

THE FISHERMEN OF CATAN

By Klaus Teuber

Here is a scenario for three or four players designed by Klaus Teuber for use with *The Settlers of Catan*.

1. THE STORY

For generations, the people of Catan have lived in an island paradise, surrounded by the peaceful sea. They have long known of the benefits of the sea: maritime trade has been crucial to their expansion since the beginning. But recently they have discovered that the sea holds other bounty, ready to be gathered and used in the never-ending quest for expansion and trade.

2. NEW COMPONENTS

29 Fish Tokens: There are 29 fish tokens included in this scenario. Each token shows 1 (11x), 2, (10x), or 3 (8x) fish. These tokens are blank on the back to disguise their identities.

1 “Old Shoe” Token: The old shoe is the same size as a fish token and also has a blank back.

6 Fishery Tiles: The chevron-shaped tiles are designed to fit on the sea hexes to indicate areas of the coast where fish tokens can be collected. They are numbered 4, 5, 6, 8, 9, and 10.

THE SCENARIO SETUP

Set up the board according to the normal rules (see page 12 of *The Settlers of Catan* game rules). Place the harbor hexes and sea hexes normally.

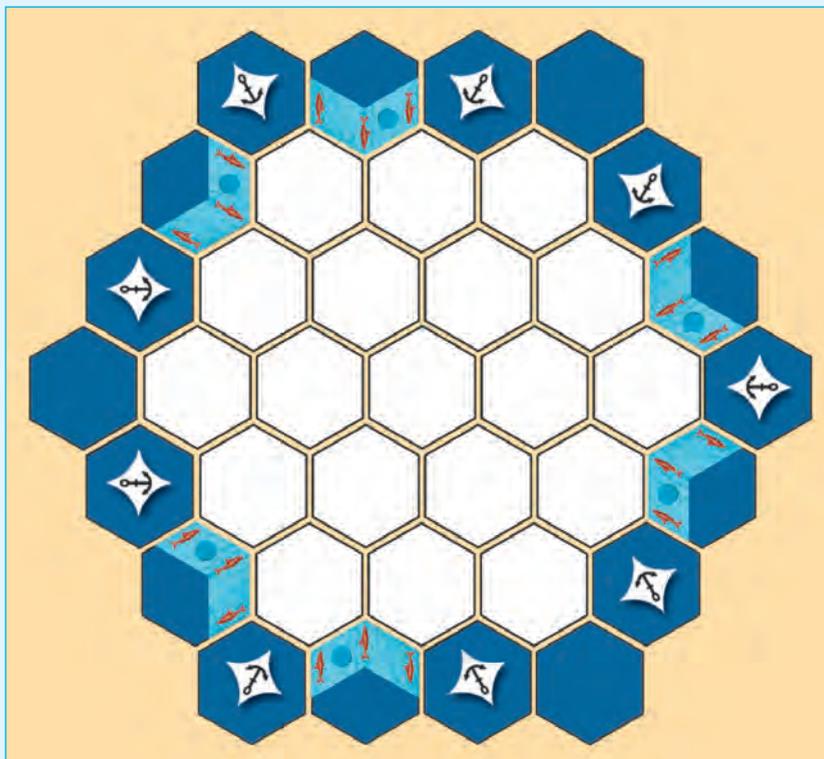
Shuffle the 6 fishery tiles. Place one face up on each “interior” empty sea hex (see the illustration at the right) such that each points towards the island.

Mix the fish tokens and the old shoe token together face down and place them near the resource cards.

Players: 3-4

Game Length: About 90 minutes

Components: *The Settlers of Catan* and this expansion kit.



MAYFAIR GAMES, INC.

Skokie, IL, USA

www.mayfairgames.com



*Not for children under
the age of 4 years old.*



Copyright © 2007 Mayfair Games, Inc. & Catan GmbH. “Catan,” “The Settlers of Catan,” and “The Fishermen of Catan” are trademarks of Mayfair Games and its licensor, Catan GmbH. All rights reserved.

3. SPECIAL RULES

Except where noted here, all the normal rules for *The Settlers of Catan* are used.

A. Setup Phase

Each player places 2 settlements and roads as normal. If you place your second settlement on a fishery, then you will receive a fish token (see below) in addition to your normal starting resources. Place the robber in the desert hex, and you are ready to begin!

B. Fishing for Fortunes

Each fishery touches 3 coast intersections. Settlements and cities built on these intersections have a chance to collect fish. Each fishery shows a die roll number. When the number on a fishery matches the number on the production dice roll, each settlement or city adjacent to that fishery collects fish tokens. Each settlement collects 1 token, while each city collects 2. Fish tokens are drawn randomly from the supply. If there are not enough fish tokens to fulfill everyone's production, no one receives any fish tokens that turn.

When you draw a fish token, examine it. If it is the old shoe token, you must reveal it immediately (see below). If it shows fish, keep it face down in front of you until you choose to spend it. Fish tokens DO NOT count as resources: do not count them against your hand limit and do not discard them when a "7" is rolled on the dice. Similarly, the robber cannot be used to steal fish tokens. Fish tokens may be traded.

If you have a settlement or city on an intersection that touches both a harbor and a fishery, you receive both benefits.

Would you like to discover more ways to vary your *Settlers of Catan* game? Visit www.mayfairgames.com for information about Catan expansions, free variants, and more!

This is the second *Settlers of Catan* expansion to appear in Games Quarterly Magazine. Don't miss another expansion—visit www.gamesquarterly.net for more information about the magazine and past expansions!

C. The Fish Market

During your turn, you can exchange fish for certain advantages. You may combine multiple fish tokens to purchase more expensive rewards. The more fish you spend, the bigger the bonus:

- 2 fish**Move the robber back to the desert (do not steal any cards).
- 3 fish**Steal a random resource card from another player.
- 4 fish**Take a resource of your choice from the bank.
- 5 fish**Build a free road (as per normal building rules).
- 7 fish**Draw a free development card.

You cannot "make change." If the number of fish on your tokens is more than the purchase price, the excess fish are lost. Place the fish you spend face up next to the supply of fish tokens. When the last face-down fish token is drawn, turn over all the used fish tokens and mix them up again to form a new supply.

D. That Old Shoe

One of the tokens shows an "old shoe" that you might accidentally draw while collecting a fish token. If you draw the old shoe, you must reveal it immediately! Keep the old shoe face up in front of you. As long as the old shoe is in your possession, you will need 1 additional victory point to win the game! So, you would need 11 victory points to win the basic Settlers game!

There is good news, however! During your turn after rolling the dice, you can give the old shoe away! You can give the shoe to any other player who has the same or more victory points than you. But, if you alone have the most points, you must keep the old shoe for yourself!

4. GAME END

The game ends as soon as a player has enough points on his turn to win (10 normally, 11 if you have the old shoe).