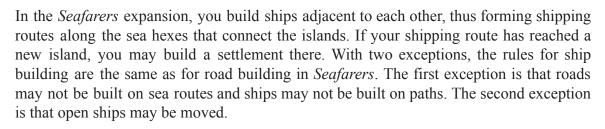


CATAN Explorers & Pirates

Combination with Seafarers Expansion



While in *Seafarers*, the ships are strung together in a static fashion, in the *Explorers & Pirates* expansion, the ships can cross the seas like real-world ships. If your ship, which has been loaded with a settler, reaches a new island, you may build a settlement there.

In these two expansions, the ways of using ships and settling new islands are so fundamentally different from each other that it is **impossible to combine the expansions**. Besides, combining them doesn't make much sense anyway. If you use a settler ship, you reach a new building site for a settlement faster and more cost-effectively than when stringing together various ships.