

## ESCAPE FROM CATAN

This is a scenario for 3-4 players for use with *The Settlers of Catan*.

### THE STORY

The planet is dying. Ecosystems collapse: farmland turns to desert; forests burn; earthquakes, tornadoes, hurricanes and floods run rampant over the globe. Civilization is crumbling, ending in massive wars and making refugees of everyone. Billions have lost their lives.

Around the globe, whispers are heard about a remote island where a secret government project long ago built and abandoned a great starship. Desperate for any chance to leave behind the chaos and danger of their world, several bands of refugees from different continents take to the sea in search of the starship. At last they arrive, exhausted, on the island described in the legend: Catan.

They're overjoyed to have found this still-verdant land, and at first they luxuriate in its lush forests and fertile farmlands, so similar to their stories of how the world used to be. But they soon realize that its beauty and resources won't last long—their only hope of real survival is to escape Catan by starship. To do this, they'll have to find other survivors, locate the ship, learn how to operate it, and stock it with the goods they'll need on their travels away from an otherwise certain death.

### THE SET-UP

- Set up the island as usual, using a fixed or variable game board.
- Turn over 1 corner sea hex and place the Horseman (robber) there.
- Replace the Desert hex with the Starship hex.
- Remove the Soldier and Monopoly Development Cards and set them aside.
- Place one counter in front of each pile of Resource Cards.
- Players should roll to see who places settlements first, then each place 2 settlements and 2 roads. One of each player's settlements must touch a sea or harbor hex, and the other must be connected to the first by their 2 roads. Both settlements must be at least 4 road lengths away from other players' initial settlements. Distribute initial resources to each player based on the hexes adjacent to their inland settlement (if they have one) or their choice of settlement (if not).

### NEW COMPONENTS

You'll need the following components in addition to your normal Settlers game materials:

- Starship hex
- 5 small counters, one for each resource

## **SPECIAL RULES**

Except where noted here, use the normal Settlers rules.

### **Collaboration**

Players can build roads extending from their own roads and settlements as usual, but can also connect their networks of roads to the road networks of other players. Once so connected, they may transfer up to a total of 3 resources on each of their turns to the players to whom they are connected, and they may build roads or settlements on the combined network of roads and settlements. No other trading of Resource Cards between players is allowed. Players remain independent agents, in charge of everything that happens on their own turns, but they may collaborate in decision-making however they wish.

### **Timing**

The robber piece is re-christened “The Horseman”—its progress around the board marks time as the game proceeds. The first player to place settlements is designated the timer; she must move the Horseman clockwise one space around the island (on the sea and harbor hexes) at the beginning of each of her turns.

### **Disaster**

The role of the Robber is replaced by Disaster. When 7 is rolled by any player, every player with more than 7 Resource Cards is required to return half to the bank, as usual. The player whose turn it is then rolls one die to select the current Disaster. Each possible die roll corresponds to one resource which will be affected by the Disaster:

- 1: Blight** (*Lumber*)
- 2: Flood** (*Brick*)
- 3: Famine** (*Grain*)
- 4: Disease** (*Wool*)
- 5: Cave-In** (*Ore*)

For a roll of 1-5, the bank's pile of the affected Resource should be turned face down to signify the type of Disaster. The next time the dice are rolled for resource production and the number rolled marks a hex of the Disaster-affected terrain, that hex is not productive—no player receives Resource Cards from it. Instead, the pile of Resource Cards is turned face up to signify that the Disaster is over. If a 7 is rolled before the current Disaster has ended, the new Disaster replaces the old one—only one resource may be affected by Disaster at any time.

## **6: Apocalypse Approaches** (*Horseman Advances*)

For a roll of 6, the Horseman is advanced clockwise by one hex.

### **Harbor Failure and The Collapse**

At the start of the 18th round (when the Horseman returns to its starting position), the Harbors stop working: their 2:1 and 3:1 trades are no longer available, because there is no longer anyone off-island to trade with.

Also at the start of the 18th round, the timer rolls both dice to pick a number to Collapse. The markers of the number rolled are overturned to signify that the terrain hexes they mark are no longer productive, and will remain so for the remainder of the game. (If 7 is rolled, roll again.) Collapse is repeated every 3 rounds, when the Horseman arrives on each corner of the island (the 21st, 24th, 27th, 30th, and 33rd rounds).

### **Stocking the Ship**

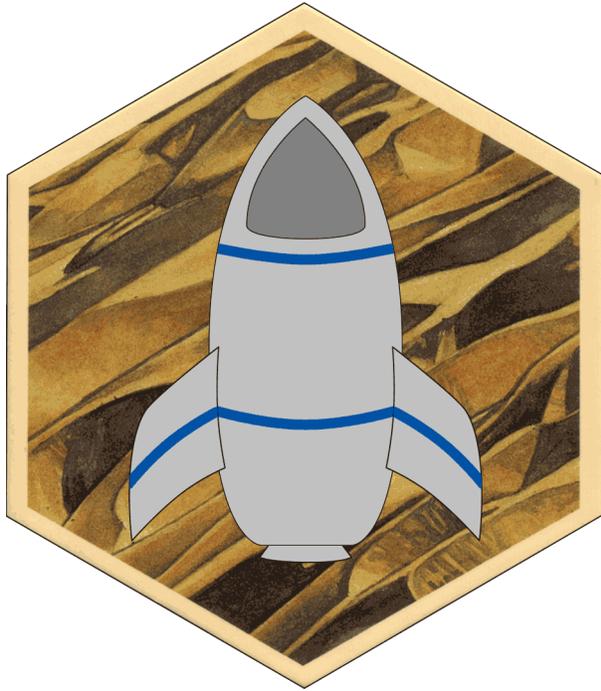
In order to leave Catan, players must find the Starship (by building roads to an intersection adjacent to the Starship hex) and stock it with resources necessary for their interstellar voyage. To stock the ship, the players must first build a city adjacent to the Starship hex. Once the city exists, any player with a settlement connected via road network to the Starship-adjacent city can stock the ship by paying 8 Resource Cards of one resource and placing the small counter for this resource on the Starship hex.

## **GAME END**

The game ends when the players play the Library and University of Catan development cards and fully stock the Starship with all five resources (in which case the players win), or after the 35th round is completed (in which case the players lose).

### *Adjustments for 4 players*

*The numbers above are for use by 3 players. The following modified rules apply when there are 4 players: initial settlements should be placed at least 3 road lengths away from the other players'; the Harbor Failure and first Collapse occur at the beginning of the 9th round, subsequent Collapses occur on the 12th and 15th rounds, and the game ends after the 17th round is completed (when the Horseman returns to its starting position).*



## BUILDING COSTS

<p><b>Road</b></p>	<p><b>Development Card</b> (NEED UNIVERSITY &amp; LIBRARY)</p>
<p><b>Settlement</b></p>	<p><b>City</b> (REPLACES SETTLEMENT)</p>

## DISASTER ROLLS

(骰子 = HORSEMAN ADVANCES)

BLIGHT	FLOOD	FAMINE	DISEASE	CAVE-IN



## Board Setup



## Initial Settlement Placement

