



Possible Combinations of “Traders and Barbarians” with Other Expansions

Combinations with “Seafarers” scenarios

The Fishermen of Catan - Seafarers

General

- For 5 fish, you may also build a ship.
- The number of Victory Points of the scenario does not change.
- Ships do not have any effect on fishing.
- If the Pirate is included in the game, you may choose to remove the Pirate from the game board (instead of the Robber), for a payment of 2 fish.
- If you include the lake, it should always be completely surrounded by land hexes. You must not build ships at the lake. (Of course, if you use the lake as a coastal hex anyway, you may also build ships on the sides facing the ocean.)

Heading for New Shores

- Playable without any problems/changes

The Four Islands

- Playable
- The lake should not be included.
- Recommended starting set-up: The two smaller islands receive the fishing grounds 4/8 and 6/10; the two bigger islands receive the fishing grounds 5 or 9, respectively.

- Position the islands according to your personal taste.

The Fog Island

- Playable
- Instead of the desert hex, mix the lake hex into the pile of hexes for the Undiscovered Land. - If you have discovered the lake, draw a fish token.
- Position the fishing grounds on the coast of the main island, according to your personal taste.

Through the Desert

- Playable
- Distribute the fishing grounds on the main island and the foreign islands, according to your personal taste.
- The lake replaces the fields hex showing the “2.”

The Forgotten Tribe

- Playable
- The lake replaces the fields hex showing the “12.”
- Position the fishing grounds on the coast of the main island, according to your personal taste.
- Please note that the positioning of the fishing grounds will affect the potential placement of harbors later in the game.
- If you pay 2 fish, you may remove the Robber from the game board, in spite of the general rule of the scenario. If the Robber is moved according to the conventional rules (a “7” is rolled, a Knight is played), he must not leave the main island or returns to the main island, respectively.

Cloth for Catan

- Playable
- The lake is not included.
- Position the fishing grounds on the coast of the two main islands, according to your personal taste. Three fishing grounds should be placed on the northern island and three on the southern island.
- If you pay 2 fish, you may remove the Pirate from the game board only if the condition for moving the Robber in a conventional fashion is fulfilled.

The Pirate Islands

- Because of the default starting settlements and the reduced possibilities to build on the coast of the eastern island, this scenario is not suitable for combination with “The Fishermen of Catan.”

The Wonders of Catan

- Playable
- The lake is not included.
- Distribute the fishing grounds on the coasts of the main island and the small islands, according to your personal taste.
- In case you are the owner of the “Old Boot,” you still win the game when you finish your wonder of the world. However, you need 11 Victory points and a higher expansion level of your wonder than your game partners.

New World

- Playable
- The lake is not included.
- The fishing grounds are placed after distribution of the harbor chips, following the same procedure.