Yet more adventures lie in store for the Catanians, including the discovery of diamond mines, driving barbarians off valuable islands, and even an island with mysterious powers of transportation...

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Minor Variants
CATAN - THE FISHING HARBOUR
Unofficial Expansion

Catan has always had a knack for trading, and a recent boom in numbers of fish around the islands has increased fish trading and redeeming...

Requires Traders and Barbarians or the Fishermen of Catan

Two to Four Players:
Preparation:
When placing the harbours, leave out one 3:1 harbour and replace it with the fishing harbour. It must not be adjacent to a fishery chevron. If there is no such position, place it adjacent to the chevron with the least favourable number. When using the fishing harbour

During the Game:
A player with a city or settlement at a fishing harbour may pay one less fish than normal when trading fish in, for example, only one fish is required to be paid in order to drive the robber from the desert.

The End of the Game:
The amount of Victory Points required to win doesn’t change.

Five to Six Players:
Preparation:
Include a second fishing harbour instead of the second wool 2:1 harbour. The effects of these harbours may not be combined, there can be no -2 fish.
**With Cities and Knights:**

No changes.

**With Seafarers:**

**Preparation:**
If possible, place the fishing harbour away from any fishery chevrons, and adjacent to as few resource-producing hexes as possible.

**With Other Traders and Barbarians Variants/Scenarios**

**Harbourmaster:**
The fishing harbour acts like any other harbour; it counts towards the harbourmaster and cannot be used by a conquered settlement or city.

**By Andrew (meepleeater)**
Thanks to Derek Whaley (Whaleyland) for advice and comments.
In Catan, an amazing discovery has just been made: a land that was equally suited to providing many resources— as long as the occupant knew where to look...

**Three to Four Players:**
*Preparation:*
When constructing the map, remove one pasture hex from the board and replace it with the new amalgam tile (shown left). The amalgam hex may be placed anywhere.

*During the Game:*
When the number on the amalgam hex is rolled, any settlements or cities at that hex collect whichever resource type displayed at the intersection where the settlement is located, for example, if a city adjacent to the amalgam tile at the corner showing mountains, the city collects two ore when the number is rolled. The robber may be moved to the amalgam hex, and prevents production from all five resource-producing sectors.

*The End of the Game:*
The amount of Victory Points required to win the game does not change.

**Five to Six Players:**
*Preparation:*
Include two amalgam hexes, replacing one pasture and one field hex. The two hexes must not touch each other.
Two Players:
Preparation:
When constructing the map, include only one amalgam hex.

With Cities and Knights:
During the Game:
The amalgam hex produces commodities as per normal, in accordance with the rules.

With Seafarers:
The fog island:
Mix the amalgam hex into the hidden hexes. When it is ‘discovered’ by a ship, the ship receives the resource shown on the intersection the ship is connected to. With 5-6 players mix both amalgam hexes into the hidden hexes.
In all other scenarios the amalgam hex may be placed in accordance with the players’ discretion.

With Traders and Barbarians:
Fishermen of Catan:
Replaces a pasture hex, may not be adjacent to the lake hex.

Barbarian Invasion:
Replaces a pasture hex in the centre of the island. Cannot be conquered by barbarians.

Traders and barbarians:
The amalgam hex goes in the centre of the island. With 5-6 players, the hexes must be on opposite sides of the island, replacing a pasture and a forest hex.

By Andrew (meepleeater)
Thanks to Derek Whaley (Whaleyland) for advice and comments.
CATAN- THE PLANTATION
Unofficial Expansion

In recent development booms in Catan, there has been a few plantations created. These improve trade considerably...

**Three to Four Players:**
**Preparation:**
When constructing the map, set aside 1 pasture hex and replace it with the land hex to the right. The plantation is given a number token along with all other land hexes.

**During the Game:**
When the number on the plantation hex gets rolled, every player with a settlement adjacent to the hex must discard any one of their resources, but, in return may take any resource from the bank, as long as it is not the one just discarded. Every player with a city adjacent to the plantation land hex, must discard two resources and, in return, take any two resources (as long as that does not include the two discarded. If a player with a city at a plantation hex only has one resource when the number is rolled, then that player only trades the one resource they have. If a player has no resources, then no exchange may take place.

**Five to Six Players:**
**Preparation:**
When constructing the map, remove 1 pasture and 1 forest hex and replace them with the land hex shown above as well as the one shown to the left.
During the Game:
Rules remain the same as listed above.

**Two Players:**
**Preparation:**
When constructing the map, include only the first plantation.

During the Game:
Rules remain the same as listed above.

**With Cities and Knights:**
**During the Game:**
The same rules apply for each settlement adjacent to the plantation hex, but for each city adjacent to the plantation hex when the number is rolled, one resource must be exchanged for another resource to the bank, and also one commodity must be exchanged for another commodity. If a player has no commodity to exchange, then they only exchange one resource for another, and the same goes for if a player only has a commodity and no resources- the commodity is exchanged for another.

**With Seafarers:**
**Heading for New Shores:**
The plantation hex replaces the pasture hex with the number 2 shown on it, that is among the smaller islands. With the 5-6 player expansion the plantation hexes replace the hills hex with the number twelve on it shown at one end of the board, and the other is placed on the large island (replaces a pasture hex).

**The Fog Island:**
Place the plantation hex face up halfway between the two gold field hexes with the number 4 on it. With the 5-6 player expansion the two plantation hexes are placed along the back row of the fog island, one space away from each gold field hex.
In all other scenarios, the plantation hex may be placed anywhere.

**With Traders and Barbarians:**

**Barbarian Invasion:**
The plantation hex (or hexes with 5-6) replaces one of the pasture (and forest with 5-6) hexes in the outer layer of Catan, and may be conquered like any other hex. However, after a victory in a plantation hex no knights are removed from the board.

No resource or commodity may be traded for any gold, trading commodities or fish tokens.

**By Andrew (meepleeater)**
**Thanks to Derek Whaley (Whaleyland) for advice and comments.**
CATAN-UNOFFICIAL VARIANTS, EXPANSIONS AND SCENARIOS

Major Variants
CATAN - THE DIAMOND MINE
Unofficial Expansion

There have been legends in the past about mysterious jungles on the Islands of Catan, and of discoveries therein that lead to increased developments, but for many Catanians, the islands haven’t contained these elusive jungles. However, diamond-bearing mountains have been discovered, which can provide resources that have proved to be just as valuable...

Based on the *In the Jungle* Variant by Klaus Teuber. Includes slightly expanded rules.

**Three to Four Players:**

**Preparation:**
Remove 1 pasture hex from the tiles and replace it with the diamond mine hex. The diamond mine hex should not receive an overly favourable number token (i.e. a 6 or 8).

**During the Game:**
Whenever the number on the diamond mine hex is rolled, each player with a settlement on an adjacent intersection receives 1 diamond resource card. This is a normal resource card, can be stolen by the robber, counts towards the number in a player’s hand etc. A city produces 2 diamond cards as per normal rules.

Whenever a player wishes to buy a development card, that player may pay 1 diamond card instead of 1 ore, 1 wool or 1 grain resource card, (e.g. Blue may buy a development card with 1 wool, 1 grain and 1 diamonds). Only 1 diamond resource card may be used per development card.
purchased.

When a seven is rolled, any player with more than 8 cards must give half (rounded down) to the bank.

The number of Victory Points required to win the game does not change.

**Five to Six Players:**
**Preparation:**
Remove 1 pasture and 1 forest hex and replace them with 2 diamond mine hexes.

**During the Game:**
No changes.

**Two Players:**
**Preparation:**
Only 1 jungle hex is required. See above rules.

**During the Game:**
No changes.

**With Cities and Knights:**
Since no development cards may be purchased, this variant may not be used in conjunction with the Cities and Knights Expansion.

**With Seafarers:**
**Preparation:**
Due to the increased size of the board in some seafarers scenarios, 2 diamond mine hexes may be used for 3-4 players and up to 3 diamond mine hexes with 5-6 players. If a diamond mine hex is used among the hidden hexes in the Fog Island scenario, its discovery is rewarded with a diamonds resource card in accordance to usual discoveries.
The number of Victory Points required to win any given scenario does not change.

**With Traders and Barbarians:**

The Fishermen of Catan:
Don’t use the lake hex when using the diamond mine variant. For four fish, a player may also buy a diamond resource card.

Barbarian Attack:
The diamond mine hex is placed on an outer hex spot, and can be conquered like any other hex.

The number of Victory Points required to win any given scenario does not change.

**By Andrew (meepleeater)**

Thanks to Derek Whaley (Whaleyland) for advice and comments.
Catan can get very crowded, and some Catanians wish for a way to build in areas they normally cannot reach, whether it is too far away, or they are blocked by other tribes. However, could the recently discovered ‘isle of enchantments’ help them?

**Generic Rules:**

**Preparation:**
For specific instructions, see each individual scenario below. The isle is not given a number token.

**During the Game:**
A player may build a settlement on the isle of enchantments, as per normal rules. The settlement is laid on its side, and considered ‘enchanted’, as it is not worth any Victory Points, and does not produce resources. The next turn that player does not build or trade on their turn, the settlement may be moved to anywhere on the board (obeying the distance rule) without connecting to any of that player’s roads or ships (with some restrictions, see each individual scenario). The settlement is placed upright and is now a normal settlement. An enchantment token is now placed on the intersection on the enchanted island that the settlement was built upon, and the distance rule must be obeyed in relation to this token.
The End of the Game:
The amount of Victory Points required to win each scenario doesn’t change.
**Scenarios:**

**Base Game (or with C&K and/or T&B):**
The land of enchantments (it is not an island without Seafarers), should replace the desert. It might also be useful to place it in the centre of the island, but that is not necessary. When a settlement is built adjacent to the land of enchantments, it can either become enchanted and lain on its side, in which case the enchantment rules apply, or can be used as a normal settlement (worth a victory point, produces, is not laid on its side, however it cannot be moved). A player may not change their mind once the choice has been made.

**Heading for New Shores:**
The isle of enchantment replaces the gold field with the number “9”. Any settlement built on the enchanted island is not given a special victory point chit. The settlement may only be moved onto the main island, not the smaller islands.

**The Four Islands:**
The isle of enchantments is placed just above the location of the pirate, adjacent to the hills hex numbered “11”. The hills hex now becomes a sea hex. A settlement may move to any island, but is not eligible for any special victory point chits.

**The Fog Island:**
The isle of enchantments is mixed into the hidden hexes, instead of a forest hex. A settlement may only move to the main island.

**Through the Desert:**
The isle of enchantments replaced the gold field numbered “10”. No settlement may be moved to either of the foreign territories.
The Forgotten Tribe:
Not playable.

Cloth for Catan:
Not playable.

The Pirate islands:
Not playable.

The Wonders of Catan:
The isle of enchantments replaces the gold field numbered “6”. The adjacent forest hex is replaced with a sea hex. No settlement may be moved to the intersections marked with brown or purple squares, or with an exclamation mark.

New world:
The isle of enchantment should be surrounded by sea on all sides. Depending on the shape of the island/s a settlement may or may not be moved to all areas. Any moved settlements are not eligible for any special victory point chits.

By Andrew (meepleeater)
Thanks to Derek Whaley (Whaleyland) for advice and comments.
CATAN-EARTHQUAKE
Unofficial Expansion

An earthquake has struck Catan, and in its wake, mountains can crumble to deserts, pastures can flood and become lakes, and nowhere is safe...

Three to Four Players:
Preparation:
The earthquake is placed in the centre of the island of Catan, replacing one pasture hex. The robber is not used in this variant.

During the Game:
Whenever a 7 is rolled, instead of moving the robber and stealing a card, the player who rolled the 7 steals a card from any player. The number shown on the red die corresponds to a number on the earthquake hex. The land hex (with its number token) that is adjacent to the side bearing the number on the red die is swapped with the earthquake hex. Thus the earthquake moves around the board, and eventually reshuffling it. The earthquake does not produce any resources, but does not affect cities, settlement or roads.

The earthquake can only move on land; if the earthquake is ever adjacent to a sea hex, it does not move for any number that would force it to swap for a sea hex.

When a knight card is played, the red die is rolled and the earthquake moves appropriately. No card is stolen in this case. The Largest Army card is not used.

The End of the Game:
1 additional victory point is required to win the scenario.
**Five to Six Players:**
Preparation:
There are 2 earthquake hexes, replacing 1 pasture and 1 forest hex. They should be placed near the centre, but not adjacent. Both hexes move at the same time.

**Two Players:**
During the Game:
The special chits may be traded in to have the earthquake move, instead of moving the robber.

**Cities and Knights:**
Knights may not move the earthquake, however bishop progress cards may.

**Traders and Barbarians:**
Fishermen:
Fish tokens may not be traded to activate the earthquake.

*Other T&B scenarios are incompatible with the earthquake.*

**Seafarers:**
Heading for New Shores:
No problems.

Other Seafarers Scenarios:
Other Scenarios such as *The Fog Island, Through the Desert, The Forgotten Tribe, Wonders of Catan* can be played, but the earthquake must start in a central area of the mainland, and cannot move over oceans or into any foreign territories.

**By Andrew (meepleeater)**
Thanks to Derek Whaley (Whaleyland) for advice and comments.
Scenarios
CATAN—THE BARBARIAN ISLANDS
Unofficial Scenario

More ventures have set forth to civilise the islands near Catan, but the latest islands to be located are swarming with hordes of barbarians—can you drive them off and settle the valuable islands?

Requires:
Base Game
Seafarers
12 Barbarians
(ideally the ones from Traders and Barbarians, but any 12 counters will do)

Preparation:
Set up the map as shown to the right.
(Note: 1 desert hex must be turned upside down for another sea hex.)
The numbers and hexes shown on the two large islands are just suggestions, feel free to replace with those of your own choice. Place the 12 barbarians on the paths marked. Use the 5 2:1 harbours and 3 3:1 harbours, placing them on the spots indicated in the diagram.

Set-up Phase:
Players place two settlements as per normal. No settlements may be built on the two barbarian islands.
During the Game:
Whenever a 7 is rolled, all players who hold over 7 cards (an additional 2 are allowed with each city wall if Cities and Knights is being used) must discard half (rounded down). Instead of moving the robber or the pirate, the player who rolled the 7 takes a card from a player of his choice and must move a barbarian to an adjacent path. No two barbarians may occupy the same path, and no barbarian may be placed on a path with a road or ship.

No ships or roads may be built on paths currently occupied by a barbarian (but building a settlement adjacent to one or more barbarians is all right). Playing a knight card allows a player to move a barbarian (remember, only one development card may be played per turn), but the player may not steal a card from any player.

Each settlement built on one of the barbarian islands gains a special victory point chip. A player may only earn 1 chip per island.

The End of the Game:
This scenario is played to 15 points, or until both barbarian islands have two or more settlements built on them. In the latter case the player with the most Victory Points wins. In the case of a tie, no one wins.

With Cities and Knights:
Basic, strong and mighty knights have no effect on the barbarians on the map, only on the barbarian fleet. For the Bishop progress card, see the rules for the knight cards above. Play to 18 points instead.

With Event Cards:
The event ‘robber flees to desert’ has no effect.
WITH 5-6 PLAYERS

**Requires:**
*Base Game*
*Seafarers* (5-6 expansions)
18 Barbarians.

**Preparation:**
Use the set-up to the right. Set aside one wool 2:1 harbour, and place the rest as shown on the diagram.

**Set-up Phase:**
No changes.

**During the Game:**
No changes.

**The End of the Game:**
The scenario is played to 15 points, or until all three islands have at least two settlements upon them.

*By Andrew (meepleeater)*
*Thanks to Derek Whaley (Whaleyland) for advice and comments.*
**CATAN – THE MARSHES**

*Unofficial Scenario*

Lately, the Catanians have been unable to gain ore as the mountains are too steep for ordinary settlements, but reeds grown in the surrounding marshes may provide suitable materials to built huts that can be built in the mountains...

**Requires:**

*Base Game*
*Seafarers*
*Marshes*

components: (8 huts in 4 colours, 4 each of the tokens numbered 1-6, 2 marshland hexes, 19 reeds resource cards)

**Preparation:**

Set up the map as shown on the right (ignoring the coloured areas for now). Any unused land hexes must be turned upside-down as sea hexes. Place 4 3:1 harbours on the spots indicated. Volcano hexes (which come already numbered 1-6) can replace the mountains hexes if desired. Note; one of the fields hexes receives no number and is treated (and may be replaced by) a desert. Place each playing player’s settlement at the spot indicated on the map before beginning. Each player is given 15 roads, 5
settlements, 4 cities, and 4 ships. The pirate is not used in this scenario. The robber starts off the board.

**Set-up phase:**
Each player places 3 settlements on Catan, instead of 2. At the end of the set-up phase, each player should have 4 settlements on Catan (3 being placed by the player, and 1 extra in the position shown on the map). If the last settlement is built adjacent to a mountains hex, that player does not collect an ore resource card. No settlement may be placed on a marshland hex, and no ship may be built if placing a settlement along the coast.

**During the game:**
The mountains do not produce ore for any settlement or city. A player may only build ships along the four paths indicated (note; normally a player could not build a ship if there was an opposing player’s settlement between the path and another of that player’s ships, but in this scenario it is allowed, but only for ships, not roads). Each player may only build one settlement on the marshland hexes, in the spot indicated for each player. Ships may not be moved in this scenario.

Marshland hexes produce reeds resource cards. These are perfectly normal resource cards- they can be stolen by the robber, count towards that players hand limit, may be traded 3:1 and may be taken by a monopoly card.

Huts may be built for the following: 3x reeds and 1x wool, and may only be built on the mountains hex shown with that player’s colour on the above map. The hut is placed on one of the six number tokens (regardless of any cities or settlements at that intersection). Whenever the yellow die shows that number, the owner of the hut receives 1 ore. Huts cannot be
upgraded. The player does not need to have reached the mountain via roads, they can build huts there any time.

When a 7 is rolled, if a player has more than 8 cards they must give half (rounded down) to the bank.

The robber can be placed on the mountains hexes, and the player who moved the robber may steal a card from the owner of a hut on that mountain hex. The robber does prevent the huts from producing any ore.

If a player builds both of their huts, they receive 1 victory point.

**The End of the Game:**
This scenario is played to 13 points.

**With Cities and Knights:**
Whenever the number on a mountain hex is rolled, any player with a hut their may choose between an ore resource card or a coins commodity card. The scenario is played to 15 points.

**With Event Cards:**
The event ‘robber flees to desert’ moves the robber off the game board.
WITH 5-6 PLAYERS

Requires:
Base Game
Seafarers
(5-6 expansions)
Marshes
components: (12 huts in 6 colours, 6 each of the tokens numbered 1-6, 3 marshland hexes, 24 reeds resource cards)

Preparation:
No changes

Set-up Phase:
No changes.

During the Game:
No changes.

The End of the Game:
No changes.

By Andrew (meepleeater)
Thanks to Derek Whaley (Whaleyland) for advice and comments.