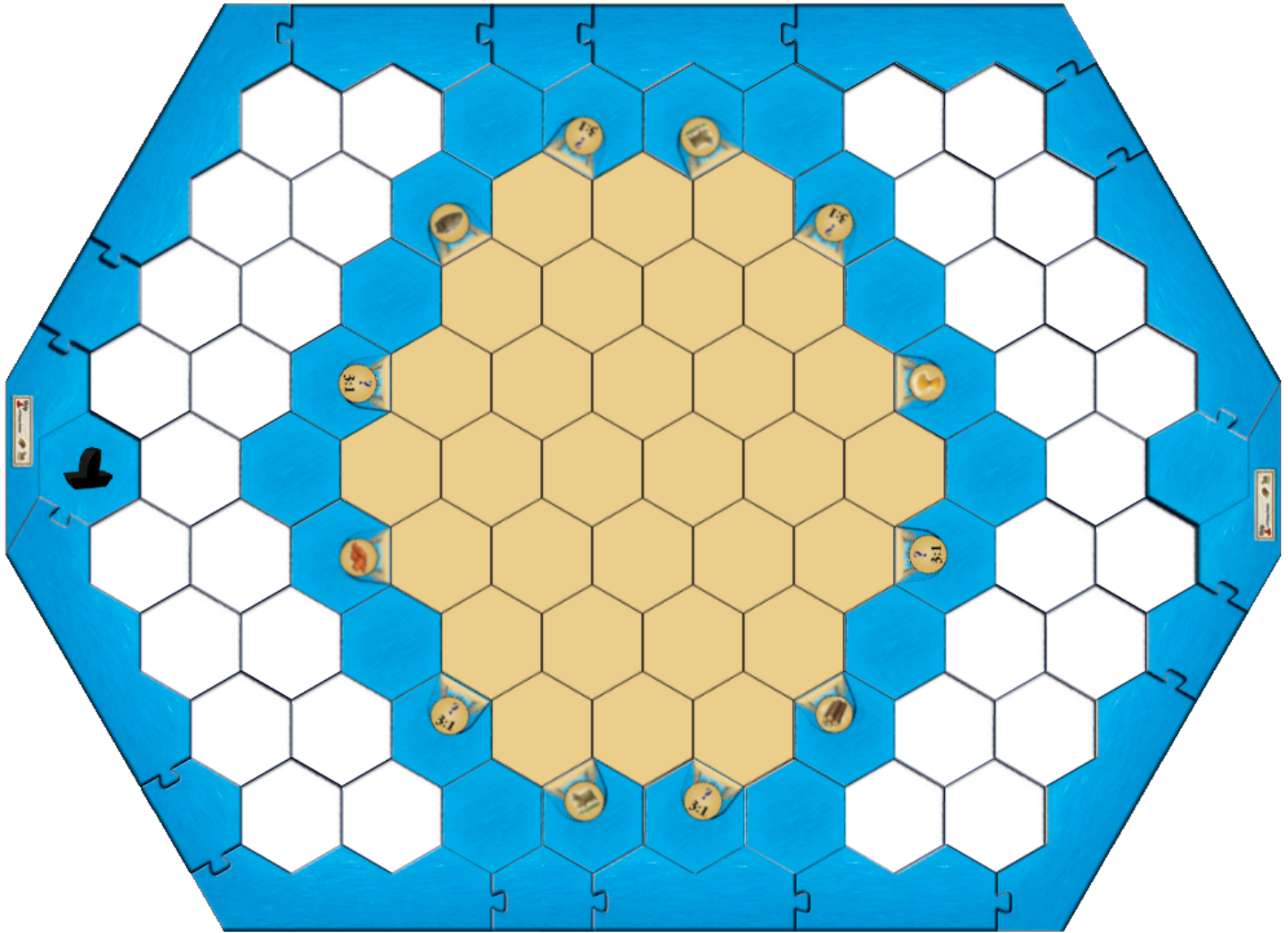


Scenario 3 - Greater Catan - for 5 & 6 players

Seafarers Scenario, also playable with Cities & Knights



Home Island and Sea	Hexes	Sea	Desert	Gold	Farmland	Pasture	Forest	Hills	Mountain			Total
	Amount	22	2	-	5	6	6	6	5			52
	Number	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)	Total
	Amount	2	3	3	3	3	3	3	3	3	2	28
New Islands	Hexes	Sea	Desert	Gold	Farmland	Pasture	Forest	Hills	Mountain			Total
	Amount	8	1	-	5	5	5	5	5			34
	Number	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)	Total
	Amount	-	1	1	2	-	-	2	1	1	-	8

Maritime Ports: (6 Special 2:1 Trade) (6 Generic 3:1 Trade)

Preparation

Home Island: The home island is built according to the rules of the 5-6 player extension of the basic game. The sea hexes are placed as shown.

New Islands: This area is marked in grey. The 34 hexes given in the table for the new islands are mixed and placed randomly in the gray area with their landscape side face up. The 8 numbers tokens given in the table for the new islands are randomly mixed and placed face down as a supply stack next to the game board.

The Cities: Each player receives an additional 4 cities of their own color from the Treasures, Dragons & Adventurers expansion, and so can build up to 8 cities during the game.

Special Rules

Foundation Phase

Players place their first two settlements with the roads on the home island, as described in CATAN - The Game. If a player establishes a settlement on the coast, they may use a ship instead of a road.

Pirate / Robber

The game is played with both the robber and the pirate. The robber starts on the desert. The pirate starts on the sea hex as shown in the map image.

The Impoverishment Rule

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

1. The red tokens (6) & (8) may not be placed next to one another on the small islands.
2. You must only remove a token from a hex that is adjacent to at least one of your own settlements or cities.
3. All settlements and cities on the home island must be adjacent to at least one hex with a number token.

You cannot remove a token if it would cause any settlement or city to have no resource production. Only when it is not be possible to fulfill all three rules, the player may break the rules one after another, in the order 1-3.

The Game End

The game ends as soon as a player gains 18 victory points on their turn.

Combining with Cities & Knights

The scenario "Greater Catan" works well when combined also with the expansion Cities & Knights. Instead of the placing the second settlement each player places a city. The game ends when a player has achieved 20 victory points on their turn. The rules that should be followed when combining the 2 expansions are from the Cities & Knights expansion, which are given on page 13 under "Catan: Seafarers Variant" (from C&K 5th Edition).