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Tabletop Monthly Volcano Island (2021)

This variation allows for the use of multiple volcanos.

Required Supplies:

- Catan Game
- Volcano Hex(es)
- 1x Number Token per Volcano

Setup:

- Replace standard game hex(s) with Volcano Hex(es)
- Place Number Token on each Volcano Hex
- Initial settlements may not be built on the Volcano Hex(es)

Instructions:

- **Production:** The volcano produces resources when it is rolled. Players with a settlement receive one resource of their choice. Cities produce two resources (the two resources must 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 laid on its side and works as a settlement unless it is upgraded again, or a settlement becomes available.
 - City walls, if applicable, are destroyed with the city.
 - If there is a metropolis on the city, move it to another city. When no other cities are available, return the metropolis temporarily to your stock. It can be placed back when a city is built if another player has not yet taken it.