

EXPLORERS & PIRATES 5-6

GAME BOARD SET-UP

Assembling the Game Board Frame

Assemble the game board frame as shown in Example 4.

The two hexes in the illustration marked “Green Back” and “Orange Back” must be taken from the bag containing the “STANDARD HEXES + NUMBER TOKENS GREEN & ORANGE” sorting tile.

Creating the Starting Island

Set up the starting island as described in “Pirate Lairs 5-6.”

40 unexplored hexes used in this scenario:



Assembling the Unexplored Areas

Select the following components for the unexplored areas:

- 14 standard hexes (12 terrain hexes and 2 sea hexes) and all 12 number tokens, from the bag containing the “STANDARD HEXES + NUMBER TOKENS GREEN & ORANGE” sorting tile.
- 6 terrain hexes and number tokens from the bag containing the “HEXES + NUMBER TOKENS—E&P 5-6” sorting tile.
- All 6 gold fields and pirate lairs from the bag containing the “PIRATE LAIRS” sorting tile.
- 2 gold fields and pirate lairs from the bag containing the “HEXES + NUMBER TOKENS—E&P 5-6” sorting tile.
- 6 fish hexes from the bag containing the “FISH FOR CATAN” sorting tile.
- 6 spice hexes from the bag containing the “SPICES FOR CATAN” sorting tile.

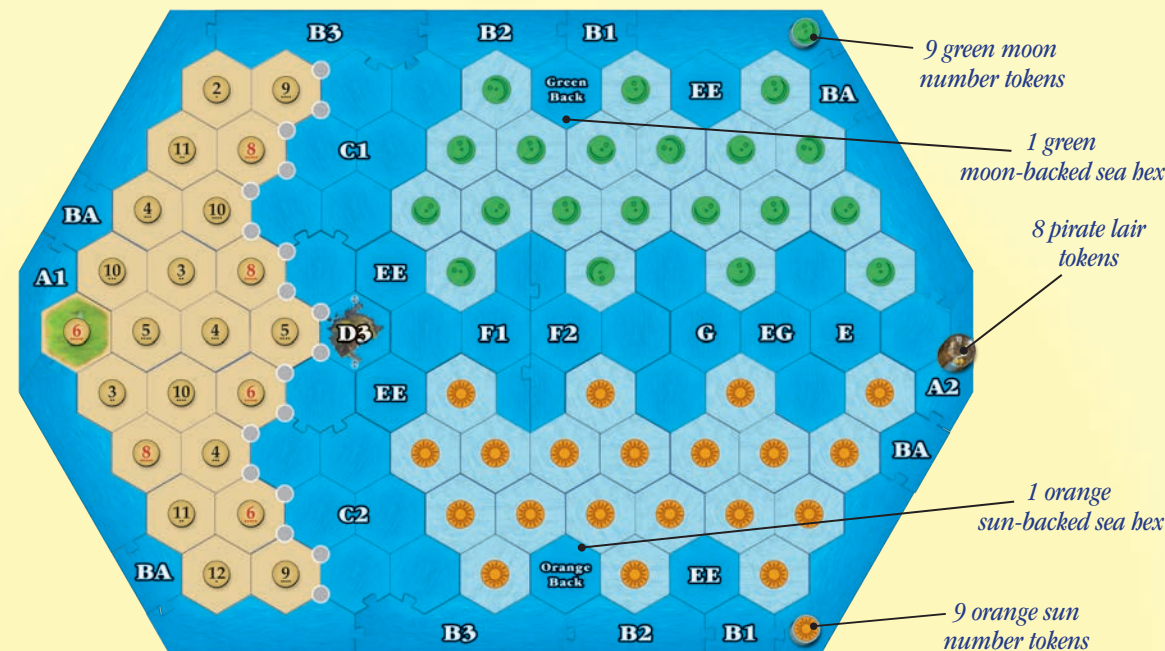
Additional Preparations

Separate the hexes into two stacks according to the orange or green icon on the back. Shuffle each stack, icon side up, and place them as shown in Example 4.

Shuffle the 8 pirate lair tokens face down and place the stack on the game board frame as shown in Example 4.

Separate the number tokens into two stacks according to the orange or green icon on the back. Shuffle each stack, icon side up, and place them as shown in Example 4.

Example 4:



GAME PLAY

All of the rules from Explorers & Pirates for 2-4 players apply when playing 5-6 players. There is, however, one rule addition that players of the Catan 5-6 player extension will already be familiar with—The Special Building Phase.

As always, on your turn, you first perform the following three actions:

- 1) Roll the dice for resource production
- 2) Trade and build
- 3) Move your ships and perform ship actions if you wish

And here's the addition:

After you finish your turn, starting with the player to your left, each of your opponents may now, in turn order, perform special builds.

The Special Building Phase

During the Special Building Phase, as stated on page 3 of *The Settlers of Catan 5-6 Player Extension* rule book, you may **build** anything that you are able to create with your resources. You may not trade resources with your opponents or the bank (maritime trade). You are not allowed to move your ships, and you may not buy anything with gold. See Example 5, below, for an example of how the Special Building Phase works.

Example 5: Special Building Phase in action.

Cathy has just finished her turn. Before she passes the dice to the player on her left, she asks her opponents whether someone wants to perform a special build. If only one player says “yes,” that player may build immediately. If more than one player says “yes,” their builds must be performed in normal clockwise order. Once all of the special builds are complete, Cathy passes the dice to the player on her left. That player now begins their normal turn.

CREDITS

Author: Klaus Teuber

5th Ed. Development Team: Pete Fenlon, Arnd Fischer, Ron Magin, Benjamin Teuber, and Guido Teuber

Art: Michael Menzel, Pete Fenlon

Graphic Design: Pete Fenlon, Michaela Kienle, Ron Magin

Production: Ron Magin & Pete Fenlon

Tile Component Design: Andreas Klober

Translation: Gavin Allister

Wooden Piece Design: Klaus Teuber

Special Thanks: Robert T. Carty, Jr., Coleman Charlton, Morgan Dontanville, Chris Funk, Alex Colón Hernández, Stephanie Newman, Donna Prior, and Kelli Schmitz.

Original Product Development: TM-Spiele and Sebastian Rapp. The author and publisher wish to thank the following people for playtesting: Stefan Wiewiora, Stefanie Dohmen, Benjamin Teuber, Guido Teuber, Claudia Teuber, Gero Zahn, Arnd Beenen, Peter Gustav Bartschat, Dr. Reiner Düren, Christoph Rother.

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For all other inquiries, contact us at:

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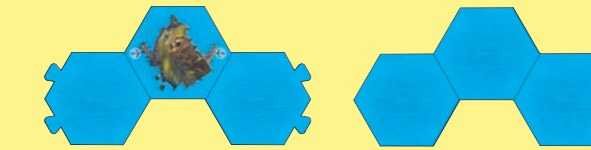
WAIT! You must have the following items before you can use this extension:

- *Catan* base game (CN3071)
- *Catan 5-6 Player Extension* (CN3072)
- *Catan: Explorers & Pirates Expansion* (CN3075).

GAME COMPONENT OVERVIEW & PREPARATION

Before Your First Game

Detach the die-cut parts from their cardboard frames and put the large “tri-hex” parts “D3” and “EG” into the 5-6 Player Extension box.

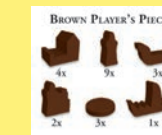
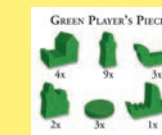


Put all game components listed below into a bag:

- 1 “HEXES + NUMBER TOKENS—E&P 5-6” sorting tile.
- 4 sea hexes (marked “EE”)
- 6 standard hexes “E”
- green moon icon: mountains, forest, fields
- orange sun icon: mountains, pasture, hills
- 6 number tokens (green: 2, 5, 9; orange: 3, 4, 10)
- 2 gold field hexes (1 green moon; 1 orange sun)
- 2 pirate lair tokens: 9, 10.

Put the remaining sets of game components each into their own bag:

- “GREEN PLAYER’S PIECES” sorting tile, 1 green building costs card, 22 green game pieces (4 harbor settlements, 9 crews, 3 ships, 2 settlers, 3 markers, and 1 pirate ship)
- “BROWN PLAYER’S PIECES” sorting tile, 1 brown building costs card, 22 brown game pieces (4 harbor settlements, 9 crews, 3 ships, 2 settlers, 3 markers, and 1 pirate ship)
- “E&P 5-6 FISH & SPICES” sorting tile, 2 fish hauls, 12 spice sacks



Game Components Required for All 5-6 Player Scenarios

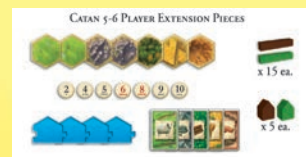
- A) The “Explorers & Pirates” game components required for each corresponding scenario (*see each scenario*).
- B) The game components required from the Base Game (bag containing the “TERRAIN HEXES + NUMBER TOKENS - BASE GAME” sorting tile).
- C) From your copy of the “Catan 5-6 Player Extension”:

- 7 terrain hexes: pasture, mountains (2 each) forest, fields, hills (1 each)
- 7 number tokens: 2, 4, 5, 6, 8, 9, 10 (1 each)
- 4 frame pieces (shown as “BA” in these rules)
- 25 resource cards
- 5 green settlements
- 15 green roads
- 5 brown settlements
- 15 brown roads

Put these cards and tile components from “C” into a bag containing the “CATAN 5-6 PLAYER EXTENSION PIECES” sorting tile. Place the green and brown wooden pieces into the same bag or into the corresponding player pieces bags if you prefer.

- D) Various components from this extension, depending upon which scenario you are playing (*see each scenario*).

Note: When playing with 5-6 players we recommend that you skip Scenario 1 (Land Ho!) and move straight to Scenario 2 (Pirate Lairs).



SCENARIO 2: PIRATE LAIRS

PIRATE LAIRS 5-6

GAME BOARD SET-UP

Assembling the Game Board Frame

Assemble the game board frame as shown in Example 1.

The two hexes in the illustration marked “Green Back” and “Orange Back” must be taken from the bag containing the “STANDARD HEXES + NUMBER TOKENS GREEN & ORANGE” sorting tile.

Please note: In this scenario use the back side of the “D3” piece without the “Council of Catan” Island.

Creating the Starting Island

Place the hexes and number tokens in the area of the starting island. For this purpose, use the content of the 2 bags containing the “TERRAIN HEXES + NUMBER TOKENS BASE GAME” and the “BASE GAME 5-6 PLAYER EXTENSION PIECES” sorting tile, respectively.

Shuffle all 21 hexes face down, then randomly distribute the terrain hexes face up in the area of the starting island.

Place all 22 number tokens exactly as shown in Example 1.

28 unexplored hexes used in this scenario:



Assembling the Unexplored Areas

Select the following components for the unexplored areas:

- 14 standard hexes (12 terrain hexes and 2 sea hexes) and all 12 number tokens from the bag containing the “STANDARD HEXES + NUMBER TOKENS GREEN & ORANGE” sorting tile.
- 6 standard hexes and number tokens from the bag containing the “HEXES + NUMBER TOKENS—E&P 5-6” sorting tile.
- All 6 gold fields and pirate lairs from the bag containing the “PIRATE LAIRS” sorting tile.
- 2 gold fields and pirate lairs from the bag containing the “HEXES + NUMBER TOKENS—E&P 5-6” sorting tile.

Additional Preparations

Separate the hexes into two stacks according to the orange or green icon on the back. Shuffle each stack icon side up, and place them as shown in Example 1.

Shuffle the 8 pirate lair tokens face down and place the stack on the game board frame as shown in Example 1.

Separate the number tokens into two stacks according to the orange or green icon on the back. Shuffle each stack, icon side up, and place them as shown in Example 1.

FISH FOR CATAN 5-6

GAME BOARD SET-UP

Assembling the Game Board Frame

Assemble the game board frame as shown in Example 2.

The two hexes in the illustration marked “Green Back” and “Orange Back” must be taken from the bag containing the “STANDARD HEXES + NUMBER TOKENS GREEN & ORANGE” sorting tile.

Creating the Starting Island

Set up the starting island as described in “Pirate Lairs 5-6.”

Assembling the Unexplored Areas

Select the following components for the unexplored areas:

- 12 terrain hexes (2 of the extra standard sea hexes are not used) and all 12 number tokens from the bag containing the “STANDARD HEXES + NUMBER TOKENS GREEN & ORANGE” sorting tile.
- 6 terrain hexes and number tokens from the bag containing the “HEXES + NUMBER TOKENS—E&P 5-6” sorting tile.
- 6 gold fields and pirate lairs from the bag containing the “Pirate Lairs” sorting tile.
- 2 gold fields and pirate lairs from the bag containing the “HEXES + NUMBER TOKENS—E&P 5-6” sorting tile.
- 6 fish hexes from the bag containing the “FISH FOR CATAN” sorting tile.

Additional Preparations

Separate the hexes into two stacks according to the orange or green icon on the back. Shuffle each stack icon side up, and place them as shown in Example 2.

Shuffle the 8 pirate lair tokens face down and place the stack on the game board frame as shown in Example 2.

Separate the number tokens into two stacks according to the orange or green icon on the back. Shuffle each stack, icon side up, and place them as shown in Example 2.

32 unexplored hexes used in this scenario:



SCENARIO 4: SPICES FOR CATAN

SPICES FOR CATAN 5-6

GAME BOARD SET-UP

Assembling the Game Board Frame

Assemble the game board frame as shown in Example 3.

The two hexes in the illustration marked “Green Back” and “Orange Back” must be taken from the bag containing the “STANDARD HEXES + NUMBER TOKENS GREEN & ORANGE” sorting tile.

Creating the Starting Island

Set up the starting island as described in “Pirate Lairs 5-6.”

Assembling the Unexplored Areas

Select the following components for the unexplored areas:

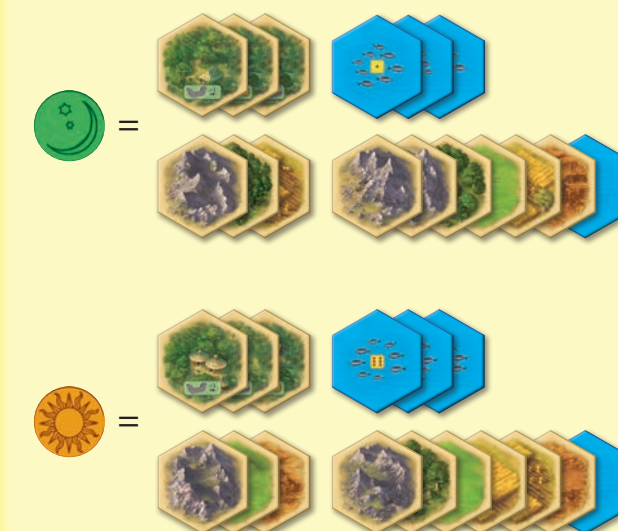
- 14 standard hexes (12 terrain hexes and 2 sea hexes) and all 12 number tokens from the bag containing the “STANDARD HEXES + NUMBER TOKENS GREEN & ORANGE” sorting tile.
- 6 terrain hexes and number tokens from the bag containing the “HEXES + NUMBER TOKENS—E&P 5-6” sorting tile.
- 6 spice hexes from the bag containing the “SPICES FOR CATAN” sorting tile.
- 6 fish hexes from the bag containing the “FISH FOR CATAN” sorting tile.

Additional Preparations

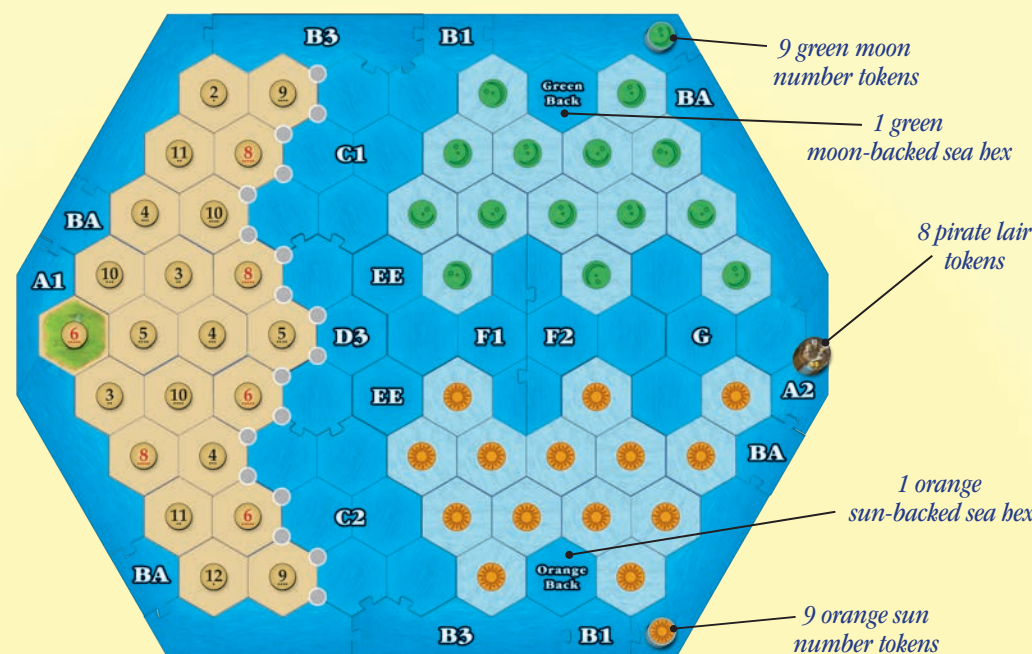
Separate the hexes into two stacks according to the orange or green icon on the back. Shuffle each stack, icon side up, and place them as shown in Example 3.

Separate the number tokens into two stacks according to the orange or green icon on the back. Shuffle each stack, icon side up, and place them as shown in Example 3.

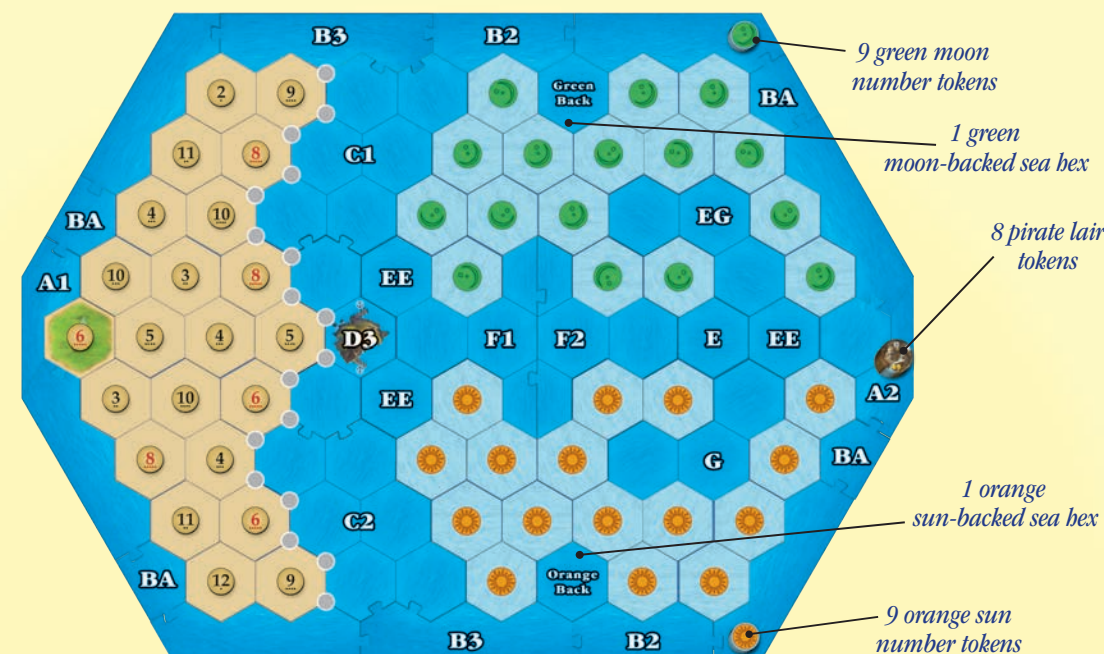
32 unexplored hexes used in this scenario:



Example 1:



Example 2:



Example 3:

