

# GAME RULES

In this scenario for *CATAN – Seafarers* (aka *Seafarers*), you settle the Hawai’ian archipelago and set out with your ships for lucrative fishing grounds on the Hawai’ian coast. There you go fishing and earn additional victory points and valuable game advantages. Have fun in Hawai’i!

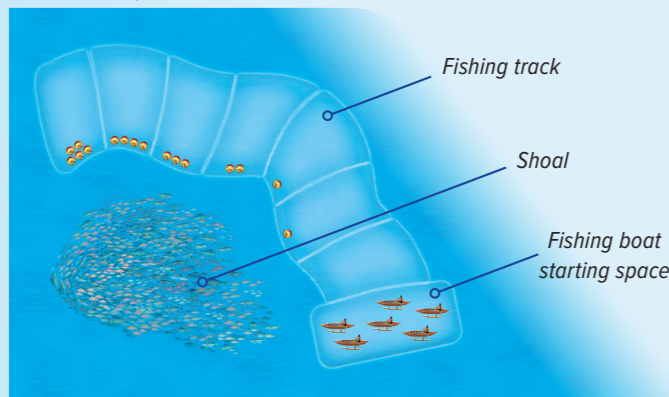
## SETUP

- Place the game board at the center of the table.
- Place the resource and development cards, the dice, and the special cards next to the game board.
- Place the robber and the pirate as shown on the bottom right of the game board.
- **In a 3-4 player game**, place a CATAN chit on each intersection with a CATAN chit image.
- Place the fish tokens face up as a supply on the large shoal next to the fishing track.

**Note:** the single fish tokens are intended to be unlimited so over the course of the game, players may have to exchange fish tokens to maintain the supply. For example, 2 single fish tokens for 1 double fish token, or 1 single and 1 double for 1 triple fish token.

## Player pieces

- 🚩 Choose a color. Take all the pieces of that color and put them in front of you. Take the matching building costs card and fish market card.
- 🚩 Place your fishing boat token on the starting space of the fishing track.



## SCENARIO RULES

Except where noted below, *CATAN – Hawai’i* uses the same rules as *CATAN* and *Seafarers*. The additional rules include (note there are a few rules at the end for a 5-6 player game):

### 1. Building settlements and cities

You may only build settlements and cities on the round, named **location spaces**.



Lahaina  
Named location

### 2. Building roads

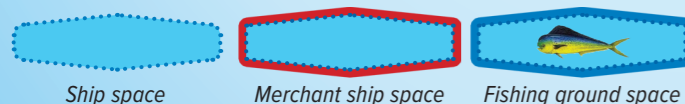
You may only build roads on the brown rectangular **road spaces**.



Road space

### 3. Building ships

You may only build ships on the blue oval ship spaces. There are 3 types of ship spaces: **Regular ship spaces**, **merchant ship spaces** (framed in red), and **fishing ground spaces** (with a fish icon).



Ship space

Merchant ship space

Fishing ground space

## Important!

- If you build a road or a ship to a named location, you may only build the next road or ship beyond this space once you have built a settlement there.
- Unlike *Seafarers*, roads and ships can be directly connected to each other. That means that you can build a ship adjacent to a road (or vice versa) without having to build a settlement between them first. Your interconnected networks of ships and roads count towards the determination of the "Longest Trade Route."

## 4. Placing your starting pieces

Each player starts with 3 settlements and 3 roads/ships. Setup initially proceeds as described in *CATAN*. Once the starting player has placed their second settlement and road/ship, they then place a third settlement and road/ship. The other players follow in clockwise order. Each player receives the starting resources for their third settlement.

**Important:** In a 3-4 player game, you must build your **3 starting settlements on 3 different islands**.

## 5. 2:1 and 3:1 trading

If you have a ship on a merchant ship space, you may trade resources with the supply as shown on the adjacent scroll.



Scroll

**Important:** If a ship is removed from a merchant ship space, the owner of the ship loses the trade benefit indicated on the associated scroll.

## 6. Production

A terrain hex whose number is rolled produces resources for each settlement/city adjacent to it. This rule applies even if the intersection on which the settlement/city is located is separated from the terrain by the sea. For example, if a 12 is rolled, both a settlement/city on Lopa and a settlement/city on Wailea-Makena receive brick(s).

## 7. Special victory points for fishing grounds

If you place a ship on a fishing ground space, advance fishing boat one space on the fishing track. These spaces depict 0-5 CATAN chits. Your ship receives victory points equal to the number of chits shown in the space it occupies.

**Important:** If your ship is removed from a fishing ground space, you must move your fishing boat back one space on the fishing track. You may lose a victory point as a result.

## 8. Fishing

If you have a ship on a fishing ground space and the result of the production roll corresponds to the number of an adjacent blue number disc, you receive 1 fish. Take a token showing a single fish from the supply.

**Important:** You can only get fish for ships on fishing ground spaces. You do NOT get fish tokens for a settlement/city adjacent to a blue number disc.

## Additional fish token rules:

- Fish tokens are separate from resource and development cards. They do not count toward the number of cards in your hand when you are attacked by the robber. They may not be stolen.
- Players may trade fish tokens with each other.
- Maritime trade for fish tokens takes place via the fish market.

## 9. The Fish Market

You may use the abilities listed on the fish market card at any time during your turn—even before the dice are rolled. When you use one or more abilities, return the required fish to the supply.

**Important:** You may not have more than 7 fish at the end of your turn. You must use 1 or more of the abilities indicated on the fish market card until you have 7 or fewer fish.

**Note on the “3 fish” market abilities:** When you discard 3 fish, you may either take 1 random resource from another player or take 1 resource card from the supply (provided you can trade 3:1). If you discard another 3 fish, you may make the same or a different choice.

## ADDITIONAL RULES FOR 5-6 PLAYERS

In addition to the above rules for 3-4 players, the rules from *CATAN - 5-6 Player Extension* and *CATAN – Seafarers 5-6 Player Extension* apply.

The following adjustments must be made to the *CATAN – Hawai’i* setup to allow for the extra players:

## PREPARATION

Also use the playing pieces and cards from the *CATAN - 5-6 Player Extension* and *CATAN – Seafarers 5-6 Player Extension*. Do not place CATAN chits on the CATAN chit intersections.

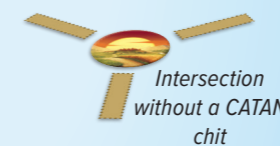
## MODIFY THE FOLLOWING RULES:

### 4. Placing your starting pieces

Your 3 starting settlements must be on 2 different islands (instead of 3).

### 10. CATAN chit intersections

The CATAN chit intersections no longer give you a CATAN chit. Instead, they are considered named locations. You can build settlements on them (see rules 1 and 4) and they receive resources (see rule 6).



Intersection  
without a CATAN  
chit

## ENDING THE GAME

If you have the following number of victory points during your turn, the game ends and you are the winner!

With **5 players**, **11 victory points** are required.

With **6 players**, **10 victory points** are required.

## 10. CATAN chit intersections

In a 3-4 player game, the first player to reach an intersection with a CATAN chit with a road or a ship takes the chit. CATAN chits are worth 1 victory point each.



Intersection  
with a CATAN  
chit

## ENDING THE GAME

If you have the following number of victory points during your turn, the game ends and you are the winner!

With **3 players**, **15 victory points** are required.

With **4 players**, **13 victory points** are required.



## CREDITS

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