

Combining “Spices for Catan” with Seafarers Scenarios

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Combining “Spices for Catan” with Seafarers Scenarios for 3 or 4 Players

Introduction

“Spices for Catan” is a variant that forms part of chapter 4 of the expansion *Legend of the Sea Robbers*. This variant can easily be combined with explorer scenarios from *Seafarers*. On the following pages, we are presenting the scenarios we consider most suited for such combination, together with the rules you must observe in each case.

We assume that you know the “Spices for Catan” rules. At the end of this document, you can find a summary of those rules.

Important:

According to the “Spices for Catan” rules, you can neither build settlements on the intersections adjacent to a spice hex nor build roads on paths adjacent to spice hexes, but you can build ships on the coastal paths of spice hexes. However, you can build a road to an intersection at a spice hex and place a merchant on that intersection.

Before you start a game, take the following game components from the *Legend of the Sea Robbers* box:

- 4 spice hexes
- 30 spice cards
- 10 trade option cards
- 4 building costs cards (from chapter 4)
- 12 units (4x3)

The Fog Islands

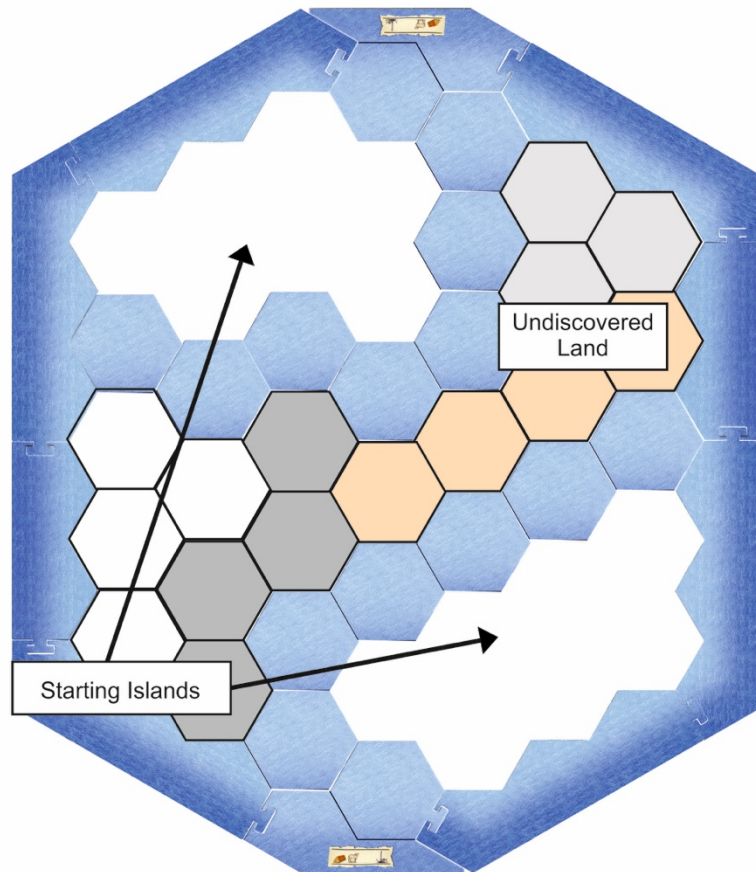
The Fog Islands for 3 Players

Assemble the game board as shown below.

In the area of the two starting islands, place the terrain hexes, harbors, and number tokens as indicated in the *Seafarers* rules booklet. You can also use a variable set-up for the starting islands. Please note: We have shifted the left 5 hexes of the top starting island 1 space to the top. Don't let this bewilder you – place the terrain hexes and number tokens in this area as shown in the rules booklet. Place the special harbor for ore between the forest hex “6” and the hills hex “11”.

- According to the *Seafarers* rules for “The Fog Islands” for 3 players, 12 hexes are placed in the “undiscovered land” area. Remove 1 sea hex from these hexes.

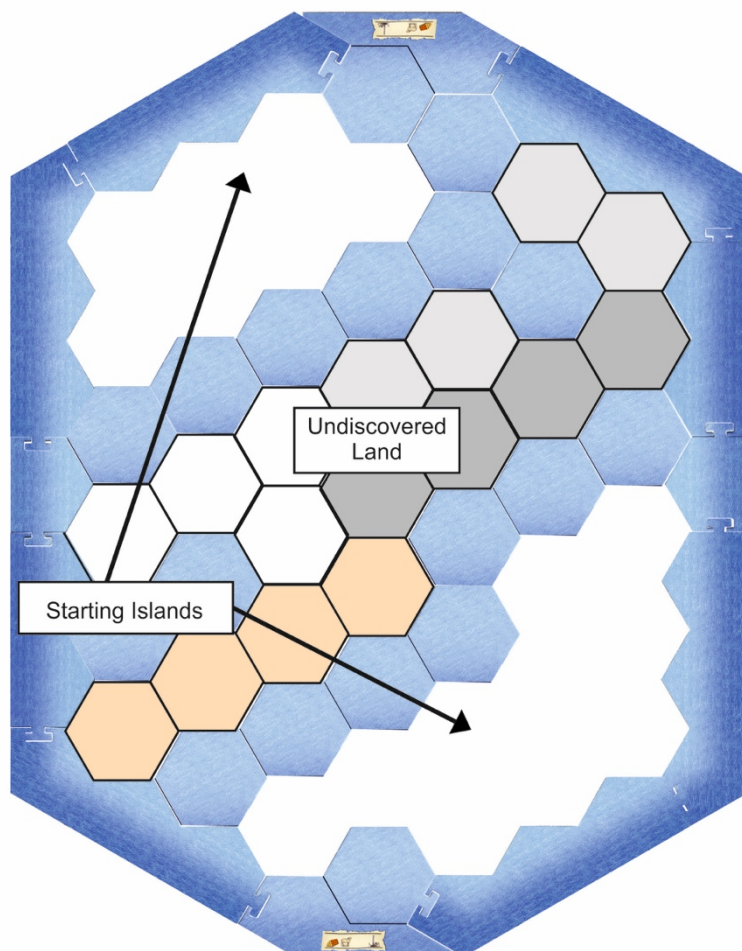
- Shuffle the remaining 11 hexes face down and divide them into three stacks containing 3 hexes each and one stack containing 2 hexes.
- Add 1 spice hex to each of these stacks.
- Shuffle each of the 4 stacks face down.
- Place the 3 hexes of the small stack face down in the light gray area of the “undiscovered land.” In each of the other three colored sections, place the 4 hexes of the remaining 3 stacks.



The Fog Islands for 4 Players

Assemble the game board as shown.

- Extend the frame of the scenario shown in the *Seafarers* rules booklet by adding one 1-water frame piece at both sides.
- In the area of the two starting islands, place the terrain hexes, harbors, and number tokens as indicated in the *Seafarers* rules booklet. You can also use a variable set-up for the starting islands.
- According to the *Seafarers* rules for “The Fog Islands” for 4 players, 12 hexes are placed in the “undiscovered land” area. Shuffle them face down and divide them into 4 stacks of equal size.



- Add 1 spice hex to each of these stacks.
- Shuffle each of the 4 stacks face down.
- In each of the four colored sections, place the 4 hexes of one of the 4 stacks.

Recommended End of the Game: The game ends as soon as a player reaches 14 or more victory points on his or her turn.

Heading for New Shores

To optimize playability and add more excitement when combining the “Spices for Catan” variant with the “Heading for New Shores” scenario, the area of the small islands is extended and the hexes are placed face down in this area instead of face up.

Rule Changes

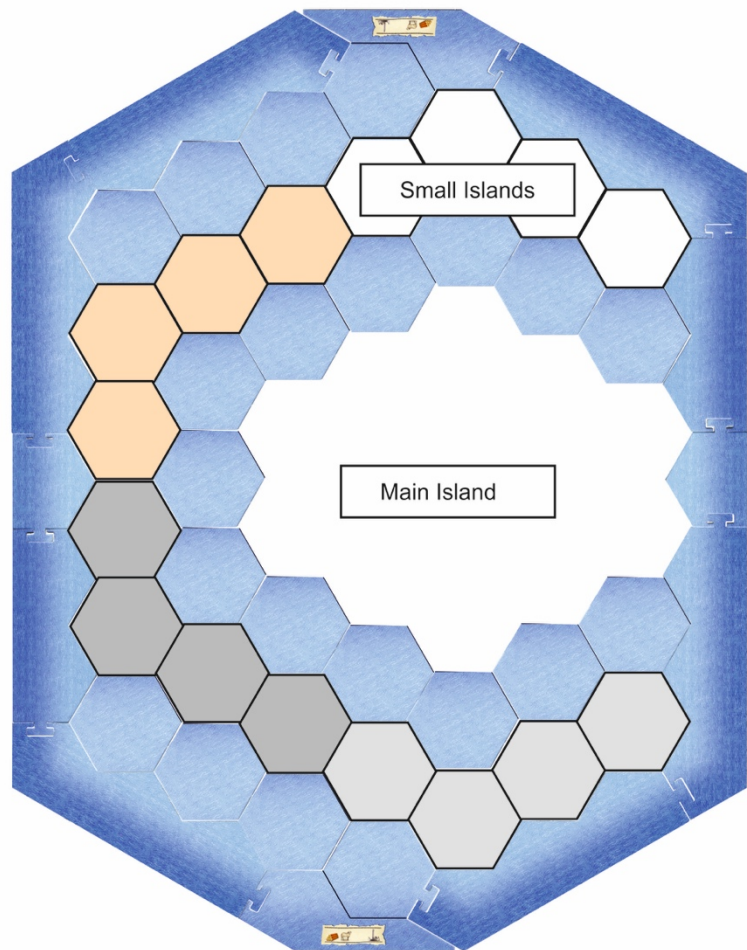
You discover the hexes of the “small islands” area. The following rules apply:

- If you discover a normal hex (not a spice hex),
 - you take the topmost number token from the face-down stack and place it face up on the terrain hex, and
 - you receive the resource produced by the hex.
- If you discover a spice hex, according to the “Spices for Catan” rules you receive the topmost card of the spice card stack.
- For the first and second settlement you build in the “small islands” area, you receive 1 Catan chit each.

Heading for New Shores for 3 Players

Assemble the game board as shown below.

- Extend the frame of the scenario shown in the rules booklet by adding one 2-water frame piece at each side.
- In the area of the main island, place the terrain hexes, harbors, and number tokens as indicated in the *Seafarers* rules booklet. You can also use a variable set-up for the main island.
- According to the *Seafarers* rules for “Heading for New Shores” for 3 players, 12 hexes are placed in the “small islands” area. Shuffle them face down and divide them into 4 stacks, each containing 3 hexes.
- Add 1 spice hex to each of the 4 stacks.

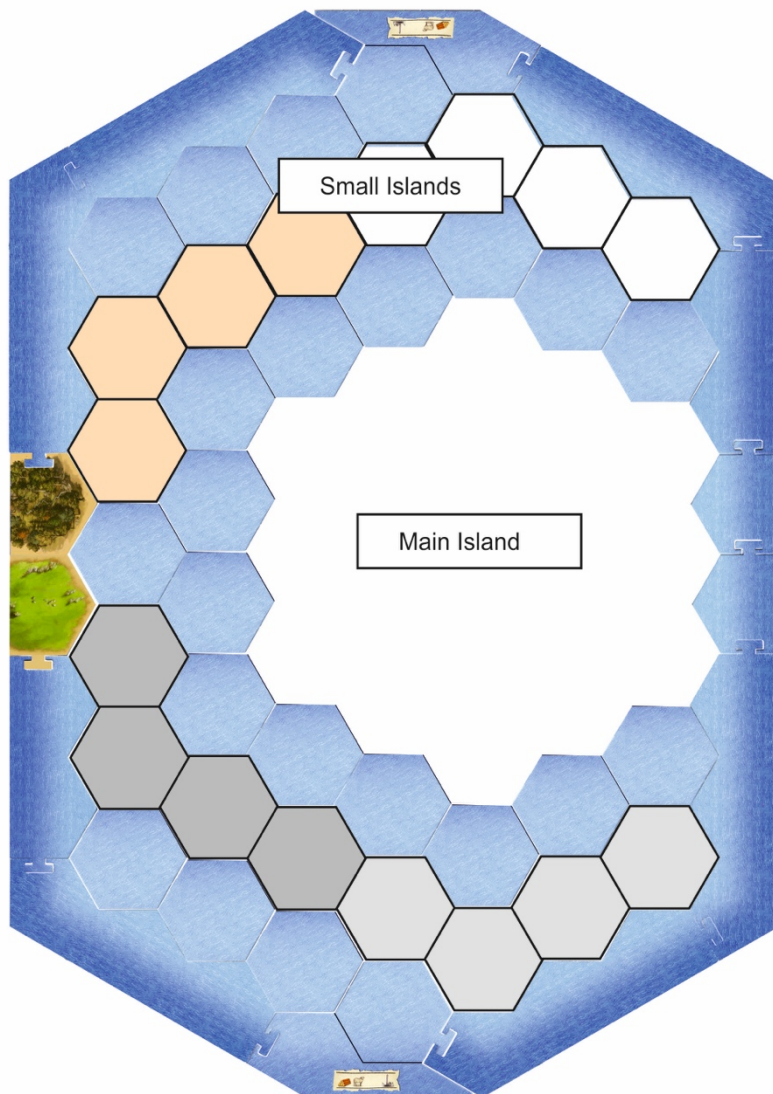


- Shuffle each of the 4 stacks face down.
- In each colored section of the “small islands” area, place the 4 hexes of one of the stacks.
- Shuffle the number tokens for the small islands – which are listed in the “Number Tokens” table of the “Heading for New Shores” scenario – face down and arrange them into a stack.

Heading for New Shores for 4 Players

To assemble the frame of this scenario, you must add a 2-terrain frame piece from the expansion *Legend of the Sea Robbers*. Once you have put together the frame, assemble the game board as shown below:

- In the area of the main island, place the terrain hexes, harbors, and number tokens as indicated in the *Seafarers* rules booklet. You can also use a variable set-up for the main island.
- According to the *Seafarers* rules for “Heading for New Shores” for 4 players, 13 hexes are placed in the “small islands” area. Remove 1 sea hex from these hexes.
- Shuffle the remaining 12 hexes face down and divide them into 4 stacks containing 3 hexes each.
- Add 1 spice hex to each of the 4 stacks.
- Shuffle each of the 4 stacks face down.
- In each colored section of the “small islands” area, place the 4 hexes of one of the stacks.
- Shuffle the number tokens for the small islands – which are listed in the “Number Tokens” table of the “Heading for New Shores” scenario – face down and arrange them into a stack.



Recommended End of the Game: The game ends as soon as a player reaches 16 or more victory points on his or her turn.

Rules for Players Not Interested in Exploration

If exploring is not your favorite thing, proceed as follows:

The Fog Islands

After placing the hexes in the “undiscovered land” area, you reveal the hexes one by one. Each time you reveal a terrain hex, you draw a number token from the stack and place it on the hex. Of course, if you reveal a spice hex or a sea hex, you don’t place a number token on it.

Heading for New Shores

After placing the hexes in the “small islands” area, you reveal the hexes one by one. Each time you reveal a terrain hex, you place a number token on the hex. Make sure that each terrain hex receives the number token assigned to it in the illustration showing the set-up of this scenario in the *Seafarers* rules booklet. There are 2 mountains hexes, 2 hills hexes, and 2 gold fields. The first mountains hex you reveal receives the lower number (for example, in a 3-player game the first mountains hex receives the “2” and the second mountains hex the “8”). When you reveal the first gold field, it doesn’t matter whether it receives the “4” or the “10”.

Please note:

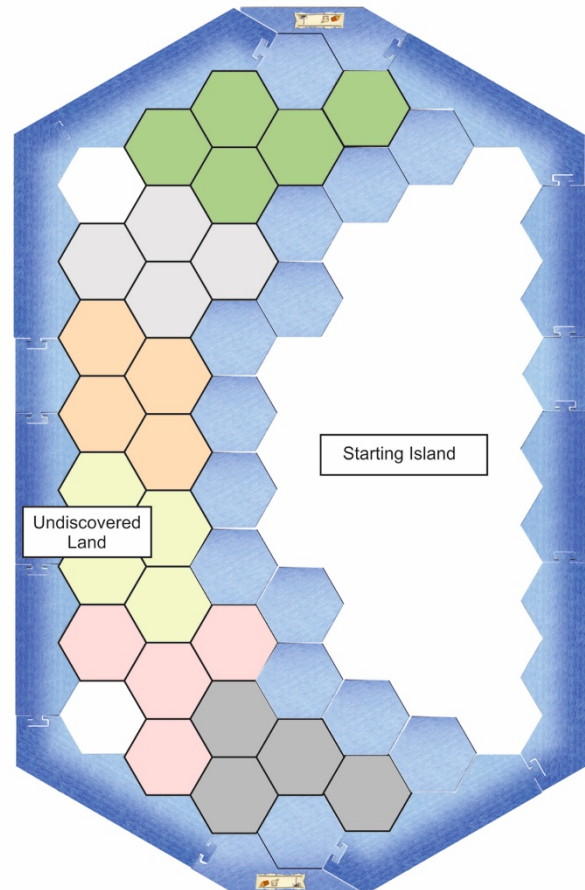
- Since you do not discover, you do not receive resources for terrain hexes you are the first one to reach. Spice hexes, however, are an exception: If you are the first player whose ship or road reaches an intersection adjacent to a spice hex, you draw a card from the spice card stack.
- If in the “small islands” area or in the “undiscovered land” area 2 red number tokens are placed next to each other when distributing the number tokens, exchange 1 of the red tokens for a different number token.

Combining “Spices for Catan” with Seafarers Scenarios for 5 or 6 Players

General

In a 5- or 6-player game, **you need 2 additional spice hexes**. We suggest that you scan two spice hexes and glue the printouts to 1 sea hex and 1 desert hex from the *Seafarers* expansion *Legend of the Sea Robbers*. If you want to play *Legend of the Sea Robbers* a second time, you can use the desert hex and the sea hex from the *Seafarers* 5-6 player extension.

If the spice cards are depleted during play, each player must return 1 spice card of their choice to the supply.



The Fog Island for 5 or 6 Players

Assemble the game board as shown above.

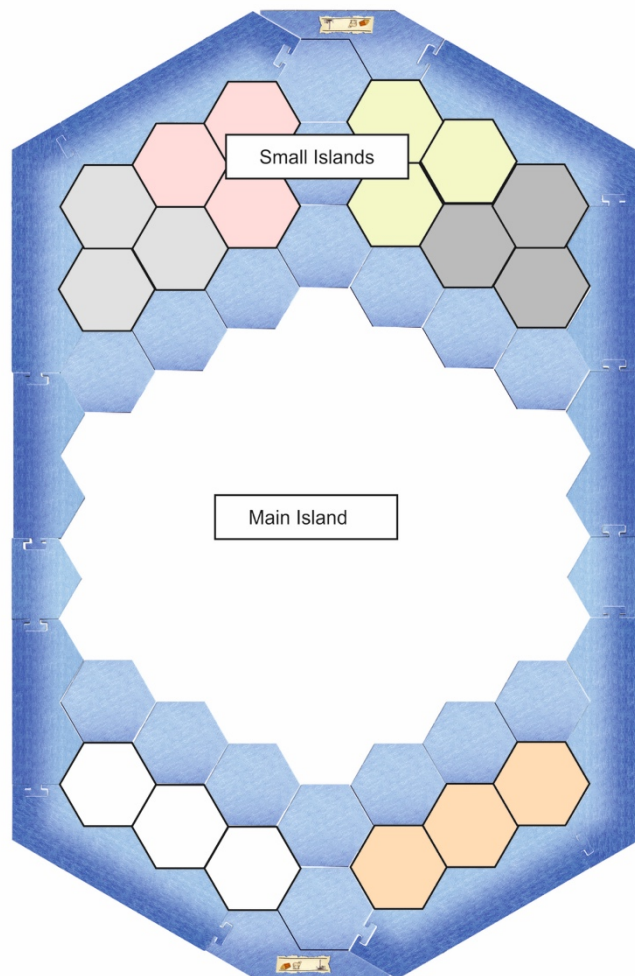
- Use the frame of the scenario shown in the rules booklet for 5-6 players. In the area of the starting island, place the terrain hexes, harbors, and number tokens as indicated in the *Seafarers* 5-6 player extension rules booklet. Also place the two gold fields.
- You can also use a variable set-up for the starting islands.
- 25 hexes are placed in the “undiscovered land” area. Shuffle them face down.
- Divide the hexes into 5 smaller stacks, each containing 3 hexes and one bigger stack containing 4 hexes.
- Add 1 spice hex to each of the 6 stacks.
- Shuffle each of the 6 stacks face down.
- Place the 5 hexes of the bigger stack in the green section of the “undiscovered land” area. In each other colored section, place the 4 hexes of one of the other stacks.
- Shuffle the number tokens for the “undiscovered land” area – which are listed in the “Face-down Stack Number Tokens” table of the “The Fog Islands” scenario for 5 or 6 players – face down and arrange them into a stack.

Recommended End of the Game: The game ends as soon as a player reaches 14 or more victory points on his or her turn.

Heading for New Shores for 5 or 6 Players

The general rule changes to “Heading for New Shores” for 3 or 4 players apply here as well.

- Extend the frame of the scenario shown in the rules booklet by adding one 1-water frame piece at each side.
- In the area of the main island, place the terrain hexes, harbors, and number tokens as indicated in the *Seafarers* 5-6 player extension rules booklet. You can also use a variable set-up for the main island.
- According to the *Seafarers* rules for “Heading for New Shores” for 5 or 6 players, 12 hexes are placed in the “small islands” area. Shuffle them face down and divide them into 6 stacks, each containing 2 hexes.
- Add 1 spice hex to each of the 6 stacks.
- Shuffle each of the 6 stacks face down.
- In each colored section of the “small islands” area, place the 3 hexes of one of the stacks.



- Shuffle the number tokens for the small islands – which are listed in the “Number Tokens” table of the “Heading for New Shores” scenario for 5 or 6 players – face down and arrange them into a stack.
- **Recommended End of the Game:** The game ends as soon as a player reaches 16 or more victory points on his or her turn.

Adding Cities & Knights

If you want to combine a *Seafarers* scenario with the *Cities & Knights* expansion and the “Spices for Catan” variant, you must observe the rules described in the section “Seafarers of Catan Variant” on page 13 of the *Cities & Knights* rules booklet.

The number of victory points required to win the game – as indicated for the respective *Seafarers* scenario – should be increased by 4-5. For example, in a game combining “The Fog Islands” with *Cities & Knights* and “Spices for Catan” you win if you reach 17 victory points on your turn. For a combination of “Heading for New Shores” with *Cities & Knights* and “Spices for Catan,” we recommend that the victory condition be 18 victory points.

In addition, the following rule applies: The city walls from *Cities & Knights* and the trade options from “Spices for Catan” complement each other. For example, if you have 2 city walls and 2 trade options, your hand may contain up to 15 resource cards without being penalized when a “7” is rolled.

Rules of the “Spices for Catan” Variant

General

The spice hexes are home to a foreign tribe that makes a living by trading its spices. As a matter of principle, the Catanians do not settle in areas belonging to foreign cultures. Therefore, you are not allowed to build settlements or roads on intersections or paths (edges) of spice hexes; however, you can build ships adjacent to spice hexes. Since the Catanians cannot produce spices on spice hexes, the spice hexes do not have number tokens.

Placing a Merchant

- If you have discovered a spice hex and drawn a spice card: On that same turn, or on one of your subsequent turns, you may place a merchant on an intersection of the discovered spice hex, provided that you pay the corresponding building costs (1 ore and 1 wool).
- You can only place a merchant on an intersection adjacent to one of your ships. If you move your ship away from this intersection, you lose the opportunity to place a merchant on this intersection.
- If you have placed a merchant, the shipping route between your settlement on the coast and the merchant is considered closed. You are no longer allowed to move a ship of this shipping route or the merchant.
- Each intersection may only be occupied by 1 merchant.
- Each merchant must always be clearly assigned to one spice hex. Therefore, you are **not** allowed to place a merchant on an intersection between 2 spice hexes.

Acquiring Trade Options

- If you are the first player to place a merchant, you choose one of the 10 trade option cards and place it face down in front of yourself. Each player who places a merchant afterwards

may choose one of the trade option cards that still remain. Only 10 trade options in total are available to the players. If the trade options are depleted, using a unit as a merchant no longer benefits you.

- Each player receives at most 1 trade option card for each spice hex. If you want to acquire another trade option, you must place a merchant on another intersection adjacent to a different spice hex.

Using Trade Options

- If you have acquired a trade option card during your turn, you may trade 2 resources of the type depicted on the card for a spice card on that same turn. To this end, you return 2 resource cards of the depicted type to the supply and draw the topmost card from the spice card stack.
- During your turn, you may repeat this trade as many times as you wish – so long as you have the required resources.
- A trade option does not allow you to trade another resource card instead of a spice card.

Protection from the Robber

- For each trade option you have acquired, your hand may contain 2 more cards when a “7” is rolled.
- If, for example, on 2 spice hexes you have placed 1 merchant each, you have 2 trade options and your hand may contain up to 11 resource cards without being penalized when a “7” is rolled.

Spice Cards

There are 3 types of spice cards: nutmeg, pepper, and cinnamon. The rules for spice cards are as follows:

- You keep spice cards hidden in your hand, together with other resource cards.
- Spice cards are included in the resource card count when a “7” is rolled and can be stolen from you when the robber is moved.
- If you play a Monopoly card, you may opt to demand all cards of one spice type – for example, all pepper cards.
- You may trade spice cards with other players, either for different spices or for other resources (domestic trade).
- Maritime spice trade (trade with the supply) is not allowed. You may never trade spice cards with the supply for resource cards or other spice cards.

You can only receive a spice card

- when discovering a spice hex,
- by trading with opponents,
- in exchange for the 2 resources depicted on your trade option card,
- by stealing a card from an opponent’s hand when moving the robber or sea robber.

Exchanging Spice Cards

- One time during your turn, you may discard either 3 spice cards of the same type or 3 spice cards of different types and take 2 Catan chits (2 victory points) in exchange. Place the discarded spice cards face up on a discard pile beside the spice card stack.

If the cards in the spice card stack are depleted, shuffle the spice cards from the discard pile face down and arrange them into a new spice card stack.