CASTELLO METHONI

Pearl of the Byzantine Empire, **METHONI** is one of the most important cities in the Peloponnese, thanks to its remarkable harbor, an important crossroad between western and eastern markets. For the neighboring traders of the Republic of Venice across the sea, **METHONI** is an opportunity. Controlling the markets of **METHONI** is a sure way to expand their business, and to amass a fortune.

WILL YOU BE THE NEXT LORD OF METHONI?

GOAL OF THE GAME

In Castello Methoni, players are **ambitious merchants** of the Republic of Venice.
Each turn, you'll build **walls and houses** for your powerful family.
Closing off an area of the board allows you to **erect a tower** by paying some money.
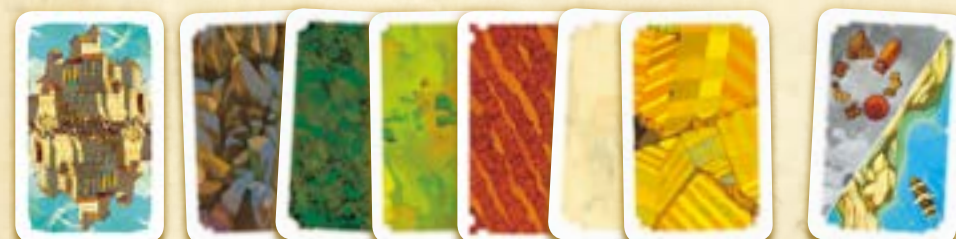Watch your opponents though, as they can **buy** the neighboring domains to **expand** their power.
The game ends when you're **out of walls**. Points are awarded for **remaining coins**, **occupied areas**, and **personal objectives**.

I. CONTENTS

1x Scoring Pad

38x Coins
*30 Silver Ducats - 8 Gold
(1 Gold is worth 5 Ducats)*

Game Board
(divided in triangular spaces)

36x Walls

Back

60x Land Cards
(9 of each type: Mountain, Forest, Plains, Furrows, Desert, Fields), plus 6 Markets

Markets

Back

6x Objective Cards

75x Houses
(15 in each of the 5 colors)

20x Towers
(4 in each of the 5 colors)

25x Villas
(5 in each of the 5 colors)

II. GAME SETUP

2 Depending on the number of players, prepare a supply of Walls as follows:
• 3 players: **30 Walls**
• 4 players: **33 Walls**
• 5 players: **36 Walls**

Setup for 4 players

1 Place the game board in the middle of the table.

3 Place 1 Ducat on **each** Market on the board (6 Markets). Also, place 4 Ducats next to the board to form the Bank.

4 All players now share the 60 remaining coins:
• 3 players: **20 Ducats each**
• 4 players: **15 Ducats each**
• 5 players: **12 Ducats each**

5 Each player receives **15 Houses**, **5 Villas** and **4 Towers** in their color.

6 Shuffle all Land Cards and deal **5 cards face down** to each player.

Form a pile with the remaining cards and place it within easy reach of the players.

7 Each player secretly receives 1 **Objective Card**. Place the remaining cards back in the box. Players can check their **own** Objective Card anytime during the game, **but they may not look at an opponent's objective.**

8 The player who last went to an island goes first!

III. THE GAME TURN

The first player plays their turn, then the game plays clockwise.

On your turn, you may play up to **2 cards** from your hand.

When you play a card, you can take **one** of the following actions:

A) Build
B) Trade

You can take the same action twice if you like.

END OF TURN
Once you played 1 or 2 cards, your turn ends.

Discard the cards that you played and draw as many cards from the draw pile to replace them.
If the draw pile is **exhausted**, **shuffle** the discard to create a new draw pile.

A) Build

When you take a **Build** Action, choose a space that matches the card that you played
(depending on its land type), and **build** a Wall **on any free border of that space**
(ie not a border where there already is a Wall, nor inside a Domain).

Then, **place one of your Houses on any side of the Wall**.

Once you placed your House, **take a House from the player on your left OR on your right**,
and **place** that House on the **other** side of the Wall.

There can be several Houses in the same space.

Note: You can't place a House in the sea. If you build a wall on a seashore,
simply place your House on the land, but don't place any other House.

MARKET CARD
A Market Card allows you to build a Wall **on the border of any Market Space** or **along the seashore**, regardless of the land type.

If you manage to close off an area of one or several spaces when building a Wall, that area becomes a Domain (see next page).

Jerry plays a Mountain Card,
so he can build the Wall
on any border of a Mountain Space.

Then Jerry places his red House
on a side of the Wall and Andrew's yellow House
on the other side.

⬦ Claiming a Domain

A **Domain** is a **space or group of spaces** closed off by Walls.

When you form a **Domain**, **you must acquire it**.
You cannot form a Domain if you don't have enough money to acquire it.

Note: If your cards force you to close an area and form a Domain that you can't buy,
you may show your hand to the other players, discard it, draw 5 new cards and play your turn.
This should be extremely rare though.

When you acquire a Domain, you must follow these steps:

1. **PAYMENT**
   Pay 1 Ducat per Domain space to the Bank.
   AND
   Pay 1 Ducat per Domain House to their respective owners.

2. **UPGRADE**
   If there are **3 Houses of the same color**, remove them and give them back to their owner.
   In exchange, **that** player now places **one** of their Villas in the Domain.
   Repeat the process until **all** groups of 3 Houses have been upgraded in the Domain.

3. **TOWER**
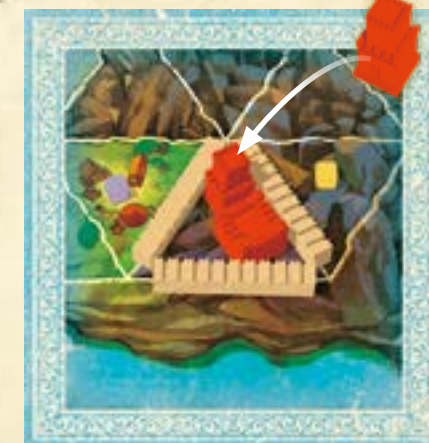   Place your Tower **in the Domain** to mark it as yours.
   This also **activates** the Market(s) in the Domain, if any (see *The Market*).

To acquire this 1-space Domain, Jerry pays 2 Ducats:
1 to the Bank, and 1 to the yellow player that owns a
House in this Domain.

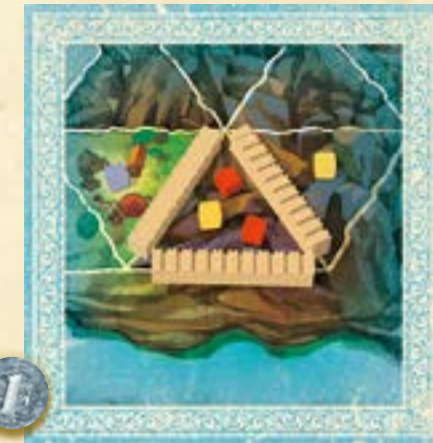Jerry pays 1 Ducat to acquire this Domain.

Since there are three red Houses,
he upgrades them to a Villa.

Now Jerry places his Tower in the Domain
to control it.

Once you placed a Tower, the position of the buildings in the Domain do not matter.
However, we recommend that you sort them **per kind of building**.

🌐 Annexing Domains

If you place a Tower in a Domain that is **directly adjacent** to another Domain (*ie a Domain that shares a Wall with yours*), **you may immediately annex that Domain**. If you annex a Domain, follow these steps:

1. **PAYMENT**
   Pay 2 Ducats for each Domain space and 1 Ducat for each House, and 5 Ducats for each Villa.
   You **must** pay this cost **to the owner of the Domain**, regardless of the buildings' colors.

2. **DESTROY THE WALLS**
   Remove all Walls that separated your previous Domain from this new one and place them back in the supply.

3. **UPGRADE**
   Joining two Domains may result in **new upgrades**, for instance if you had one House in your first Domain, and two in the one that you just annexed.
   Replace any new group of 3 Houses of the same color with Villas, as usual, until all groups of 3 Houses have been **upgraded**.

4. **NEW TOWER**
   The previous owner of the Domain **retrieves** their Tower, as there can be **only one Tower per Domain**.

Andrew (Yellow) acquired the Domain on the right. He also wants to annex the adjacent Domains.

First, Andrew annexes Jerry's Domain. Andrew pays 5 Ducats to Jerry: 2 for the space and 3 for the Houses. Then he removes the Wall between the domains.

The 3 red Houses in the Domain are upgraded to a red Villa. Jerry retrieves his Tower.

Then Andrew annexes Evan's Domain, he pays 10 Ducats to Evan: 4 for the spaces, 5 for a Villa and 1 for a House. Andrew is now the owner of the new expanded Domain.

If you have enough money, you can annex **more than one Domain**.
If you annex your own Domain, you do **not** need to pay for it, but you **must** still follow steps 2 to 4.

B) Trade

The **Trade** Action allows you to get **2 Ducats** from the Bank.

To take this action, you need to play either a **Market Card**, or a **Land Card** that **matches** an **activated Market Space** of the board.

A Market Space is **activated** as soon as it is **in** a Domain with a Tower.

Note: If there is only 1 Ducat in the Bank when you take the Trade Action, you still take it. If there are no Ducats left, you receive nothing.

To take a Trade Action, this player may either use a Market Card, or a Mountain Card since the Mountain Market is activated

🌐 The Market

There are 6 **Market Spaces** on the game board, one for each type of Land Space (Mountain, Forest, Plains, Furrows, Desert, Fields).

Place 1 Ducat on each Market at the beginning of the game.

The **1st player** who places their Tower in a Domain that includes a Market **takes** the coin that is on it. This **activates** the Market, as it can now be used by **all** players (see *Trade*).

At the beginning of your turn, you collect 2 Ducats per Market in your Domain(s).
If there are not enough Ducats in the Bank, take what you can.
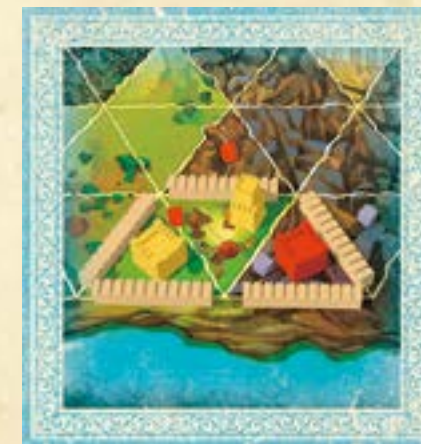
Andrew (Yellow) receives 2 Ducats at the beginning of each of his turns since he controls this Market.

Objective Cards

Every player is dealt **1 Objective Card** at the beginning of the game.

It is **secret** to other players but you can see yours anytime during the game.

At **game end**, during the final scoring, **reveal your Objective Card**.

You score **1 Victory Point** for **each** Land Space in your Domain(s) that **matches** your Objective Card.

Component Limitations

All buildings (House, Villas, Towers) are **limited** to the quantities provided.

If you run out of a given building, you cannot place it.

- If you **don't** have any Houses left when you build a Wall, **you must build Houses of your left and right players**.

- If you or the other players have **no** Villas when you're upgrading Houses, **then you can't upgrade them**.

- If you **don't** have any Tower, you **cannot** claim a Domain.

IV. GAME END

When a player takes the **last Wall from the supply**, **the game ends at the end of that player's turn**.
(even if Walls go back to the supply during this turn)

V. SCORING

Score points as follows:

- » **3 VP** for each Land Space **inside** your Domain(s)

- » **1 VP** **per** Ducat

- » **1 VP** **for each Land Space of your Domain(s) that matches the Land types of your Objective Card**

- » **10 VP** for the player who owns the largest Domain,
  and **5 VP** for the player who owns the second largest Domain
  (if there is a tie, all tied players score the matching VP)

- » **1/3/6/10 VP** for the **number of Towers played on the game board**
  (ie 1 VP if you placed 1 Tower, and 10 VP if you placed them all)

If players are **tied** after scoring,
compare the value of the tied players' largest Domain
(ie what it would cost to acquire it).
The highest value wins.
If players are still tied, they **share** victory.

	JERRY	**EVAN**	**ANDREW**
SPACES *3 VP/space*	**27** *9 spaces*	**33** *11 spaces*	**30** *10 spaces*
COINS	**12**	**17**	**23**
OBJECTIVE *1 VP/space*	**3**	**5**	**6**
LARGEST DOMAIN	**5**	**10**	**0**
TOWERS on the board	**3**	**3**	**6**
	50	**68**	**65**

CREDITS

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