

CATAN


— SZENARIEN FÜR SEEFAHRER —

HAWAII

How to play

In this Catan scenario for seafarers, you colonize the Hawaiian archipelago and set sail for lucrative fishing grounds in the Hawaiian coastal region. There you go fishing and secure yourself additional victory points and valuable game advantages. Have fun in Hawaii!

PREPARATION

- Each player receives:
 - ⚓ The characters from Catan - The game and the expansion Catan - seafarer in one color and a construction cost card.
 - ⚓ A fish market card.
 - ⚓ A fishing boat in the color of the characters.
- Lay out the game board.
- Place the resource and development cards in the card holders as well as the dice and the special cards next to the game board.
- Place the robber and the pirate on their starting fields (pictures of the figures) at the bottom right of the game board.
- Place in the game with 3–4 players on each crossing with the image of a Catan chip  a Catan chip.
- Place the fish chips on the large shoal next to the fish baseboard as a supply.
- For each player, place a fishing boat in its color on the "Start" field of the fish baseboard.

GAME PROCEDURE & SPECIAL RULES

Basically, the rules of the board game Catan - The Game and the expansion Catan - Seafarer apply to this scenario. (Please note the additional rules at the end of this manual if you are playing five or six.)

The following special rules apply:

1. Construction of settlements

You can only build settlements on the round, labeled town fields.



2. Road construction

You can only build roads on the rectangular, brown-colored road fields.



3. Shipbuilding

You can only build ships on the oval, blue-colored ship fields. Special ship fields are the red-framed merchant ship fields and the fish ground fields illustrated with a fish.



Important!

- ! If you build a road or a ship to a location field, you may only build a next road or a ship behind this location field if you have built a settlement on the location field.
- ! Contrary to the normal seafarer rule, you can build a ship on any street (and vice versa) without having to build a settlement on the intersection in between. Your interconnected networks of ships or roads count towards the determination of the "longest trade route".

4. Founding phase

Each player starts with 3 settlements and 3 streets / ships. The foundation phase initially proceeds as described in the almanac of the base game. If the starting player has founded his second settlement and has attached a street or a ship to it, he then establishes his third settlement and also attaches a street or a ship to it. After that, all players move clockwise one after the other. Each player receives the starting resources for his third settlement.

Important: You have to build your 3 starting settlements on 3 different islands.

5. 2:1- and 3:1- Trading

If you have built a ship on a merchant ship field, you can exchange raw materials with the supply as indicated on the neighboring certificate: Either you can use 3 raw materials of any kind or 2 raw materials of the type shown for any other raw material with the Exchange stock.

Important: If a ship is removed from a merchant ship space, the owner of the ship loses the trade advantage indicated on the assigned certificate.

6. Raw material Income

A settlement / city produces - as usual - raw materials from every adjacent landscape field, the number of which is rolled. This also applies if the location field on which the settlement / city is located is separated from the corresponding land field by sea. Is z. For example, rolling an "11" produces both a settlement / city on Lanai City and a settlement / city on Kaunakakai wool.

7. Special Victory Points for fishing grounds

Anyone who deploys a ship on a fishing ground field advances his fishing boat on the fishing ground bar 1 field. Between 0 and 5 Catan chips are shown on the fields, which represent additional victory points. The positions of your fishing boats show you how many additional victory points you have for fishing grounds.

Important: If a ship is removed from a fish ground field, the owner of the ship must pull his fishing boat back 1 field on the Fish base board and may lose a victory point.

8. Fishing

If you have a ship on a fishing ground and the result of the income roll corresponds to the number of an adjacent blue number chip, you will receive 1 fish chip.

Important: You can only get fish chips for ships in Fischgrund fields. For a settlement / city you will NOT receive fish chips if the number of an adjacent blue number chip is rolled.

The following applies to handling fish chips:

- Fish chips are not among the cards in the hand, they are not raw materials or merchandise and are therefore awarded a "7" Fish basic field not considered. Neither can they be stolen.
- Players can trade fish chips among themselves.
- The sea trade in fish chips takes place through the use of fish markets

9. The Fish market

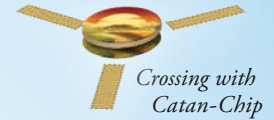
You can use the advantages listed on the fish market card at any time on your turn - even before rolling the dice. If you use one or more advantages, you put the required fish chips in stock.

Important: A player may not have more than 7 fish chips at the end of his turn. Those who own more must use one or more of the advantages indicated on the fish market.

Note on the fish market advantages "3 fish": If you give 3 fish, you can either draw 1 resource card from a player or take 1 resource card from the supply (provided you can trade 3: 1). For the delivery of 6 fish, both advantages can of course also be used once (or one of the advantages twice).

10. Catan-Chip Crossing

The first player to reach a crossing with a Catan chip on a street or a ship takes the Catan chip, which counts 1 victory point.



GAME END

The game ends when it is your turn to have a certain number of victory points and win.

With **3 players 15 victory points** are required.

With **4 players, 13 victory points** are required.

For 5–6 Players

In addition to the above rules for 3-4 players, the rules of the *Catan Supplement for 5-6 players* and the *Seafarer Supplement for 5-6 players* also apply. The following also applies:

PREPARATION

- Also use the figures and cards from the *Catan Supplement for 5-6 players* and the Figures from the *Seafarer Supplement for 5-6 players*.
- You do not place any Catan chips on the intersections with the image of a Catan chip.

ADDITIONAL SPECIAL RULES

1. Catan-Chip Crossing

The Catan-Chip crossings no longer bring you a Catan-Chip. Instead, they are town squares on which you can found or build settlements - as listed under 1. and 4. above.



2. Founding Phase

You only have to build your 3 starting settlements on **2 different islands**.

GAME END

The game ends when it is your turn to have a certain number of victory points and win.

With **5 players, 11 victory points** are required.

With **6 players, 10 victory points** are required.

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The translation has been done using Google Translate and is in no way authorised by Kosmos or Catan GmbH.

It has been done as a fan tool to help those keen to play the game in English.

FISH MARKET



Move the robber or the sea guard to his starting field.



Draw any resource card from a opponent's face-down hand.

Only if you are allowed to trade 3:1:
Take any 1 resource card from the supply.



Take any 1 resource card from the supply.



Build 1 road or 1 ship.



Draw the top development card from the stack.

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