Creating the Starting Island

Set up the starting island as described in "Pirate Lairs 5-6." The two hexes in the illustration marked "Green Back" = orange or green icon on the back. Shuffle each stack, icon side up, and place them as shown in Example 4.

Example 4: Special Building Phase in action. Cathy has just finished her turn. Before she passes the die to the player on her left, she asks other players whether someone wants to perform a special build. If only one player says "yes," that player may immediately perform a special build. If more than one player says "yes," then those builds must be performed in normal clockwise order. Once all special builds have been completed, Cathy passes the die to the player on her left. That player may begin his or her normal turn.

Example 5: Special Building Phase. When all special builds are complete, Cathy passes the die to a player on her left. That player may begin his or her normal turn.

GAMEPLAY

All of the rules from Explorers & Pirates for 2-4 players apply when playing 5-6 players. There is, however, one rule addition that the players of the Catan 5-6 player extension should already be familiar with—The Special Building Phase. As always, on your turn, you perform the following four actions:

1) Roll the die for resource production
2) Trade and build
3) Move your ships and perform ship actions if you wish
4) Additional Preparations

And here’s the addition: After you finish your turn, starting with the player to your left, each of your opponents may now, in turn order, perform special builds.

The Special Building Phase

During the Special Building Phase, as stated on page 5 of the Scenario 5-Catan 5-6 Player Extension rule book, you may build anything that you are able to create with your resources. You may trade resources with your opponents on the bank (Quartermaster trade). You are not allowed to move your ships, and you may not buy anything with gold. See Example 4, below, for an example of how the Special Building Phase works.

ADDITIONAL RULES

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GAME COMPONENT OVERVIEW AND PREPARATION

Before Your First Game

Deduce the die cut-out parts from the cardboard frame and put the large ice-back parts "DI" and "EIC" into the 5-6 Player Extension box.

Put all game components listed below into a bag:

• 6 standard hexes "E"
• 4 frame pieces (shown as "BA" in these rules)
• 7 terrain hexes: pasture, mountains (2 each)
• 7 number tokens: 2, 4, 5, 9, 10 (1 each)
• 2 fish hauls
• 12 spice sacks
• 6 green shootings
• 3 boats
• 2 settlers
• 3 markers
• 7 number tokens (green: 2, 5, 9, 10; orange: 3, 4, 10)
• 3 gold fields (1 green moon, 1 orange moon)
• 2 pirate fair tokens (9, 10)

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

• GREEN HOUSES + NUMBER TILES sorting tile
• green building costs cards, 22 game pieces (1 harbor settlement, 9 cities, 3 ships, 2 settlers, 5 markers, and 1 pirate) bag
• BOAT + NUMBER TILES sorting tile
• green building costs cards, 22 game pieces (1 harbor settlement, 9 cities, 3 ships, 2 settlers, 5 markers, and 1 pirate) bag
• "SAP" + "FISH & SPICES" sorting tile
• 2 fish backs, 12 spa racks
PIRATE LAIRS 5-6

Game Board Set-up
Assemble the Game Board Frame
Place the hexes and number tokens in the area of the starting island.

Creating the Starting Island
Select the following components for the unexplored areas:
- 6 terrain hexes and 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 “GREEN BACK = NUMER 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 + NUMER TOKENS GREEN & ORANGE” sorting tile.
- 6 standard hexes and number tokens from the bag containing the “GREEN BACK = NUMER TOKENS GREEN & ORANGE” sorting tile.

Shuffle 2 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 “Pirate Lairs” sorting tile.
1 orange or green icon on the back. Shuffle each stack, turn over side up, and place them as shown in Example 1.
Separate the hexes into two stacks according to the orange or green icon on the back.

Assembling the Game Board Frame
Assemble the game board frame as shown in Example 1.

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

Shuffle 8 pirate lair tokens face down and place them as shown in Example 1.

Additional Preparations
- 28 unexplored hexes used in this scenario:

Example 1:

Example 2:

Example 3:

FISH FOR CATAN 5-6

Game Board Set-up
Assemble the Game Board Frame
Place the hexes and number tokens in the area of the starting island.

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 + NUMER TOKENS GREEN & ORANGE” sorting tile.
- 6 terrain hexes and number tokens from the bag containing the “GREEN BACK = NUMER TOKENS GREEN & ORANGE” sorting tile.
- 14 standard hexes (12 terrain hexes and 2 extra standard sea hexes are not used) and all 12 number tokens from the bag containing the “STANDARD HEXES + NUMER TOKENS GREEN & ORANGE” sorting tile.
- 2 gold fields and pirate lairs from the bag containing the “Pirate Lairs” sorting tile.
- 6 fish hexes from the bag containing the “Fish For Catan” sorting tile.

Assembling the Game Board Frame
Assemble the game board frame as shown in Example 2.

Shuffle 9 pirate lair tokens face down and place them 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, turn over side up, and place them as shown in Example 2.

Additional Preparations
- 32 unexplored hexes used in this scenario:

Example 4:

Example 5:

Example 6:

SPICES FOR CATAN 5-6

Game Board Set-up
Assemble the Game Board Frame
Place the hexes and number tokens in the area of the starting island.

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 + NUMER TOKENS GREEN & ORANGE” sorting tile.

Assembling the Game Board Frame
Assemble the game board frame as shown in Example 3.

Shuffle 1 orange or green icon on the back. Shuffle each stack, turn over side up, and place them as shown in Example 3.

Additional Preparations
- 32 unexplored hexes used in this scenario:

Example 8:

Example 9:

Example 10: