

# Catania

2 to 4 players, Ages 8+

The game takes place in the 8th century, in the year of the founding of Catânia. Each player is a Citizen of Magna Graecia tasked with founding villages and managing the territory's resources. But not everything goes as planned - the Sicilians will try to sabotage Magna Graecia's orders! In the end, the player with the most abundant resources in their villages wins.

## Setup

Place the desert in the center of the board and place the Sicilians on this hexagon. Arrange the territory hexagons randomly, ensuring at least 2 adjacent to the desert hexagon. For 2 players, remove 2 map hexagons. For 3 players, remove 1 hexagon randomly, making sure that the desert is not removed in any configuration.

Each player collects the pieces of their chosen color - 2 cities, which will be used as markers for resource collection order, and 3 villages.

Place the resource cards in piles, separated by type.

Stack the numerical discs in a tower, with the lowest value at the bottom and the highest at the top.

The first player removes discs from the tower until each resource card pile has a number.



*Example of Board Setup with Some of the Components of Catan*

## How to Play

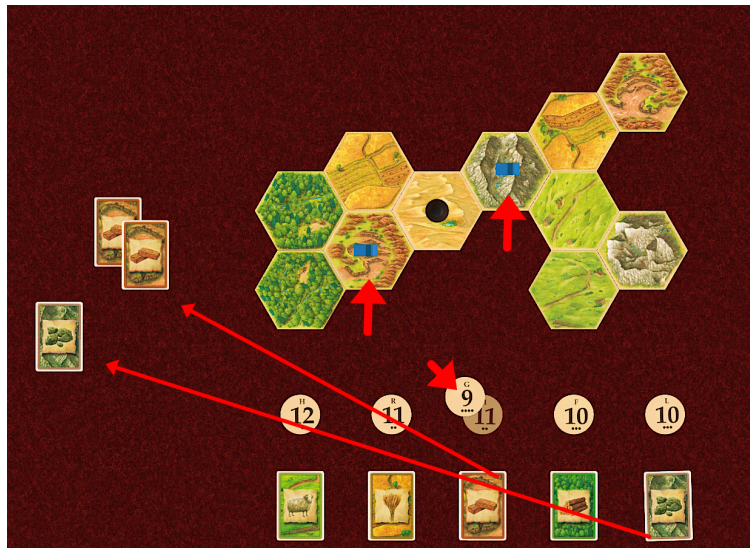
The game is played in turns, and on each turn a player can choose one of two actions:

- **Order Resource Collection** from a given territory by placing their order token on the chosen territory. This territory is blocked for resource collection by other players until the end of the next turn of the player who placed the token. Players cannot place their order token on the Sicels' location.
- **Settle a Village** - the player must have at least 2 types of cards to settle a village.

### Order Resource Collection

When a player chooses to collect resources, they can either:

Collect only 1 card, keeping the resource abundance value unchanged (numerical disc).  
Take 2 cards and place the top disc from the numerical tower on top of the current resource value.



*For example, if a player orders resource collection, they may choose to take 1 stone card, keeping the stone value the same, and take 2 clay cards, reducing the clay value to 9.*

### Settle a Village

To settle a village, a player must have 2 or more types of resources (e.g., stone, livestock, and clay cards). They place their village token on the resource cards they have most of. If they have multiple majorities, they can choose which resource to keep and discard the rest. Then, they take the top numerical disc from the corresponding resource pile and return it to the tower.



For example, the blue player decides to settle a village and uses 3 clay, 2 stone, and 2 grain cards, keeping the majority of clay for the village. The discarded cards cause a change in resource values. The player returns the numerical disc from the resource pile to the tower. If there is only one disc left in the pile, this action has no effect. The village is represented by the village token placed on the clay cards, which remain face-up until the end of the game.

### Sicels

Whenever a red-numbered disc is placed on a resource pile, the Sicels move to an adjacent position on the map, directed by the player who ended their turn by placing the disc. This hexagon cannot be occupied by players.

### End of the Game

Once a player has founded their third village, the other players take their final turn. At the end, the cards each player collected throughout the game are multiplied by the numerical disc value on top of the card piles. The player with the most points wins.

### Componentes

QT	Designação
10 (2 of each resource)	Territory Hexagons
1	Desert Hexagon
8 (2 of each color)	Order Resource Collection token (City)
12 (3 of each color)	Village Token
1	Sicles (Thieves)
95 (19 of each resource)	Resources Cards
18	Numerical discs