FISHING ON CATAN

Combining with *CATAN® - Seafarers Expansion™*

GENERAL

The following rules apply to all of the *Seafarers* scenarios:

SETUP

The lake hex may only be placed in a location where it is surrounded by land hexes.

SHIPBUILDING

- During your turn, you may spend 2 fish tokens to remove the pirate from the board (if the pirate is part of the scenario).
- During your turn, you may spend 5 fish tokens to build a ship at no cost.
- Ships do not have any effect on acquiring fish tokens.

THE PIRATE

You may place the pirate on a sea hex with a fishing ground. It blocks production for that fishing ground.

WINNING THE GAME

Use the "Winning the Game" rule for the specific *Seafarers* scenario you are playing. The player with the old boot needs 1 additional VP to win.

HEADING FOR NEW SHORES

This scenario is playable with the Fishing on Catan scenario with no changes.

THE FOUR ISLANDS

This scenario is playable with the Fishing on Catan scenario.

Set up the game according to the *Seafarers* scenario instructions with the following changes:

- This scenario does not use the lake hex.
- Place the number 4 and 8 fishing ground tiles along the shore of one of the small islands and the number 6 and 10 fishing ground tiles along the shore of the other small island.
- Place the number 5 fishing ground tile along the coast of one of the big islands and the number 9 fishing ground tile along the coast of the other big island.

THE FOG ISLANDS

This scenario is playable with the Fishing on Catan scenario.

Set up the game according to the *Seafarers* scenario instructions with the following changes:

- This scenario does not use the lake hex.
- Place the fishing ground tiles along the shores of the faceup islands, according to your preferences.

THROUGH THE DESERT

This scenario is playable with the Fishing on Catan scenario.

Set up the game according to the *Seafarers* scenario instructions with the following changes:

- Place the fishing ground tiles around the main island and unexplored regions according to your preference.
- For a 3-player game, replace the number 2 field hex with the lake hex. Place the number 2 disc on the pasture with the number 12 disc. The pasture hex produces when either a 2 or 12 is rolled.
- For a 4-player game, replace the number 11 hill hex with the lake hex. Place the number 11 disc on the hill with the number 2 disc. The hill hex produces when either a 2 or 11 is rolled.

THE FORGOTTEN TRIBE

This scenario is playable with the Fishing on Catan scenario.

Set up the game according to the *Seafarers* scenario instructions with the following changes:

- Replace the number 12 field hex with the lake hex.
- Place the fishing ground tiles around the main island according to your preference.

When you "Activate the Robber," you may only place the robber on the large island.

CLOTH FOR CATAN

This scenario is playable with the Fishing on Catan scenario.

Set up the game according to the *Seafarers* scenario instructions with the following changes:

- This scenario does not use the lake hex.
- Place three of the fishing ground tiles along the shore of one of the large islands and the three remaining fishing ground tiles along the shore of the remaining large island, according to your preference.

You may only spend 2 fish tokens to remove the pirate from the board if you have at least one route between one of your buildings and a village on a small island.

THE PIRATE ISLANDS

This scenario is not playable with the Fishing on Catan scenario.

THE WONDERS OF CATAN

This scenario is playable with the Fishing on Catan scenario.

Set up the game according to the *Seafarers* scenario instructions with the following changes:

- This scenario does not use the lake hex.
- Place the fishing ground tiles along the shore of the large and small islands, according to your preference.

NEW WORLD

This scenario is playable with the Fishing on Catan scenario.

Set up the game according to the *Seafarers* scenario instructions with the following changes:

- This scenario does not use the lake hex.
- Place the fishing ground tiles after the port tokens have been placed, using the same method.