Catakatoa (2007)

This scenario was the example entry provided for Mayfair Games' scenario design contest in 2007. It was never officially published and is different than the Catakatoa scenario published in the March 2005 edition of Game Trade Magazine.

Required Supplies:
- Base Catan Game
- Volcano Hex
- Extra Set of Number Tokens (2,3,4,5,6,8,9,10,11,12)

Setup:
- Replace the Desert Hex with the Volcano Hex.
- Arrange the Extra Set of Number Tokens in numerical order on top of the volcano hex.

Instructions:
- **Production:** The volcano produces resources on a roll matching the topmost number token on the volcano. Players with a settlement receive one resource of their choice. Cities produce two resources (the two resources do not need to be the same). After producing, the volcano erupts.

- **Eruption:** Roll one die. Any settlement built on that number of the volcano is destroyed and any city there is reduced to a settlement; if the player has no remaining settlements, then the city is destroyed. The topmost number token from the volcano is then removed.

- **Explosion:** If no number tokens remain after a volcano eruption, then the volcano explodes. All buildings and roads built on the Volcano Hex are destroyed. Flip the hex or replace it with the Desert Hex. The Robber is no longer in play once the volcano explodes. However, if a 7 is rolled or a Knight Card is played, the player still steals a resource from any other player.

Game End:
- Game is to 10 points.