

# SCENARIO 5: EXPLORERS & PIRATES

## EXPLORERS & PIRATES 5-6

### GAME BOARD SET-UP

#### Assembling the Game Board Frame

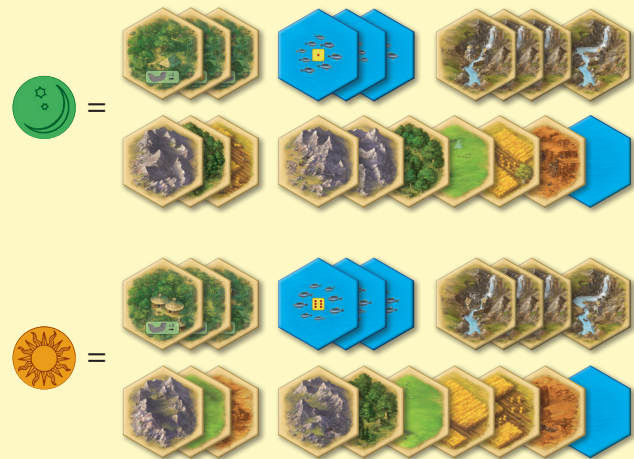
Assemble the game board frame as shown in Example 4.

The two sets of 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.

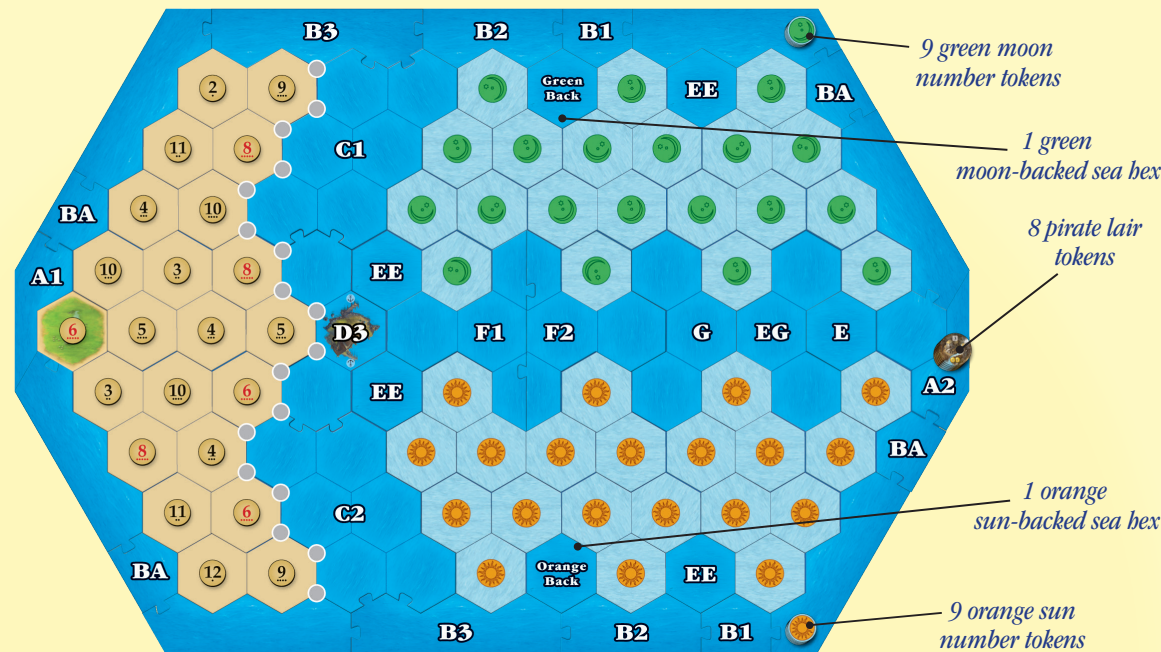
#### Creating the Starting Island

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

#### 40 unexplored hexes used in this scenario:



#### Example 4:



#### 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.
- All 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 “HEXES + NUMBER TOKENS—E&P 5-6” sorting tile.
- 6 fish hexes from the bag containing the “FISH FOR CATAN” sorting tile.
- 6 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 4.

Shuffle the 8 pirate lair tokens face down and place the stack on the game board frame as shown in Example 4.

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.



# ADDITIONAL RULES

## GAME PLAY

All of the rules from *Explorers & Pirates* for 2-4 players apply when playing 5-6 players.

#### New Rules for 5-6 Players

The paired player rules are explained in *CATAN* 5-6. Changes specific to *Explorers & Pirates* 5-6 are:

 Player 1	 Player 2
• Roll for production (mandatory)	
• Trade with other players and the supply	• Trade with the supply only
• Build	• Build
• Ship movement and actions	• Ship movement and actions

## CREDITS

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**NOTE:** This 2023 revision of *CATAN*® – *Explorers & Pirates* 5-6 *Player Extension*™ has new “paired player” rules that must be played with the 2023 edition of *CATAN* – *5-6 Player Extension*™. These rules replace the “special building phase” found in previous rules versions. All 2023 5-6 player extension rules can be found online at [catan.com](https://catan.com) for free.

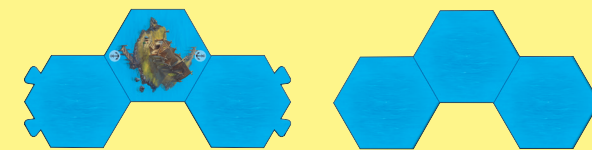
**WAIT!** You must have the following items before you can use this extension:

- CATAN
- *CATAN* 5-6 *Player Extension*™ (aka *CATAN* 5-6)
- *CATAN* – *Explorers & Pirates*™ (aka *Explorers & Pirates*)

## GAME COMPONENT OVERVIEW & PREPARATION

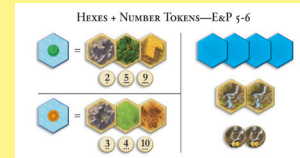
### Before Your First Game

Detach the die-cut parts from their cardboard frames and put the large “tri-hex” parts “D3” and “EG” into the *CATAN* – *Explorers & Pirates* 5-6 *Player Extension* (aka *Explorers & Pirates* 5-6) box.



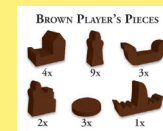
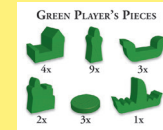
Put all game components listed below into a bag:

- 1 “HEXES + NUMBER TOKENS—E&P 5-6” sorting tile.
- 4 sea hexes (marked “EE”)
- 6 standard hexes “E”
- green moon icon: mountains, forest, fields
- orange sun icon: mountains, pasture, hills
- 6 number tokens (green: 2, 5, 9; orange: 3, 4, 10)
- 2 gold field hexes (1 green moon; 1 orange sun)
- 2 pirate lair tokens: 9, 10



Put the remaining sets of game components each into their own bag:

- “GREEN PLAYER’S PIECES” sorting tile, 1 green building costs card, 22 green game pieces (4 harbor settlements, 9 crews, 3 ships, 2 settlers, 3 markers, and 1 pirate ship)
- “BROWN PLAYER’S PIECES” sorting tile, 1 brown building costs card, 22 brown game pieces (4 harbor settlements, 9 crews, 3 ships, 2 settlers, 3 markers, and 1 pirate ship)
- “E&P 5-6 FISH & SPICES” sorting tile, 2 fish hauls, 12 spice sacks



### Game Components Required for All 5-6 Player Scenarios

- Explorers & Pirates* components required for each corresponding scenario (*see each scenario*).
- CATAN game components listed on the “PIECES FROM BASE CATAN” sorting tile. Place these components into the bag with the sorting tile.
- CATAN* 5-6 game components listed on the “CATAN 5-6 PLAYER EXTENSION PIECES” sorting tile.
- Various components from this extension, depending upon which scenario you are playing (*see each scenario*).



Place these components into a bag with the sorting tile.

**Note:** When playing with 5-6 players, we recommend that you skip Scenario 1 (*Land Ho!*) and move straight to Scenario 2 (*Pirate Lairs*).



## SCENARIO 2: PIRATE LAIRS

### 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 sets of 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.

**Please note:** In this scenario use the back side of the “D3” piece without the “Council of Catan” Island.

##### Creating the Starting Island

Place the hexes and number tokens in the area of the starting island. For this purpose, use the contents of the 2 bags containing the “PIECES FROM BASE CATAN” and the “CATAN 5-6 PLAYER EXTENSION PIECES” sorting tiles.

Shuffle all 21 hexes face down, then randomly distribute the terrain hexes face up in the area of the starting island.

Place all 22 number tokens exactly as shown in Example 1.

28 unexplored hexes used in this scenario:



##### 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 standard hexes and number tokens from the bag containing the “HEXES + NUMBER TOKENS—E&P 5-6” sorting tile.
- All 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 “HEXES + NUMBER TOKENS—E&P 5-6” sorting tile.

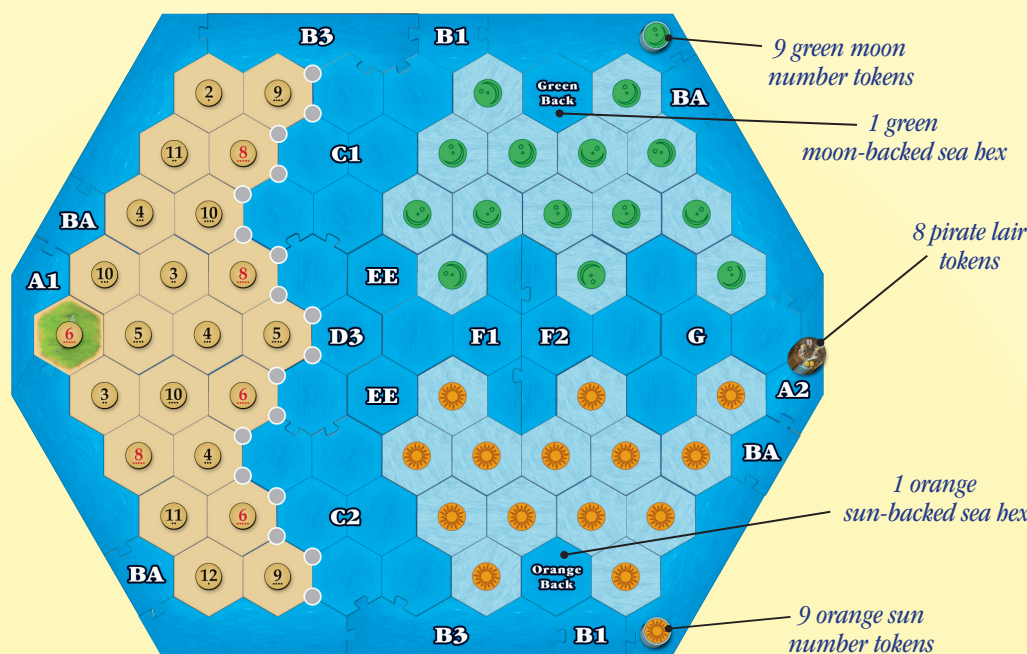
##### Additional Preparations

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 1.

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 1.

Example 1:



## SCENARIO 3: FISH FOR CATAN

### 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 sets of 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 (2 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 “HEXES + NUMBER TOKENS—E&P 5-6” sorting tile.
- 6 fish hexes from the bag containing the “FISH 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 2.

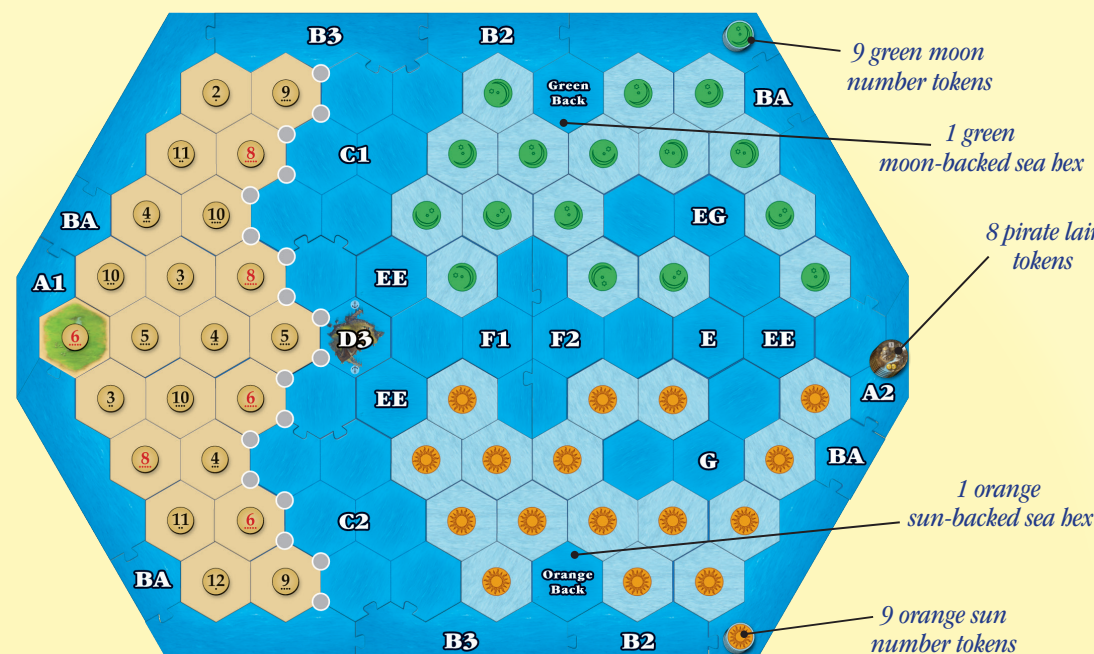
Shuffle the 8 pirate lair tokens face down and place the stack on the game board frame as shown in Example 2.

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 2.

32 unexplored hexes used in this scenario:



Example 2:



## SCENARIO 4: SPICES FOR CATAN

### SPICES 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 sets of 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:

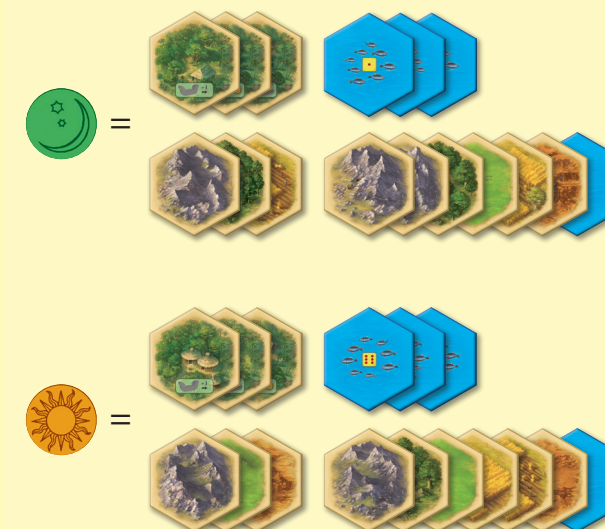
- 14 standard hexes (12 terrain hexes and 2 sea hexes) and all 12 number tokens from the bag containing the “STANDARD HEXES + NUMBER TOKENS—GREEN & ORANGE” sorting tile.
- 6 terrain hexes and number tokens from the bag containing the “HEXES + NUMBER TOKENS—E&P 5-6” sorting tile.
- 6 spice hexes from the bag containing the “SPICES FOR CATAN” sorting tile.
- 6 fish hexes from the bag containing the “FISH 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.

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.

32 unexplored hexes used in this scenario:



Example 3:

