

The Settlers of Catan – A scenario by Klaus Teuber

The Fishermen of Catan

Preparation

- The basic game is prepared as usual.
- The fish tiles are mixed and placed next to the raw material tiles upside down.
- One fishing ground is placed on a free tip of each frame piece.

Playing material

11 x one fish
10 x two fish
8 x three fish
1 x an old shoe
6 fishing grounds with the dice numbers 4, 5, 6, 8, 9 and 10

The Rules

The game is played by the rules of the basic version. The following additional aspects apply:
Each fishing ground possesses three crossings on the coast as fish catching area. When a player founds a settlement on a crossing at a fishing ground, he/she may take a fish tile everytime the number on the dice equals the number displayed on the fishing ground. Players who receive a fish tile put it down in front of themselves, upside down.

If someone owns a town at a fishing ground, he/she receives two fish tiles when the dice show the fishing ground's number.

If a player builds his/her second settlement in the founding phase on a crossing at a fish catching area, he/she receives also a fish tile additionally to the raw materials.

The fish tiles display one, two or three fish. During his/her turn, a player can surrender fish tiles to gain an advantage. The more fish are shown on the cards surrendered together, the bigger the advantage:

2 fish: The player may draw the robber back into the desert (he/she may not draw a card from another player who owns a settlement / town at the desert).

3 fish: The player may draw a raw material card from another player.

4 fish: The player may take any one raw material from the bank.

5 fish: The player may build a street immediately.

7 fish: The player receives a development card for free.

If a player dispenses more fish than the advantage costs, the remaining fish expire. Fish tiles cannot be changed.

Fish tiles don't count as raw material cards and therefore aren't included when the dice show a "7".

Players who move the robber must not draw a fish tile from an affected player either.

Some crossings are harbor crossings as well as fishing areas. Players who found settlements on these crossings have both advantages.

Players who surrender a fish tile put it down openly next to the covered stock. When there are no more covered fish tiles left, the open cards are turned upside down and mixed to form the new stock.

An old shoe: Players who draw this card have to reveal it immediately. The (respective) owner can pass it on to any other player during his/her own turn as long as the other participant possesses the same or a higher number of victory points. If one owns the most points oneself, one has to keep the shoe until another player has at least the same amount of points.

Players who own the "old shoe" tile require one additional victory point to win the game which would mean 11 points in the case of the basic version.