

DON CARLO

*Together
our families
are stronger!*



A COOPERATIVE GAME FOR 2 TO 4 PLAYERS AGE 8+

You'll need the "Don Carlo" card game for this play variation!

PREPARATION:

You always play with the **number cards of all four families**. Shuffle the 25 number cards for each family separately, then put the four piles on top of each other. This is your **shared draw pile** containing all of the 100 number cards. Each player should draw **five cards** from the pile — these are your hand cards.

Now take the country cards and return country card #5 (ABRACADABRIA) to the box. Shuffle the six remaining country cards and lay them out in a row. The order of the countries should be entirely random.

WHAT'S OUR MISSION?

You all play together, against the game. Each country card in the row represents a task. You win if you **complete all of the tasks in the given order, from left to right**.

First, you need to complete the task on the country card on the left, then the task on the card to its right and so on. As soon as one of you completes the final task (on the far right), you've won the game.

HOW TO PLAY:

The youngest player starts; play then continues in a clockwise direction. As in the original game, you must create a code name for your agent when it's your turn, then send it to the appropriate country.

The following variations apply:

1. The agent code name you create can comprise up to five hand cards.
2. You may also use number cards of different colors to create code names. However, you must still sort the numbers in ascending order and each code name may only be used once — regardless of the color of the individual cards.
3. You must complete tasks in the correct order, i.e., you cannot send the “last” agent to this country.

Beware: You may send your agents to suitable countries from the start of the game. However, you may only complete the task on the country card that is furthest to the left.

HOW DO YOU COMPLETE TASKS?

The task on a country card is complete when the **correct number of agents** have been sent to the country:

- For countries 4–8, you must send as many agents as the number indicated on the country card.
- For countries 1–3, you will need three agents.
- And for countries 9–12, you must send nine agents.

This corresponds to exactly the “country points” of the basic game.

Note: In this play variation, you do not receive any points for your agents. All that matters is that you work together to complete all of the country cards.

Completed a task?

Molto bene! Then take **all of the agents** that are under this country card and put them in a pile. Place this pile face down on top of the country card. The country is now **closed** and you cannot add any more agents to this country anymore. You need to complete the task on the right card along next.

Don't forget to draw more cards!

At the end of your turn, draw enough number cards so that you have five cards in your hand again.

HELP, I CAN'T CREATE A CODE NAME FOR AN AGENT!

There are three situations where you cannot create a code name for an agent:

1. You've used up all possible code names.
2. The corresponding country has already been closed.
3. You can only create new agents that fulfill tasks and it isn't time for these tasks yet.

Can't create a code name for a new agent?

Then you must place one of the cards in your hand to the right of the row of country cards as a **penalty card**. You then draw another card to replace it and your turn ends.

CAN WE CONFER?

- Yes, you can discuss the **country cards** laid out in the middle at any time. For example:
Would it be ok for me to close Egoistria?
Can someone play a card for Absurdistan?
Then I can complete the task.
Please leave country card #7 open,
else I won't be able to play any cards!
- However, you are not allowed to talk about the **specific cards you have in your hand** or their numerical values.

END OF THE GAME:

The game can end in one of two different ways:

- **You've won:** Completed the task on the last country card? Splendido! Blood really is thicker than water.
- **You've lost:** Does one of you have to discard a fourth penalty card? Oh no! Well, that's it then! Pull yourselves together and have another try.

TOO DIFFICULT? TOO EASY?

- Make the game **easier** by removing a country card with a higher number instead of country card #5 at the start (e.g., #6 or #7).
- Make the game **harder** by returning country card #4 (ABSTRUSIA) to the box at the start instead of country card #5 (ABRACADABRIA).
- It is **even more difficult** if you each only play with four cards in your hand.
- And **for the real pros:** try to win without Abstrusia and with only four cards in your hand.

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