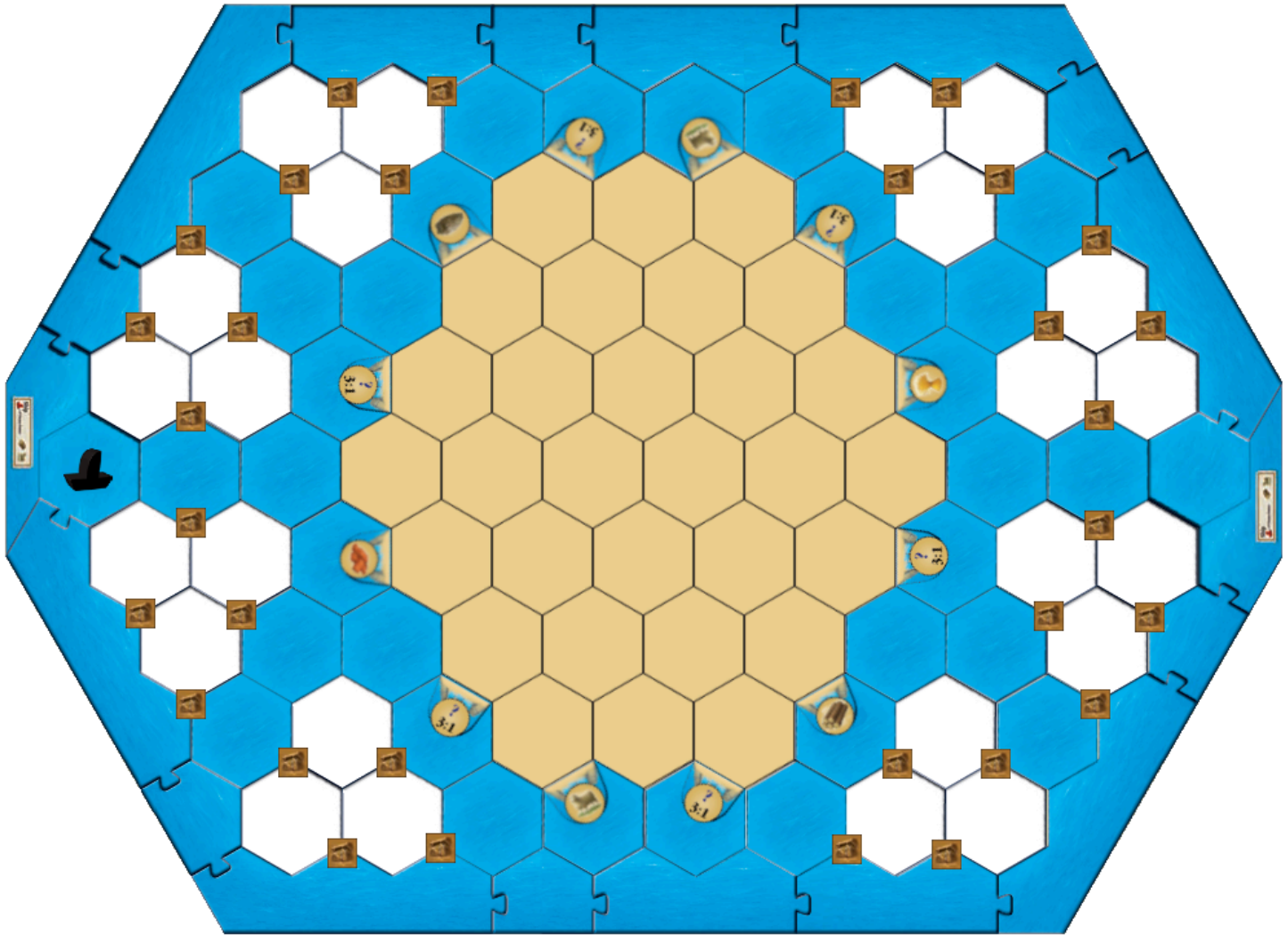


Scenario 1 - The Treasure Islands - for 5 & 6 players

Seafarers Scenario, also playable with Cities & Knights



Home Island and Sea	Hexes	Sea	Desert	Gold	Farmland	Pasture	Forest	Hills	Mountain			Total
	Amount	32	2	-	5	6	6	6	5			62
	Number	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)	Total
	Amount	2	3	3	3	3	3	3	3	3	2	28
Treasure Islands	Hexes	Sea	Desert	Gold	Farmland	Pasture	Forest	Hills	Mountain			Total
	Amount	4	4	4	3	2	2	2	3			24
	Number	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)	Total
	Amount	0	1	2	3	2	2	3	2	1	0	16

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

Preparation

The Home Island: The home island (in light brown) is built according to the rules of the base game. Then the sea hexes are laid out and the harbors are placed.

The Treasure Islands: For the treasure islands (white fields) 4 sea hexes, 4 deserts and the other 16 land hexes indicated in the table are mixed up and placed face down in the white areas. The numbers tokens of the treasure islands are mixed and placed face down in a stack next to the game board.

The Treasure Tokens: The treasure tokens are mixed with their front side (treasure chest) face up. 32 treasure tiles are placed as shown. Then 8 remaining treasure tiles are placed next to the game board.

Special Rules

Foundation Phase

Players place their first two settlements with the roads on the main island, as described in CATAN. If a player has a settlement on the coast, he may use a ship instead of a road as per SEAFARERS.

Pirate / Robbers

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

Discovering

When a player places a ship or a road on an intersection, which borders an undiscovered landscape hex, he reveals this landscape.

Discovery of Landscapes with Income: The player takes one of the number tokens from the supply and places it on the landscape hex. As a reward for his discovery the player may take a resource from that type of landscape. If a Gold River hex is discovered you may take any resource.

Discovery of Desert and Sea Fields: If a player discovers a desert hex or a sea hex, they immediately take a treasure token from the stock of 8 remaining.

The Treasures

If a player places a ship or a road to an intersection where there is a treasure token, they take the treasure token and reveal it. Depending on the treasure, they receive resources, a development card or maybe build roads or ships for free.

Important: If a player has received a treasure token, they must take the advantage immediately. They may not pick up the treasure token and the claim the advantage later, either in this turn or a subsequent turn.

Special Victory Points

For the first settlement that a player places on a treasure island, they receive a special victory point (Catan chip), which is displayed in front of the player. More victory points are awarded by building on multiple islands.

The Game End

The game ends as soon as a player gains 15 victory points on their turn.

Combining with Cities & Knights

The scenario "The Treasure Islands" works well when combined also with the expansion Cities & Knights. The game should then be played to 17 victory points (for 3 players) or 16 victory points (for 4 players). 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). For this scenario, when playing with the Cities & Knights expansion, use following rule change: If a player receives a treasure token on which a development card is shown, that player receives the top progress card from any one the 3 stacks.