Assembling the Unexplored Areas
Select the following components for the unexplored areas:
- 9 standard hexes (2 terrain hexes and 2 sea hexes) and 11 number tokens, from the bag containing the “Terrain Hexes + Number Tokens - GREEN & ORANGE” setting tile.

Assembling the Game Board Frame
The two hexes in the illustration marked “Green Back” and “Orange Back” must be taken from the bag containing the “Green Back + Number Tokens - GREEN & ORANGE” setting tile.

Creating the Starting Island
Set up the starting island as described in “Pirate Lairs 5-6.”

Assembling the Game Board Frame
Set up the Starting Island as described in “Pirate Lairs 5-6.”

Assembling the Unexplored Areas
Select the following components for the unexplored areas:
- 9 standard hexes (2 terrain hexes and 2 sea hexes) and 11 number tokens, from the bag containing the “Terrain Hexes + Number Tokens - GREEN & ORANGE” setting tile.

Assembling the Game Board Frame
The two hexes in the illustration marked “Green Back” and “Orange Back” must be taken from the bag containing the “Green Back + Number Tokens - GREEN & ORANGE” setting tile.

Creating the Starting Island
Set up the starting island as described in “Pirate Lairs 5-6.”

Assembling the Game Board Frame
Set up the Starting Island as described in “Pirate Lairs 5-6.”

Assembling the Unexplored Areas
Select the following components for the unexplored areas:
- 9 standard hexes (2 terrain hexes and 2 sea hexes) and 11 number tokens, from the bag containing the “Terrain Hexes + Number Tokens - GREEN & ORANGE” setting tile.

Assembling the Game Board Frame
The two hexes in the illustration marked “Green Back” and “Orange Back” must be taken from the bag containing the “Green Back + Number Tokens - GREEN & ORANGE” setting tile.

Creating the Starting Island
Set up the starting island as described in “Pirate Lairs 5-6.”

Assembling the Game Board Frame
Set up the Starting Island as described in “Pirate Lairs 5-6.”

Assembling the Unexplored Areas
Select the following components for the unexplored areas:
- 9 standard hexes (2 terrain hexes and 2 sea hexes) and 11 number tokens, from the bag containing the “Terrain Hexes + Number Tokens - GREEN & ORANGE” setting tile.

Assembling the Game Board Frame
The two hexes in the illustration marked “Green Back” and “Orange Back” must be taken from the bag containing the “Green Back + Number Tokens - GREEN & ORANGE” setting tile.

Creating the Starting Island
Set up the starting island as described in “Pirate Lairs 5-6.”

Assembling the Game Board Frame
Set up the Starting Island as described in “Pirate Lairs 5-6.”

Assembling the Unexplored Areas
Select the following components for the unexplored areas:
- 9 standard hexes (2 terrain hexes and 2 sea hexes) and 11 number tokens, from the bag containing the “Terrain Hexes + Number Tokens - GREEN & ORANGE” setting tile.

Assembling the Game Board Frame
The two hexes in the illustration marked “Green Back” and “Orange Back” must be taken from the bag containing the “Green Back + Number Tokens - GREEN & ORANGE” setting tile.

Creating the Starting Island
Set up the starting island as described in “Pirate Lairs 5-6.”

Assembling the Game Board Frame
Set up the Starting Island as described in “Pirate Lairs 5-6.”

Assembling the Unexplored Areas
Select the following components for the unexplored areas:
- 9 standard hexes (2 terrain hexes and 2 sea hexes) and 11 number tokens, from the bag containing the “Terrain Hexes + Number Tokens - GREEN & ORANGE” setting tile.

Assembling the Game Board Frame
The two hexes in the illustration marked “Green Back” and “Orange Back” must be taken from the bag containing the “Green Back + Number Tokens - GREEN & ORANGE” setting tile.

Creating the Starting Island
Set up the starting island as described in “Pirate Lairs 5-6.”

Assembling the Game Board Frame
Set up the Starting Island as described in “Pirate Lairs 5-6.”
PIRATE LAIRS 5-6

GAME BOARD SET-UP
Assembling the Game Board Frame
Assemble the game board frame as shown in Example 1. The two hexes in the illustration marked “Green Back” and “Orange Back” must be taken from the bag containing the “Standard Hexes + Number Tokens Green & Orange” sorting tile.

Creating the Starting Island
Place the hexes and number tokens in the area of the starting island. The two hexes in the illustration marked “Green Back” and “Orange Back” must be taken from the bag containing the “Standard Hexes + Number Tokens Green & Orange” sorting tile.

Assembling the Unexplored Areas
Select the following components for the unexplored areas:

- 14 standard hexes (12 terrain hexes and 2 sea hexes) and all 12 number tokens from the bag containing the “Standard Hexes + Number Tokens Green & Orange” sorting tile.
- 6 terrain hexes and number tokens from the bag containing the “Hexes + Number Tokens—e&P 5-6” sorting tile.
- 6 gold fields and pirate lairs from the bag containing the “Pirate Lairs” sorting tile.
- 2 gold fields and pirate lairs from the bag containing the “Standard Hexes + Number Tokens Green & Orange” sorting tile.

Additional Preparations
Separate the hexes into two stacks according to the orange or green icon on the back. Shuffle each stack icon side up, and place them as shown in Example 1. Shuffle the 8 pirate lair tokens face down and place the stack on the game board frame as shown in Example 2. Separate the number tokens into two stacks according to the orange or green icon on the back. Shuffle each stack, icon side up, and place them as shown in Example 3. Separate the number tokens into two stacks according to the orange or green icon on the back. Shuffle each stack, icon side up, and place them as shown in Example 4.

Explore Harvest
Fish For Catan 5-6

GAME BOARD SET-UP
Assembling the Game Board Frame
Assemble the game board frame as shown in Example 2. The two hexes in the illustration marked “Green Back” and “Orange Back” must be taken from the bag containing the “Standard Hexes + Number Tokens Green & Orange” sorting tile.

Creating the Starting Island
Set up the starting island as described in “Pirate Lairs 5-6.”

Assembling the Unexplored Areas
Select the following components for the unexplored areas:

- 12 terrain hexes (1 of the extra standard sea hexes are not used) and all 12 number tokens from the bag containing the “Standard Hexes + Number Tokens Green & Orange” sorting tile.
- 6 terrain hexes and number tokens from the bag containing the “Hexes + Number Tokens—e&P 5-6” sorting tile.
- 6 gold fields and pirate lairs from the bag containing the “Pirate Lairs” sorting tile.
- 2 gold fields and pirate lairs from the bag containing the “Standard Hexes + Number Tokens Green & Orange” sorting tile.
- 2 fish hexes from the bag containing the “Fishes For Catan” sorting tile.
- 2 moon-backed sea hexes

Additional Preparations
Separate the hexes into two stacks according to the orange or green icon on the back. Shuffle each stack icon side up, and place them as shown in Example 3. Shuffle the 8 pirate lair tokens face down and place the stack on the game board frame as shown in Example 2. Separate the number tokens into two stacks according to the orange or green icon on the back. Shuffle each stack, icon side up, and place them as shown in Example 3.

Explore Harvest
Fish For Catan 5-6

GAME BOARD SET-UP
Assembling the Game Board Frame
Assemble the game board frame as shown in Example 3. The two hexes in the illustration marked “Green Back” and “Orange Back” must be taken from the bag containing the “Standard Hexes + Number Tokens Green & Orange” sorting tile.

Creating the Starting Island
Set up the starting island as described in “Pirate Lairs 5-6.”

Assembling the Unexplored Areas
Select the following components for the unexplored areas:

- 12 terrain hexes (12 terrain hexes and 2 sea hexes) and all 12 number tokens from the bag containing the “Standard Hexes + Number Tokens Green & Orange” sorting tile.
- 6 terrain hexes and number tokens from the bag containing the “Hexes + Number Tokens—e&P 5-6” sorting tile.
- 6 spice hexes from the bag containing the “Spices For Catan” sorting tile.
- 2 spice hexes from the bag containing the “Spices For Catan” sorting tile.
- 6 spice hexes from the bag containing the “Spices For Catan” sorting tile.
- 2 spice hexes from the bag containing the “Spices For Catan” sorting tile.

Additional Preparations
Separate the hexes into two stacks according to the orange or green icon on the back. Shuffle each stack icon side up, and place them as shown in Example 3. Shuffle the 8 pirate lair tokens face down and place the stack on the game board frame as shown in Example 2. Separate the number tokens into two stacks according to the orange or green icon on the back. Shuffle each stack, icon side up, and place them as shown in Example 3. Separate the number tokens into two stacks according to the orange or green icon on the back. Shuffle each stack, icon side up, and place them as shown in Example 3.

FISHERIES FOR CATAN