



Possible Combinations of “Traders and Barbarians” with Other Expansions

Combinations with “Seafarers” scenarios

The Rivers of Catan - Seafarers

General

- “The Rivers of Catan” lends itself only for scenarios with a large, continuous land surface. Otherwise, the individual players will not have equal possibilities to obtain gold.
- The number of Victory Points of the scenario does not change.
- If you build a ship at the river, you also receive 1 gold (analogous to building a road). If you move a ship away from a building site at the river, you have to pay 1 gold.
- You must not build a ship at the estuary of a river; these two building sites are reserved for the bridges.

Heading for New Shores

- Well playable, without any problems; no changes required

The Four Islands

- Not recommended (see above)

The Fog Island

- Playable, but only partly recommendable.
- Use the variable set-up for play.
- Before set-up, remove from play the following hexes normally used for the assembly of the main island: 3 mountains, 2 hills, 1 pasture, 1 fields.
- Place the two rivers first. They must not border on each other; thus, there's only one possibility to place the rivers so that they flow into the ocean: The river made up of 3 hexes runs on the right side, along the frame (thereby replacing forest "3," pasture "6," and mountains "5," with the swampland located at the bottom right); the 4-hex river crosses the island horizontally and meets the left margin (thereby replacing forest "6," mountains "9," pasture "10," and fields "6," with the swampland located at the left margin).
- Place the other hexes at random around the rivers.
- Randomly distribute the number tokens. For the time being, set the number tokens "2" and "12" aside. Make sure that the red numbers are not placed next to each other when distributing the number tokens. The swampland hexes do not receive number tokens.
- Afterwards, the less favorable one of the two mountains hexes, and the less favorable one of the two fields hexes, respectively – i.e., the one showing the number with lower probability of being rolled – each receives either of the number tokens "2" and "12." In other words, you would place these tokens first on "3" or "11," then on "4" or "10," then on "5" or "9," and then on "6" or "8." If the numbers of both mountain hexes or both fields hexes have the same probabilities of being rolled, the respective hex to receive the additional number token is determined at random. This hex produces if one of the two numbers is rolled.
- The Robber starts on one of the two swampland hexes.
- Gold fields continue to produce any one Resource Card, not gold.

Through the Desert

- Playable
- The variable set-up is used for play.
- Before set-up, remove from play the following hexes normally used for the assembly of the main island: 2 mountains, 2 hills, 1 pasture, 2 desert.
- Together with the remaining desert, the two rivers form the "desert belt." Place the desert at the center; then place the swampland hex of the 4-hex river to the right of this desert and the swampland hex of the 3-hex river to its left. The 3-hex river should be placed so that it flows into the ocean. This is not possible for the 4-hex river; it "seeps away" in the adjacent gold fields. (Perhaps it continues to flow subterraneously and later surfaces as the gold river.)
- Place the remaining hexes randomly around the rivers and assign them number tokens according to the normal rules for variable set-up.
- The robber starts on the desert.
- Gold fields continue to produce any one Resource Card; they don't produce gold.
- Note: The gold production at the river clearly strengthens the foreign terrain behind the desert area; this should be taken into account during the set-up phase.

The Forgotten Tribe

- Well playable
- The variable set-up is used for play.
- Before set-up, remove from play the following hexes normally used for the assembly of the main island: 2 mountains, 2 hills, 2 pasture, 1 fields.
- First, place the two rivers anywhere you like but make sure they flow into the ocean. The rivers must not border on each other.
- Place the other hexes at random around the rivers.
- Randomly distribute the number tokens. For the moment, set aside the number tokens “2” and “12”. Make sure that the red numbers are not placed next to each other when distributing the number tokens. The swampland hexes do not receive number tokens.
- Afterwards, one of the three mountains or fields hexes – the one showing the number with lower probability of being rolled – receives one of the number tokens “2” and “12.”

In other words, you would place these tokens first on “3” or “11,” then on “4” or “10,” then on “5” or “9,” and then on “6” or “8.” If the numbers of both hexes have the same probabilities of being rolled, the hex to receive the additional number token is determined at random. This hex produces if one of the two numbers is rolled.

- The Robber starts on one of the two swampland hexes.

Cloth for Catan

- Not recommended (see above)

The Pirate Islands

- Because of the non-variable set-up and the different goal of this game, “The Pirate Islands” should not be combined with “The Rivers of Catan.”

The Wonders of Catan

- Not recommendable; some building sites are blocked at the beginning of the game, and the rivers inevitably pass close by these sites, a situation that could put some players at a disadvantage. In addition, the accumulation of Victory Points is only partially the goal of the game.

New World

- Playable, but not recommendable; due to the unknown character of the island world, not all players have the same possibility to obtain gold.
- If you want to try it nevertheless, here are some tips:
 - Before set-up, remove from play the following hexes normally used for the assembly of the main island: 2 mountains, 2 hills, 1 pasture, 2 ocean.
 - First, place the two rivers randomly (the best positions would be on opposite sides of the game area). If possible, both rivers should flow into the ocean (the frame). Afterwards, randomly place hexes as described in the “Special Preparation.” Proceed likewise with the number tokens.
 - The harbor chips should not be placed next to the river.