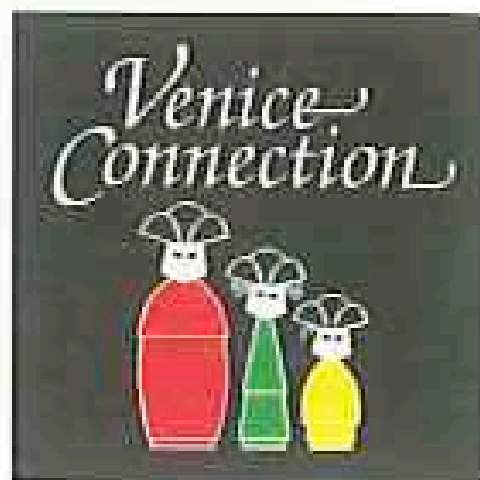


ADVENTURE CARDS

Dario De Toffoli

HEROES



VeniceConnection game 3.3

Pictures: Fabio Visintin

Design: Marina Pistorello - CompuService snc

Venice Connections

tel +39/041/5211029

fax +39/041/5240881

<dariodet@tin.it>

© 1998 - Venice Connection, Venice - All rights reserved

Dario De Toffoli

HEROES



- The players are HEROES in search of fabulous treasures that are guarded by mighty creatures in mysterious places.
- The package contains a set of 24 test-cards (all with the same backs) and a set of 24 adventure-cards (with backs in different shadings); the 2 sets have the same illustrations.
- Divide the set of 24 adventure-cards into 4 small 6-card packs of the same colour, numbered 1 to 6. Shuffle each pack separately - they stand for allies (green backgrounds), enemies (red backgrounds), mysterious places (yellow backgrounds) and the sought after treasures (purple backgrounds).
- At the start of the game lay out the 6 adventures to be embarked on - each adventure made up of 4 adventure-cards, one from each pack (the 24 adventure-cards will thus all be visible, divided into 6 groups of 4).
- The 24 test-cards (with the same illustrations as the adventure-cards) are shuffled and dealt in part to the players and in part are laid face down along one side of the table; 2 players: 8 to each player and 8 to the table; 3 players: 6 to each and 6 to the table; 4 players: 4 to each and 8 to the table; 5 players: 4 to each and 4 to the table.
- Object of the game is to conclude the 6 adventures. To do this you must have in hand the 4 test-cards of that adventure - corresponding to a group of like adventure-cards on the table.

- **THE GAME.** When it is your turn, you have always 2 options: A) **REQUEST** a card or B) **DECLARE** a card.
- A) Request a particular test-card from one of the other players, identifying it by its illustration or by its colour and number. If the player has it, he must hand it over and you can make another request or declaration; if he doesn't have it, your turn is over and passes to the player on your left, but you have the right to peek under one of the cards on the table.
- B) Point to one of the face-down cards on the table and declare its illustration or its colour and number, then turn it face up. If you guessed correctly, keep the card and continue with another request or declaration. If you missed, turn it face down again and it is the next player's turn - without your being allowed to look at another card.
In other words, as long as you keep identifying the right card, your turn continues, but at the first miss, your turn is over.
- When you have concluded an adventure, prove it by showing the 4 corresponding test-cards (discard these) and pick up from the table the 4 matching adventure-cards; then continue with further requests and declarations.
- If you run out of test-cards, you may still, when it is your turn, make requests and declarations.
- **WINNER.** The game continues until ALL the adventures are concluded. Winner is the player who concluded the most and brought back most treasures. In case of a draw, tally the numbers on the adventure-cards. Highest total wins.

VERSION FOR SMALLER CHILDREN. Deal out all the test-cards to the players (none face-down on the table).