



LET'S PLAY WITH "IRPINIA"
A GAME OF ACQUAINTANCE OF THE
"COMUNITA' MONTANA SERINESE - SOLOFRANA"
 (From 2 to 6 players or 2 to 6 teams with more players)

WHAT'S IN THE BOX:

- The box contains:
- 1 board representing the "Comunità Montana Serinese Solofrana", subdivided according to the communal border, in twelve territories;
 - Thematic pawns subdivided in 4 topic-categories (Nature, Culture, History, Wine-Food), for a total of 96 pawns of 6 different colors (a color for each player, for a maximum of 16 pawns to player);
 - A pack of 12 territory-cards, each card contains the name of one of the 12 Municipalities;
 - 16 pawn-small flags, 4 small flags for each of the 6 colors of game;
 - 12 packs of question-cards: a pack for each of the 12 Municipalities member of the "Comunità Montana Serinese Solofrana"; each question-card contains 4 questions concerning the 4 different topic areas of the game (Nature, Culture, History, Wine-Food)
 - CD rom
 - Thematic cartography
 - Rules of the game

AIM OF THE GAME

To be the first one among the players to "achieve the acquaintance" of all the own goal-territories (which are assigned at the beginning of the game and will be kept hidden to the other contestants).

Starting from the Municipalities drawn at the beginning, each own thematic pawn must be moved towards the *goal-territory*.

The pawns can be moved, through the contiguous communal territories represented on the board, only after correctly answered to the related thematic question.

The "achieved acquaintance" of the *goal-territory* occurs when the player successfully places on it, as a result of appropriate moving, the 4 different thematic pawns of his own color, demonstrating, therefore, to have answered correctly to the 4 thematic questions (Nature, Culture, History, Wine-Food) concerning that *goal-Territory*.

HOW TO PLAY ACCORDING TO THE DIFFERENT NUMBER OF CHALLENGERS

The number of *goal-territories* necessary to "achieve the acquaintance" and the number of pawns to play with depends on the number of participants to the game, as illustrated in the following table:

Number of players	Goal Territories to achieve	Starting Municipality on which to place the 4 thematic pawns	Total Number of thematic pawns to give to each player
2	3	4	16 (4 for each topic)
3	3	4	16 (4 for each topic)
4	3	3	12 (3 for each topic)
5	2	2	8 (2 for each topic)
6	2	2	8 (2 for each topic)

GETTING THE GAME READY

1. Place the board at the center of the table;
2. Every player takes the necessary number of pawns of the chosen color (Please refer to the previous table);
3. Deal out the cards of the Municipalities to the players in order to assign the starting Municipality;
4. Every player sets 4 different thematic pawns on the starting Municipality assigned; (Example: if the participants to the game are 4, three cards must be given; the player X receives the cards of Montoro Superiore, Serino, and Cesinali and therefore he will set 4 pawns of the same color but of different thematic on the territory of Montoro Superiore, 4 pawns of the same color but of different thematic on Serino and 4 pawns of the same color but of different thematic on Cesinali);
5. Collect and shuffle the cards of the Municipalities and then deal them out again in order to assign the goal-territories, that they will be kept covered and hidden to the other challengers;
6. At last, arrange on the table, the pack of question-cards concerning the 4 thematic areas (Nature, Culture, History, Wine-Food).

THE GAME BEGINS

The youngest player is the first to start. Keeping into mind his target *goal-territory*, he chooses on which communal territory, contiguous with his own starting Municipality, he wants to move and with which thematic pawn. The turn of each player ends when a wrong answer is supplied; in this case, he must pass to the player on his right.

HOW TO MOVE THE PAWNS

For all the lasting of the game, each player can freely choose, at his turn, the most suitable moving-strategy of the various pawns; that means that for each choice he can define, among all the own pawns and all the communal territories on which they are placed, which thematic pawn to move forward and towards which territory (with the only condition that the territories must be contiguous geographically) regardless of which has been the previous movement.

Example: *at my turn of the game, I have chosen to move the cultural pawn from the territory of S.Michele to the one of Serino; afterwards, both in case of exact or wrong answer (that means either if I continue my turn or if I jump to the next turn), I can choose to move the wine-food pawn from Montoro Sup. to Solofra, without obligation "to continue" the previous choice.*

THE CHOICE OF THE THEMATIC PAWN to move defines the topic (Nature, History, Wine-food, and Cultural) to answer to.

Example: if my pawns are on the Municipality of Solofra and I choose to move on the territory of Serino the Nature pawn, I will have to answer to the Nature question on the card picked from the pack from the Serino Municipality.

THE CHOICE OF MUNICIPALITY on which to move, obviously chosen among those contiguous to the territory on which the pawn to move has already been placed, can bring to the following possibilities:

a. the chosen communal territory is free from thematic pawns of other players.

In such case the question can be asked:

-In case of correct answer the player can move the pawn and carry on his turn choosing again where to move, with which pawn (consequently, he can answer to new questions);

-In case of wrong answer, the turn passes to the player on the right.

b. the chosen municipal territory is occupied from pawns of other players, but the thematic are different from the one chosen:

In such case, as in the previous one, the question concerning the Municipality and the thematic chosen is asked, and like previously

-In case of correct answer the player can move the pawn and carry on his turn choosing again where to move, with which pawn (consequently, he can answer to new questions);

-In case of wrong answer, the turn passes to the player on the right.

c. on the chosen municipal territory there is already a matching thematic pawn of a challenger

In such case the turn player must compare his own acquaintance on that Municipality with the one of the challenger whose pawn is already present on the territory. Such comparison, takes place through questions asked to both players, according to the modality described in the following paragraph "comparison of acquaintance"

d. on the chosen municipal territory there are more matching thematic pawns of challengers

In such case the turn player chooses, among the challengers with the same thematic pawn on the territory in issue, the one with whom he will have to hold the "comparison of acquaintance".

COMPARISON OF ACQUAINTANCE BETWEEN TWO PLAYERS

The turn player (challenger) and the one called to "compare"(defender) must, one at a time, answer to two different questions on the thematic of the pawn that the challenger wants to move, picked from the cards relating to the Municipal contended for the "comparison". According to the correctness of the answers of both contestants, the movements must be verified, as illustrated in the following example/table.

Example: *The challenging player, whose Nature pawn is placed on Cesinali, chooses to move it on the Municipal of S. Stefano, on which the nature pawn of the defender is placed. A third player will read first to the challenger and then to the defender two different Nature questions picked from two questions-cards of the Municipal of S.Stefano.*

Answer Challenger	Answer Defender	Challenger's Pawn	Defender's Pawn
<u>correct</u>	<u>correct</u>	<u>Moves to the Municipality chosen for the "comparison" and continues his turn</u> (moves the nature pawn from Cesinali to S. Stefano)	<u>Moves to a Municipality chosen among those neighboring with the territory of "comparison"</u> (moves the Nature Pawn on a Municipality chosen among those neighbors with S. Stefano)
<u>wrong</u>	<u>wrong</u>	<u>Stands still in his place and passes the turn</u> (the Nature pawn stands still on Cesinali and the turn will pass to defender)	<u>Stands still in his place</u> (the Nature Pawn stands still on S. Stefano)
<u>correct</u>	<u>wrong</u>	<u>Moves to the Municipality chosen for the "comparison" and continues his turn</u> (moves the nature pawn from Cesinali to S. Stefano)	<u>Moves to the Municipality from which the challenger moves</u> (moves the Nature pawn from Cesinali to Santo Stefano)
<u>wrong</u>	<u>correct</u>	<u>Stands still in his place and passes the turn</u> (the Nature pawn stands still on Cesinali and the turn will pass to defender)	<u>Moves to a Municipality chosen among those neighboring with the territory of "comparison"</u> (moves the Nature Pawn on a Municipality chosen among those neighbors with S. Stefano)

ACHIEVEMENT OF THE ACQUAINTANCE OF OWN GOAL-TERRITORY

The achievement of the acquaintance occurs when a player succeeds to place the 4 different thematic pawns on his own goal-territory, that is when, after all the appropriate movements on the Municipalities of the Comunità Montana, he answers correctly to the 4 different thematic of his own goal-territory.

Only at this stage, the player will make known to the other contestants the achieved goal, picking up the thematic pawns from that Municipality and replacing them with the flag of his color, so to clearly show to the participants the "acquaintance achievement" of that Municipality.

MOVING ACROSS A MUNICIPALITY ALREADY ACHIEVED

When a contestant decides to move his pawn through a Municipality already achieved, he can only answer to the question without any possibility of comparison with the owner of the Municipality; he must, instead, face a "comparison of acquaintance", if on the achieved territory there are moving thematic pawns belonging to other players.

THE STARTING MUNICIPALITY AND THE GOAL-MUNICIPALITY ARE THE SAME

The player that accidentally received as goal-territory the same one that previously was assigned as starting Municipality, in order to not be moved from possible "comparisons of acquaintance", will have to reveal to the other contestants this advantage, placing on the territory in issue, besides the own 4 thematic pawns, the pawn- small flag too.

That does not only mean that the player has already achieved the territory, but that, in case of moving of opposing pawns, he will not have to face the comparison of acquaintance; however he will have to answer to the 4 thematic questions on the Municipality in object.

In any moment of the game, the player, obviously at his own turn, can choose to answer to the thematic of the Municipality already marked as his "goal" and, in case of correct answer, he can remove the pawn of the relative thematic from the municipal territory in object.

Like always, in case of wrong answer, the player will have to pass the turn to the player on his right.

Removed the 4 pawns (Wine-food, Culture, History and Nature) from the marked Municipal territory, the player can declare achieved the acquaintance of those goal-territories, leaving placed on it the only flag.

WINNER AND AWARD!

The player that achieves, one at the time, the acquaintance of all own goal-territories, wins! The award, for all the contestants, is to have achieved, playing, a great acquaintance of this territory with thousands of things to see!



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