

10+
2-4
45'

EN

CALÇADA

Create your own beautiful Portuguese paving

A tile-placement game with hidden depth
by Konstantinos Karagiannis and Vangelis Bagiartakis



Bustling along the Portuguese streets, people wander across the characteristic paving: the Calçada. Bars, kiosks and street cafés entice crowds of people inside, as loved-up couples meander along the street and happy children scamper up and down. Older people sit back on the benches in the shade, just watching the world go by.

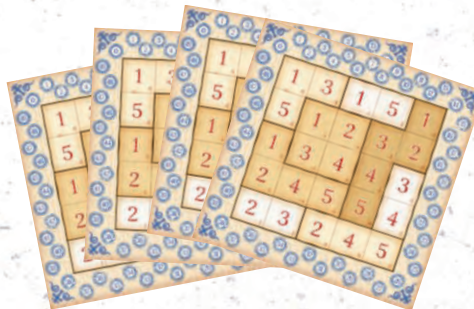
Now it's up to you... Who will match up the right Calçada tiles to create a winning combination? Make sure you don't just concentrate on a single district, because connecting up the same motif across different districts will earn you more points.

COMPONENTS:

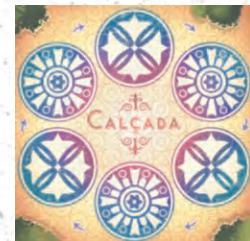


125 Calçada tiles

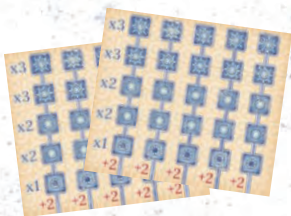
25 tiles in each of the 5 colours



4 Calçada boards



Gameboard



2 Double-sided scoreboards



1 First-player marker



20 Bonus tiles



4 Scoring stones



20 Cobblestones:

4 stones in each of the 5 colours



Rules

AIM OF THE GAME:

Your aim is to earn the most points by choosing and moving cobblestones to gain the right Calçada tiles and cleverly place them on your Calçada board. Be the first player to design valuable districts and make sure you combine your motifs well so that you have the most valuable Calçada at the end of the game.



SETUP:

Before your first game, carefully remove all the pieces from the punchboard.

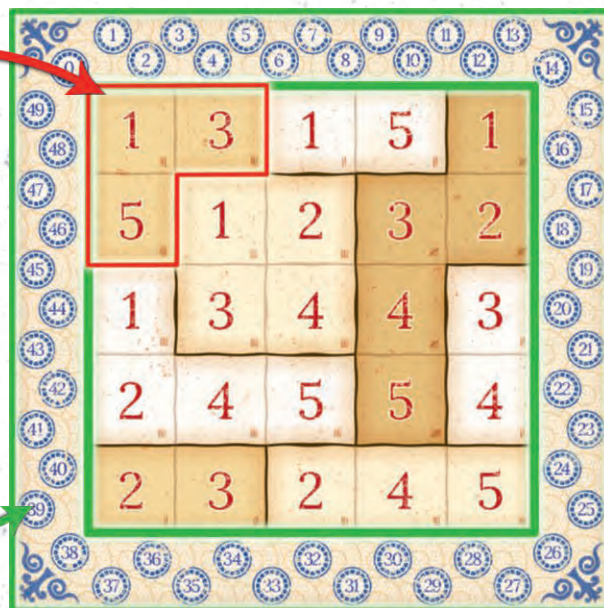
1. Place the **scoreboard** for your player count [e.g.: 

3-player setup

CALÇADA BOARDS:

All the Calçada boards have the same layout:

- (A)** Depending on the side chosen, the central area will have either 8 or 9 **districts** with different numbers of squares. Each **square** contains a number between 1 and 5, and a small mark (II to III) in the bottom right corner, which indicates the size of that district.
Note: The different colours of the districts are for the purpose of better recognition only.
- (B)** Your **score track** runs around the edge of that central area. *Note:* If you score more than 49, simply continue around again from 0 and add 50 points to your score at the end of the game.



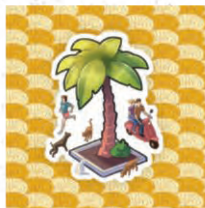
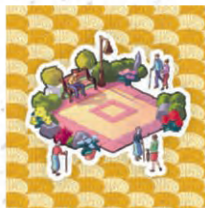
CALÇADA TILES:

There are 5 different **colours** of Calçada tiles. Most of the Calçada tiles also feature one of the five different **motifs**, with each motif appearing 4 times in each colour. Tiles without a motif have a **bonus symbol** on them instead (see BONUS TILES for more detail).

5 Colours



5 Motifs + 1 Bonus-Symbol



HOW TO PLAY:

Each game has several rounds. The players take turns clockwise.
On your turn, follow these **two steps**:

- (A) DECLARE AND MOVE A COBBLESTONE

(B) PLACE A CALÇADA TILE

Play then passes to the next player.

(A) DECLARE AND MOVE A COBBLESTONE

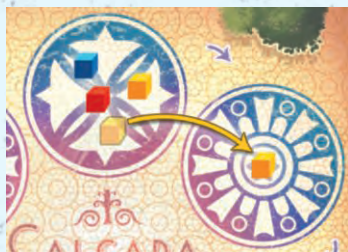
Choose **any 1 cobblestone** on a space on the gameboard and state out **loud** the colour of that **cobblestone** and the **total number of cobblestones** currently on that space. Then move the **cobblestone** you have chosen around to the **next clockwise space** on the gameboard. Important: If there is more than 1 cobblestone of that colour on that space, you still only move 1 cobblestone around to the next space.

(B) PLACE A CALÇADA TILE:

Take 1 **Calçada tile** from the face-up display for the **colour you declared**. Place it on an empty **square** on your Calçada board. Follow these rules when placing it:

-  The **square** must show the **number** that you said when you declared the cobblestone colour (i.e. the number of cobblestones on the gameboard space you chose before moving the cobblestone). If the total number of cobblestones on the space was 6 or more, you may place your Calçada tile on any square.
-  **Important:** The Calçada tiles within a **district** on your Calçada board must all be the **same colour**.
-  If you place a Calçada tile with a **bonus symbol** on your Calçada board, you immediately take 2 **bonus tiles** from the general supply and place them in front of you.

Example:



Isobel chooses a yellow cobblestone, and there are 4 cobblestones on that space. She says out loud, 'Yellow; 4', and moves the yellow cobblestone 1 space clockwise. Finally, she takes a yellow Calçada tile from the face-up display and places it on a square on her Calçada board that shows the number 4.

Important: **Do not** automatically refill the face-up display after you take a Calçada tile. You only place 3 new Calçada tiles to refill the face-up display for a colour once a player has taken the last face-up tile. Take the new tiles from the corresponding stack.

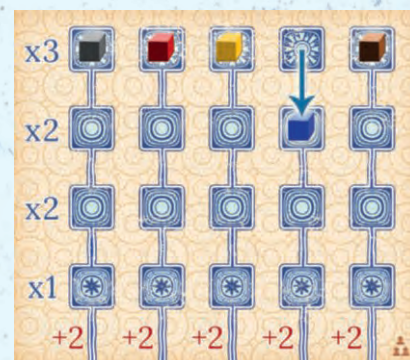
SCORING YOUR DISTRICTS:

Whenever you complete a **district**, you then score that district:

1. Multiply the **number of Calçada tiles** in the district you have just completed by the multiplier shown in the row for that colour on the scoreboard. You gain that number of **points**. Move your **scoring stone** that many points along your score track.
2. Then move the **cobblestone** for that colour 1 space down the scoreboard.

Important: If a cobblestone is already on the bottom space, you move it off the end of the scoreboard and gain **2 additional points**. From this point on, you may **no longer take Calçada tiles of this colour** from the *open display* for the rest of the game!

Example:



Clare completes a district of 2 tiles that contains blue Calçada tiles. On the scoreboard, the blue cobblestone is in the row alongside the multiplier $\times 3$. This means Clare gets $2 \times 3 = 6$ points, so she moves her scoring stone 6 spaces along her score track. Finally, she moves the blue cobblestone 1 space down on the scoreboard. The multiplier for districts with blue Calçada tiles is now $\times 2$.

BONUS TILES:

On your turn, you may use your bonus tiles to perform the following actions as many times as you want:

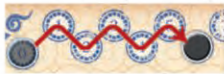
-  Discard 1 bonus tile to move any 1 cobblestone 1 extra space clockwise before performing STEP (A) DECLARE AND MOVE A COBBLESTONE.
-  Discard 1 bonus tile to replace the face-up display tiles for a particular colour before performing STEP (B) PLACE A CALÇADA TILE. Return the current tiles to the bottom of that stack and refill the display with 3 new Calçada tiles from the top of that stack.

Return all discarded bonus tiles to the general supply.

GAME END & FINAL SCORING:

The end of the game is triggered when someone moves a **second cobblestone** off the end of the scoreboard, after completing a district. Continue playing to the end of the current round, so that all players have the same number of turns. Then proceed to scoring:

- a) If you have **connected the same motif** orthogonally (i.e. vertically/horizontally), you receive additional points as listed in the table below. Neither the colour of those Calçada tiles nor the districts in which those motifs are placed matter when scoring these connections.

Number of connected motifs		2	3	4	5	6	7	8+
Points awarded		1	3	5	8	11	14	18

Note: The **bonus symbols** on Calçada tiles are **not motifs** and so do not count for these additional points.

- b) You receive **1 point** for each Calçada tile in **incomplete districts**.

- c) You get **1 additional point for every 2 bonus tiles** you have.

Move your **scoring stone** forward the corresponding number of points along the score track on your Calçada board. If your marker has moved beyond space 49, add 50 points to your score. The winner is the player with the most points. In the case of a tie, the tied players share the victory.



Example:



Over the course of the game, Kirstin gained 33 points. During final scoring, she gets 17 points for her connected motifs. (1+3+5+8). She receives 3 points for 3 Calçada tiles in incomplete districts (A + B + C). Her 7 unused bonus tiles give her an additional 3 points, so she moves her points marker along the score track to space 6. As her marker has passed space 49, she adds 50 points to her score.

Kirstin gained a total of 56 points ($33+17+3+3$).

If you have any questions or suggestions about Calçada, you can get in touch with us by post: Piatnik, Hütteldorfer Straße 229-231, A-1140 Wien, AUSTRIA; or email: info@piatnik.com



Warning! Not for children under 3 years. Contains small parts that could be swallowed. Retain address.

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