

Combination of "Traders & Barbarians" with "Seafarers"

General:

- "Traders & Barbarians" requires a continuous land surface of, roughly speaking, "round" or "triangular" shape in order to make the paths between castle, marble quarry, and glassworks equally long. This is hardly the case in any of the "Seafarers" scenarios. Also, wagons driving across the sea are logically not possible. For these reasons, scenarios without a continuous land surface seem strange, even if they might work under the above-mentioned conditions.
- The following applies for all combinations of "Traders & Barbarians" with "Seafarers" scenarios:
- o Wagons can also move across water hexes. (They are taking a ferryboat to cross, so to speak.) When a wagon crosses water, the same conditions apply as when it is moving across land: Each movement without a ship costs 2 Movement Points, and only one Movement Point with a ship (plus 1 gold if it is a foreign ship).
- o The Robber and/or Pirate are never included in the game.
- o Barbarians may also be placed on "waterways." All rules concerning roads also apply to ships.
- o Unless indicated otherwise, the number of Victory Points of the respective "Seafarers" scenario increases by 3.

For the reasons mentioned above, a meaningful combination of the scenarios "The Four Islands," "The Fog Island," "The Forgotten Tribe," "Cloth for Catan," and "The Pirate Islands" can not be achieved.

The following scenarios are playable:

Heading for New Shores

- The main island is assembled according to the set-up of the "Traders & Barbarians" scenario.

Through the Desert

- Changes to the set-up:

The set-up of the main island (east and west of the desert belt) is modified as follows:

- o Replace the northwestern hills hex (upper left) with the marble quarry.
- o Replace the southwestern pasture hex (lower left) with the castle.
- o Replace the eastern forest hex (center right) with the sawmill.
- o Replace the southwestern fields hex (center left, number 9) with a forest hex.
- o Rearrange the number tokens of the main island (without the land north of the desert belt). Start with the northwestern mountains (upper left) and continue eastwards (towards the right), then go to the next southwestern hex of the row underneath, and so forth: Mountains "4," hills "11," pasture "6," fields "5," forest "8," fields "9," sawmill -, forest
- "10," hills "3," forest "2" + "12," mountains "8," castle, hills "6," pasture "5."
- The other rules for "Through the Desert" and "Traders & Barbarians" remain unchanged.

Version 1 dated 03/23/2008, by Sebastian Rapp and Klaus Teuber