Die Sielder von Catan Junior (The Settlers of Catan Junior)

designed by Klaus Teuber

Translators note: This is the result of a machine translation that I then paraphrased into "normal" English – your mileage may vary. I took some liberties with the paraphrase – the literal translation of Piratenlager is "pirate warehouse" – but I just can't get excited about building warehouses – if I wanted to do that, I'd be playing Puerto Rico. Instead, I've chosen to call them "pirate lairs." I have also added the words "Coco sez" to indicate when the text is a speaking bubble from Coco.

"Land in sight!" crows the parrot Coco, who circles high over your ships and acts as your lookout. The island world of Catan lies before you: many small islands with forests, pastures, sugarcane fields for making rum and hills with mysterious caves filled with treasures - an ideal homeland for adventurous pirates! You immediately establish your first pirate lair... and the islands provide you with goods & treasure that allow you to build more ships & establish new pirate lairs.

As you continue to explore the islands, you discover an island with a gold river. While everyone is busy trying to be the first to establish a pirate warehouse on this gold island, Coco returns from a scouting flight over the islands and excitedly crows: "Ghost Pirate! Ghost Pirate!'

What frightened Coco is the dark fortress of the terrible Ghost Pirate, located on a lonely rock outcropping in the middle of the sea. Soon the Ghost Pirate will notice that he is no longer alone on the islands of Catan... and he will work to impede your progress in settling "his" islands. But who knows... perhaps if the Ghost Pirate is too annoying, your faithful parrot Coco can come to your aid...

The Game Components

- 1 game board printed on both sides
- 1 die
- 28 Pirate Lairs in 4 colors (7 of each)
- 32 Pirate Ships in 4 colors (8 of each)
- 1 Ghost Pirate
- 23 "Coco Helps" cards
- 95 equipment cards (sword, wool, wood, rum & gold)
- 1 marketplace board
- 4 small port cards
- 4 building cost cards

Setting Up The Game

- Place the game board in the center of the table. If you're playing with four players, use the side with four pirates in the barrels. If you're playing with three players, use the side with three pirates in the barrels.
- Put the dice next to the game board.
- Each player takes the 7 pirate lairs & 8 ships of one color. If you're playing with three players, the white pieces are not use and are placed in the box.
- Some of the circles on the game board are colored. These are the starting locations. Each player places a pirate lair on each of his two starting locations. You keep the remaining 5 lairs & 8 ships in front of you.
- Put the Ghost Pirate in his haunted castled.
- Shuffle well the "Coco Helps" cards & place them in a stack (face down) next to the game board.
- Sort the equipment cards into 5 stacks (sword, wool, wood, rum & gold) and place them face-up next to the game board.
- Place the marketplace board next to the game board.
- Take one of each of the equipment cards & place them on the marketplace board.
- Shuffle & place the four port cards (face down) next to the game board.
- Each player receives a building cost card and places it in front of them.
- Finally, each player receive one "Wood" card & one "Rum" card as a starting hand. These cards held in your hand - you do not have to reveal the cards in your hand to other players.

Game Overview

The object of the game is to be the first pirate to build all seven (7) of your pirate lairs. You can build a lair on an empty building site (circle)... if you first build a ship in order to reach that building site.

In order to build ships & lairs, you need equipment. The cost in equipment cards for each item is on the building costs card. You get those equipment cards from the landscapes on the board that have one of your pirate lairs in an adjacent circle. Each landscape has a number (from 1 to 5) and that terrain produces equipment when that number is rolled. Whoever has a lair next to the landscape whose number was rolled receives an equipment card of the appropriate type. For example, a Wood if the number on a forest was rolled or a Sword if the number on a treasure cave was rolled.

The game is explained in detail in the rest of these rules.

Explaining The Game Board

Translators Note: The following translations are of the phrases on the map in the German rules… follow them roughly left to right.

- at the sugarcane field, you can manufacture Rum
- starting location for a pirate lair - white player
- starting location for a pirate lair - orange player
- pirate warehouse building spot
- ship building site
- number of players (4)

- pirate lair building site with port
- starting location for a pirate lair - red player
- at the gold river, you can fill bags with Gold
- starting location for a pirate lair - blue player

- the Ghost Pirate lives in the haunted castle
- the sheep in the pasture supply Wool

- starting location for a pirate lair - blue player
- Wood comes from the forest
- starting location for a pirate lair - orange player
- in the treasure cave you can find Swords
- starting location for a pirate lair - white player
- starting location for a pirate lair - red player

How To Play The Game

The youngest player starts the game. On your turn, you roll the die & all of the players receive equipment cards based on that roll. Afterwards, the active player (the person who rolled the die) may build and trade in any order. When you finish your turn, the next players is the person to your left (clockwise).

Roll the Die

Only the active player rolls the die... but all of the players receive equipment cards. Every player gets the matching equipment card for the landscapes with the number rolled if they have a pirate lair adjacent to that landscape. It is best if one player takes on the role of distributing the equipment cards to the rest of the players.

For example: in the illustration on page four, if the white player rolls a "4", then both the red & white players receive a Rum equipment card, since they both have pirate lairs adjacent to the sugarcane field with a "4" on it. As well, the blue & orange player both get a Wood.

Coco sez:
"Did you see? If a player rolled a "5", none of the players would get equipment cards, as there are no pirate lairs standing next to a "5" landscape. And rolling a "6" take the game in a different direction... if a "6" is rolled, no one receives equipment cards. Instead, the person who rolled the "6" gets to move the Ghost Pirate to another landscape. As long as the Ghost Pirate is there, players do not receive equipment cards from the landscape blocked by the Ghost Pirate, even if the number is rolled. It's best to place the Ghost Pirate on a landscape where only other players are located."

Build

The active player (person who rolled the dice) can buy one or more of the pirate lairs, ships & "Coco Helps" cards.

- a pirate lair always costs one Rum, one Sword, one Wool & one Wood
- a ship always costs one Sheep & one Wood
- a "Coco helps" card costs one Rum, one Sword & one Gold.

You can always check the construction costs by using the building costs mat.

- A pirate lair may be built on a pirate lair building site IF one of your own ships leads to the building site.
- A ship may be built only adjacent to a pirate lair.

Players must place their buildings in alternating order, starting with the initial placement. It looks something like this:

Ship - Pirate Lair - Ship - Pirate Lair - Ship

A player may never build two ships in a row - you must build a pirate lair between them.

- on this ship building site the Orange player can build a ship
- here the Orange player can't build a lair since it isn't connected to a ship
- on this warehouse building site the Orange player can build a lair
- here the Orange player can't build a ship, since it isn't connected to a lair

Purchasing "Coco Helps" Cards

When a player buys a "Coco Helps" card, he turns it over immediately and does what is says. Purchased cards are place face up in the front of the player who purchased them.

Coco sez:
" "Coco Helps" cards can be very useful. Either you get equipment cards, or are given a ship or a lair... and sometimes you can also annoy your fellow players a little by moving the Ghost Pirate next to their lairs or by forcing them to give you some equpiment cards."

A Pirate Lair at the Haunted Castle

The first player to draw a "Coco Helps" card that allows him to move the Ghost Pirate also places one of his pirate lairs (from the ones in front of him) on the haunted castle. If another player draws a "Coco Helps" cards that moves the Ghost Pirate, the first player must remove his warehouse from the castle. As soon as one player has more Ghost Pirate "Coco Helps" cards than any other player, they may place their lair on the castle.

Coco sez:
"Whoever is courageous enough to drive the Ghost Pirate out is rewarded by placing his lair in the haunted castle. But, naturally, only one player may be the most courageous - so you must remove your lair if another player ties you in revealing these cards. A lair in the haunted castle doesn't yield additional equipment cards, but it does help you get your 7 lairs built more quickly. Which makes it very helpful to be able to place a lair there!"

Trading

It will often occur that you are the active player and wish to build, but don't have the right equipment cards to be able to do so. Therefore, there are three different ways to trade cards: with other players, with the marketplace or with the supply piles. You can trade with these in any order - first with another player, then with the marketplace, then again with another player and finally with the supply piles.

Trading With Other Players

The active player may trade equipment cards with the other players. For example, a player wants to build a ship. He needs a Wood card & a Wool card. He already has the Wool but unfortunately has no Wood. He does, however, has a Sword card that he does not need right now. He can ask the other players whether someone would like to trade a Wood card for his Sword card. If they agree, they trade the cards. You can make as many trades as you like.

Coco sez:
"It's important to note that trades may only be made with the active player (the player who rolled the dice). If it is not your turn, you can not make a trade with another player who is not the active player."

Marketplace

The active player may trade ONE time with the marketplace during his turn. He takes one card that is in the marketplace and puts one of the cards in his hand in its place. Thus, there will always be five cards in the marketplace.

Coco sez:
"As soon as five identical cards are in the marketplace, all of the cards are returned to the supply piles. Then, just as at the beginning of the game, one of each type of equipment card is placed in the marketplace."

- the market place with five identical cards
- all the cards are returned to the supply piles
- five new cards (one of each type) are laid out

Trading with the Supply Piles (3:1)

A player may also trade with the supply piles three identical cards for one equipment card of another type.

Coco sez:
"For example: you can put three Wool cards on their supply pile and take one Wood from its supply pile."

Trading with a Port (2:1)

A player who builds a pirate lair on a pirate warehouse lair site with a port (anchor symbol), picks up the topmost card of the port deck. He may now trade the two equipment cards shown for any other equipment card - and he can do this every turn as many times as he would like.

Coco sez:
"If you like, you can first play the game with only the marketplace trade. Trading with other players, the supply piles or with the port is omitted. You use the building sites with an anchor symbol as normal pirate warehouse building sites."

Game End

As soon as one of you build all seven (7) pirate lairs (a pirate lair on the haunted castle counts as well), the game ends immediately and the player who does this is the winner.

Coco sez:
"And then we play again, right?!"

The author (Klaus Teuber) and the publisher (Kosmos) wish to thank Udo Schmitzt, Carol Richert and the team at Family Games for playtesting & suggestions.

Credits
Designer: Klaus Teuber
License: Catan GmbH (www.catan.com)
Illustration: anoka Illustration & Design (www. anoka.de)
Graphics: Fine Tuning (www.fine-tuning.de)
Editing: Sebastian Rapp

(c) 2007 Kosmos Verlag
Pfizerstraße 5-7, d-70184 Stuttgart
Tel: +49 (0)711-2191-0
Fax: +49 (0)711-2191-199
www.kosmos.de, info @kosmos.de