

Legend of the Sea Robbers for 2 Players – Game Rules

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General

Unless otherwise specified, the rules of *Legend of the Sea Robbers* apply, together with the general rules of *Catan: Seafarers* and the “Catan for Two” rules described on page 6 and 7 of the *Catan: Traders & Barbarians* rules booklet.

If you don't have the *Traders & Barbarians* expansion:

- Download the *Traders & Barbarians* rules booklet including the “Catan for Two” rules here:
<https://www.catan.com/service/game-rules>
- We recommend that you use coins or buttons instead of the trade tokens included in the *Traders & Barbarians* expansion.

Rules Changes for the 2-Player Game

1. General Changes to the Rules

- Always use the 3-player set-up.
- The rule specifying that 2 ships are allowed on a sea route does not apply in the 2-player game.
- “Longest Road” and “Largest Army” are only worth 1 victory point each.

2. Set-up Phase

- After the second player has placed his settlement on the coast, place a settlement for the neutral player on the remaining space for the 3rd coastal settlement.
- After the starting player has built her 2nd settlement, she builds a neutral settlement – without an adjacent road. Then she builds her 3rd settlement.
- After the second player has built his 3rd settlement, he also builds a neutral settlement without an adjacent road.

3. Trade Tokens

- Each player starts with 5 trade tokens, as indicated in the “Catan for Two” rules of the *Traders & Barbarians* expansion.
- Replenishing trade tokens: According to the “Catan for Two” rules, you receive
 - 2 trade tokens for discarding a face-up knight card,
 - 2 trade tokens for building a settlement adjacent to a desert hex (this also applies during the set-up phase),
 - 1 trade token for building a settlement on the coast or on an intersection that borders one of the land parts of the frame (this also applies during the set-up phase).
- Trade tokens are used as described in the “Catan for Two” rules. In chapter 4 of *Legend of the Sea Robbers*, you can also move the sea robber instead of the robber.

4. Friend Cards

If you are the first player to take a friend card, take a second friend card from the display and remove it from play. During the remaining chapters, this card continues to be out of play.

5. Building Ships

According to the “Catan for Two” rules, if you build a road you also place a neutral road. If you build a ship, however, you do **not** place a ship for the neutral player (and neither do you place a neutral road instead of a ship).

6. Chapter 2 – Distribution of Bog Iron Ore Tokens in a 2-Player Game:

Rescued Castaways	Bog Iron Ore Tokens per Pasture
0 - 2	1
3	2
4	3
5	4
6	5

7. Changes to Chapter 3

- If in chapter 2 all players combined could collect at least 20 gold, at the beginning of chapter 3 each player can take – after building his/her first coastal settlement – a 2:1 harbor token from the supply and place it adjacent to this settlement. If all players combined collected less than 20 gold, they must make do without harbors.
- If in chapter 3 you score the fewest victory points, you receive another 2 legend points if you have sunk at least 4 sea robber ships.