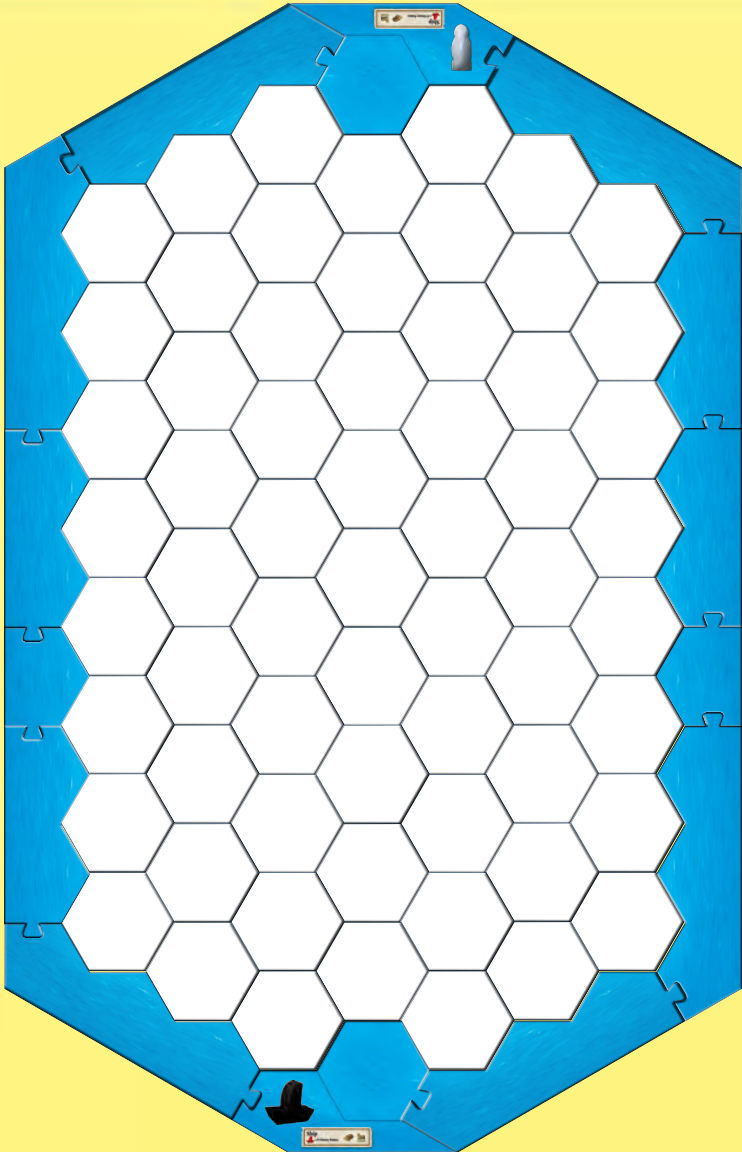The robber begins the game on the fields hex with token number "11".

3. Additional Rules

As specified in the 3-4 player scenario, "Cloth for Catan" in *Catan: Seafarers*

4. Variable Set-up

As specified in the 3-4 player scenario, "Cloth for Catan" in *Catan: Seafarers*

SCENARIO 7: THE PIRATE ISLANDS

1. Components

Harbors: You need 9 harbor tokens: 5 special 2:1 (one for each resource) and 4 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea 2	6	2s	1
Desert	5	3s	4
Gold field	4	4s	4
Fields	5	5s	4
Hills	4	6s	4
Mountains	7	8s	4
Pasture	6	9s	3
Forest	6	10s	3
Total:	63	11s	4
		12s	1
		Total:	32

Additional Components: 18 Catan chits

2. Preparation

As specified in the 3-4 player scenario, "The Pirate Islands" in *Catan: Seafarers*—with the following exception. In a 5-player game, do not use the brown pieces.

3. Additional Rules

As specified in the 3-4 player scenario, "The Pirate Islands" in *Catan: Seafarers*—with the following exception. If the pirate fleet ends its move for a turn on the hex marked with a large white "!" on the scenario diagram, there are no pirate attacks that turn (i.e., for that dice roll).

4. Variable Set-up

As specified in the 3-4 player scenario, "The Pirate Islands" in *Catan: Seafarers*.

SCENARIO 8: THE WONDERS OF CATAN

1. Components

Harbors: You need 11 harbor tokens: 6 special 2:1 (2 Wool) and 5 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes		Number Tokens	
Type	**#**	**Value**	**#**
Sea 24		2s 2	
Desert 4		3s 3	
Gold field 3		4s 4	
Fields 6		5s 4	
Hills 6		6s 4	
Mountains 6		8s 4	
Pasture 7		9s 4	
Forest 7		10s 4	
Total: 63		11s 4	
		12s 2	
		Total: 35	

Additional Components: 7 wonder cards and 18 Catan chits

2. Preparation

As specified in the 3-4 player scenario, "The Wonders of Catan" in *Catan: Seafarers*—with the following exceptions. The robber starts on one of the 4 desert hexes. There are 7 wonders to chose from—the 5 from *Seafarers* and 2 new ones on page 3.

3. Additional Rules

As specified in the 3-4 player scenario, "The Wonders of Catan" in *Catan: Seafarers*.

4. Variable Set-up

As specified in the 3-4 player scenario, "The Wonders of Catan" in *Catan: Seafarers*.

SCENARIO 9: NEW WORLD

1. Components

Harbors: You need 11 harbor tokens: 6 special 2:1 (2 wool) and 5 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes		Number Tokens	
Type	**#**	**Value**	**#**
Sea	21	2s	2
Desert	3	3s	3
Gold field	4	4s	4
Fields	7	5s	5
Hills	7	6s	5
Mountains	7	8s	5
Pasture	7	9s	5
Forest	7	10s	4
Total:	63	11s	4
		12s	3
		Total:	39

Additional Components: 50 Catan chits

2. Preparation

As specified in the 3-4 player scenario, "New World" in *Catan: Seafarers*.

3. Additional Rules

As specified in the 3-4 player scenario, "New World" in *Catan: Seafarers*.

4. Variable Set-up

As specified in the 3-4 player scenario, "New World" in *Catan: Seafarers*.

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