

CATAN

PRINT & PLAY

FIRST ADVENTURE



INTRODUCTION

The kids on Catan are very adventurous. They learn to sail at a very young age and like to spend their time sailing around the small offshore islands and playing exciting games. Today you are playing Pirates. You and your friends are racing to build small pirate camps and, ultimately, a great pirate fort. The first to do so will be crowned the Ruler of the Pirates. For this game, one of your friends pretends to be a Ghost Captain! The Ghost Captain tries to prevent the others from completing their camps. Who among you will be the most powerful pirate?

PREPARATION

Before you can play this game, you must first build it.

See Page 3 for instructions.

GAME COMPONENTS

- 2 game boards
- 4 player markers
- 12 pirate camp hex tiles (3 for each player)
- 1 Ghost Captain stand-up piece
- 1 pirate ship stand-up piece
- 1 pirate fort stand-up piece
- 48 resource tiles (12 goat, 12 wood, 12 molasses, 12 cutlass)
- 6 Coco the Parrot tiles
- 1 die

SET-UP

There are 5 different island types where you can get 4 different types of resource tiles:



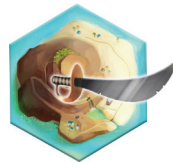
In pastures you find goats.



In the sugar cane fields, you produce molasses.



In the forest you find wood.

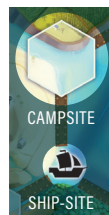


In the treasure caves, you find cutlasses.



At the gold river, you receive 1 resource tile of your choice.

- The islands are bordered by ship-sites for the pirate ship and campsites for the pirate camps.
- Choose your player color and prepare the starting site. In a 3- or 4-player game, each of you chooses one of the 4 player markers and takes 3 pirate camp tiles of the matching color. Place your first pirate camp on the starting site of your color. Your other 2 pirate camps are your supply.
- In a 3-player game, one of the colors is not used. Place 1 of the unused pirate camp tiles on its starting site. Randomly place another unused pirate camp tile on any empty campsite. Put the 3rd unused camp aside. You cannot use these blocked campsites during the game.
- In a 2-player game, you play with the colors yellow and purple. Your first pirate camp is already marked on the board. Your supply now contains 3 pirate camps.
- Sort the 48 resource tiles by type and place them beside the board. This is the stockpile.



Example: Yellow starts with a pirate camp between forest and treasure caves. Yellow takes 1 wood tile and 1 cutlass tile.

- Each player takes 2 resource tiles. The type of resource tiles you take is shown on the 2 islands adjacent to your starting tile.

- Shuffle the 6 Coco tiles and place them Coco side up beside the board.

- Place the die and the pirate fort piece beside the board. Place the Ghost Captain on the skull rock in the center of the board.



WHAT IS THE GAME ABOUT?

Your first goal is to build all of your pirate camps, as fast as possible. After you build all of your camps, you can build the pirate fort on the skull rock. If you are the first to do this, you are crowned Ruler of the Pirates and win the game.

HOW DO YOU PLAY?

Each player, in turn, takes on the role of the Navigator. The youngest pirate is the first Navigator. If this is you, place the pirate ship piece on the ship-site in front of your starting camp.



The Navigator's turn consists of two phases. The directions for each phase are as follows:

1. PRODUCTION PHASE

Roll the die. Collect resource tiles. Move the ship.

ROLL THE DIE

- **If you roll a number between 1 and 5:**

The result applies to all players. Any player who has a pirate camp adjacent to an island that displays the number rolled receives 1 corresponding resource tile from the stockpile. If you have 2 pirate camps adjacent to an island with the number rolled, you receive 2 resource tiles of that type. The pictures above the numbers on the islands indicate the type of resource tile you receive.

- **If you roll a 6:** The Navigator (the active player) chases away the Ghost Captain! Move the Ghost Captain piece to any other island of your choice! As a reward, the Navigator receives 2 resource tiles from the stockpile that match the island you moved the Ghost Captain to.



Example: Red is the Navigator. She rolls a "6." Red really wants a goat resource. So she moves the Ghost Captain to a pasture island and takes 2 goat tiles from the stockpile.



- If you move the Ghost Captain to a gold river island, you take any 2 resource tiles of your choice.

Important: Only the Navigator receives resources when they roll a "6." The other players do not receive anything on this turn.



Watch Out: The Ghost Captain slows you down! As long as it is on an island, that island is blocked. If you roll that island's number, no one receives resource tiles for their pirate camps adjacent to that island!

COLLECT RESOURCE TILES

When you receive resource tiles, place them in your supply in front of you. When it's your turn to be the Navigator, you can use them to build pirate camps or to ask Coco the Parrot for help.

Resource Supply Rule: You can never have more than 3 of the same resource in your supply.

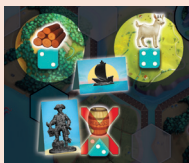
Example: Let's say you have 2 wood in your supply. Someone rolls the die and the result would give you 2 more wood. If this happens, you may only take 1 wood from the stockpile. The other 1 is lost.

MOVE THE SHIP

Navigator, now you get to move the ship. Move it in the direction of the arrows along the shipping lane from ship-site to ship-site a number of spaces equal to your die roll result. At the end of the ship's movement, you can take 1 resource tile of the type that matches either of the 2 islands beside the ship's resting place. Take the resource from the stockpile.

Important: If the Ghost Captain is on one of these islands, you are not allowed to take a resource tile of the type corresponding to that island.

Example: The Navigator rolls a "1." After everyone takes their appropriate resources, the Navigator moves the ship 1 space along the shipping lane. The ship is now beside a pasture island, a forest island, and a sugar cane island. The Navigator may take either 1 goat tile or 1 wood tile, but not 1 molasses tile, because the Ghost Captain is blocking that island.



2. BUILD AND TRADE PHASE: BUILD, TRADE, ASK COCO FOR HELP

In the second phase, the Navigator (the active player) can do any or all of the following 3 actions. You can do the same action more than once if you wish and if you have the resources to do so. You can do them in any order you wish.

BUILD

You can build a pirate camp or the pirate fort (see the build rules below). Each of these buildings has a cost. Pay the cost to the supply. The cost for each type of building is shown here:

A pirate camp costs:



1 cutlass tile, 1 molasses tile, 1 goat tile, and 1 wood tile

The pirate fort costs:



2 cutlass tiles, 2 molasses tiles, 2 goat tiles, and 2 wood tiles



You must build all 3 of your camps before you can build the fort.

Important: Build rules!

- You may only build a pirate camp on an empty campsite that can be reached from the by following the boardwalk.
- You may only build 1 pirate camp on each campsite.



ASK COCO FOR HELP

Coco, the clever parrot, has a bagful of tricks and the Navigator can ask him for help. If you want Coco's help, you must put 1 wood tile and 1 goat tile into the stockpile.

A Coco tile costs:



1 goat tile and 1 wood tile

In return, the Navigator takes 1 Coco tile from the stack and reveals it immediately. Depending on the tile, Coco performs one of the following tricks to help you:



Take 2 resource tiles

Take 2 resource tiles from the stockpile. They can be 2 different resources or of the same resource. Remember to follow the resource supply rule!



Move the ship

Move the pirate ship to any other ship-site. After moving the ship, you may then take 1 resource of a type produced by an island beside the new ship location.



Chase away the Ghost Captain

Move the Ghost Captain to any different island of your choice. Then take 2 resource tiles of the type that island produces from the stockpile.

Important: After you use a Coco tile, place it in a discard pile (face up). If the Coco stack runs out, shuffle the discard pile and make a new stack beside the board.

TRADE

If the Navigator doesn't have the resources required to build something or to ask Coco for help, they can trade with the stockpile. If you are the Navigator, you may give any 2 of the resources in your supply to the stockpile and take 1 resource of your choice back. You can do this as many times as you like. The resources you give can be of any type; they don't need to match.

Important: You can only build and trade after you complete the production phase. No building or trading is allowed during that phase.

END OF THE GAME

If you are the Navigator that builds the pirate fort, you win the game. The other players celebrate you as their new Pirate Ruler.



CATAN-JUNIOR™

The perfect way to introduce the "game of our generation" to the next generation!



CATAN STUDIO

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CATAN

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PREPARATION

Before you can play this game, you must first build it. We suggest the following method, but you can do it any way you like and as your household crafting supplies allow.

- First print everything. Then glue all of the sheets marked “Player Pieces–Front” to a piece of cardboard (like an empty cereal box).
- Carefully cut the sheets along the pink lines to create 6 groups of pieces. Now do the same cutout on the unmounted “Player Pieces–Back” sheet.
- Glue the Player Pieces–Back cutouts to the Player Pieces–Front.
- Now cut out all of the individual player pieces along the white dashed lines.

Important: Take care to ensure that the backs of the pieces match the fronts (wood front and wood back for example).

- Fold the ship piece, the Ghost Pirate piece, and the pirate fort along their black dotted lines and “slot” their bases together. You can glue or tape them at the base to make them a bit more stable.



- We suggest that you also mount and cut the game board using the same method as with the playing pieces. It will be a more stable surface to play on. However, you can also play on it as a piece of paper if you prefer.

- For CATAN – First Adventure, use a die from your CATAN game or any other die you have at home.

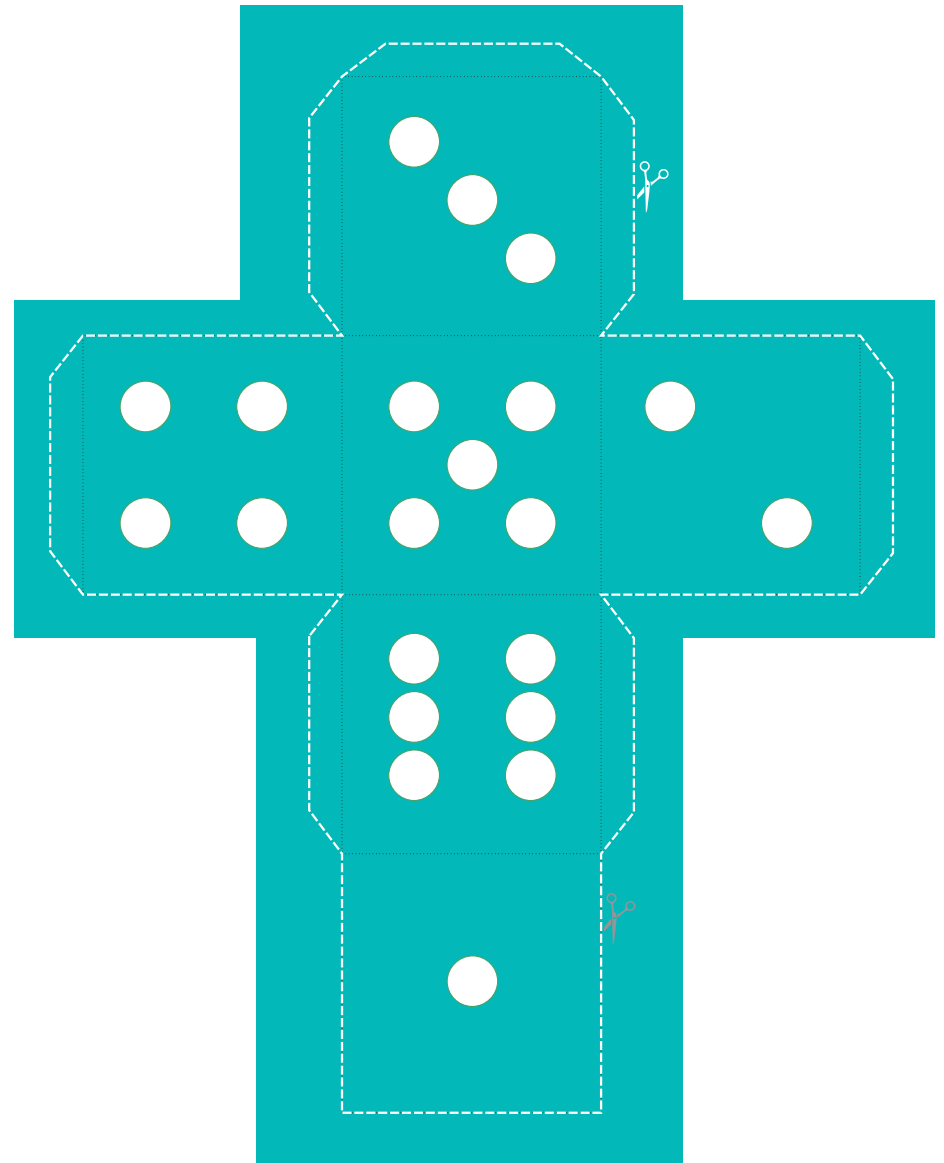


Note: One game board is for 3 or 4 players. The other is for only 2 players. The turtle islands in the lower right corner indicate which is which.



YOU DON'T HAVE A DIE? NO PROBLEM

Mount and cut this die using the same method as with the playing pieces.



Please print at 100% (do not shrink to fit). This has been designed to print properly on both US Letter and A4 paper.

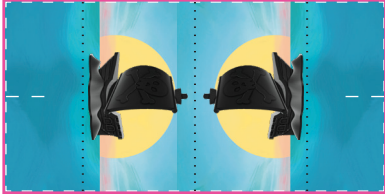
3-4 PLAYER GAME BOARD

Please print at 100% (do not shrink to fit). This has been designed to print properly on both US Letter and A4 paper.



PLAYER PIECES - FRONT

Please print at 100% (do not shrink to fit). This has been designed to print properly on both US Letter and A4 paper.



PLAYER PIECES - BACK

Please print at 100% (do not shrink to fit). This has been designed to print properly on both US Letter and A4 paper.

CATAN
#StayAndPlay
PLAYER PIECES - BACK

