

DON CARLO

Which family has the greatest influence?



INSTRUCTIONS

A really dangerous game for 2 to 4 players age 8+

CONTENTS

100 number cards

25 cards each in 4 different colours:

4 × numbers 0, 1, 2, 3 and 4

3 × number 5

2 × number 6



7 country cards



You also need pencil and paper to write down the points.

WHAT'S IT ALL ABOUT?

Each one of you is the Consigliere (counsellor) of an old-established family. Your task? Gain the maximum possible influence for your family in Absurdistan and the neighbouring countries. To achieve this, send out agents to these countries and attempt to gain an edge on the other families. The one who combines their cards most cleverly, pockets the most points at the end.

HOW TO SET UP THE GAME

Each of you chooses one of the four families and takes the corresponding **25 coloured number cards**. Return the remaining number cards to the box. Shuffle your own number cards and place them face down in front of you. That is your **family stockpile**.

The eldest player is the **bookkeeper**. They take a sheet of paper and a pencil and write down the players' names. During the course of the game, they write down your points in your column.

Now place the **country cards** in the centre of the table. Depending on the number of players, use those countries with the following numbers:

4 players: [1-3] [4] [5] [6] [7] [8] [9-12]

3 players: [1-3] [5] [6] [7] [8] [9-12]

2 players: [1-3] [5] [6] [7] [9-12]



Game set-up for 2 players



HOW TO PLAY

Take it in turns, with play moving in clockwise direction. At the beginning of the game, each of you draws **four number cards** from your family stockpile. These are your **hand cards**. Make sure no-one else can see the numbers you hold in your hand. Take a look at your four hand cards. They show you the head of your family and a number from 0 to 6. To strengthen the influence of your families in the various countries, send your agents to these countries. But their names must remain top secret, of course.

Therefore, you give each agent a **code name**. Generate this code name using the numbers on your hand cards.

The youngest player begins. Is it your turn? Then send **exactly one agent to a corresponding country**. How does that work? It's all very simple:

1) Assign a code name: Give your agent a code name. This name may comprise **up to four numbers**. To make this up, use from **1 to 4 of your hand cards**. Sort the cards according to their numbers, in ascending order from left to right.

Example: Adrian is the counsellor of James Cook and has the hand cards 1, 1, 6 and 6. He chooses the 1 twice and then a 6 to go with them. He uses these to generate the code name 1/1/6.



2) Designate a country: Send your agent to the corresponding country. For this, simply add up all the numbers of their code name. The sum indicates which country you must send your agent to.

Notes: Both of the countries Egoistria [1-3] and Squadronia [9-12] each show a range of numbers. That means that the sum of the code name can be any number within this range of numbers.

And since there is no country with the number 0 or 13, you may not, of course, use your hand cards to generate any number 0 or greater than 12. If there are less than four players, there are also other numbers that you cannot generate.

Example: The code name of Adrian's agent, 1/1/6, makes up the sum $1 + 1 + 6 = 8$. Thus, he sends this agent to Chaotania [8].

Attention: Each code name may only be present once in each country! That'd really take the biscuit, if there were two agents 1/1/6!

3) To the back of the queue: Haven't any of you yet managed to send an agent to this country? Then place yours directly under the country card. Are there already some agents up to mischief in this country? Then place yours at the very bottom, "at the back of the queue" so to speak. Thus, you can always see which agents are out and about in the country and also, in which order you sent them there.

4) Scoring points: Each new agent immediately gains you **influence points**. Did you send your agent to that country? Then count up the **total** agents now milling around in that country. The agent just played also counts, and all those that **you and your fellow players** had previously sent to that country. This **number** is your points score.

Example: Anja sends her new Agent 0/1 to Egoistria [1-3]. Anneli's Agent 1 and both Benito's Agents 1/1 and 2 are already there. Altogether, there are now four agents present in this country. Thus, Anja receives four influence points.

Furthermore, you can gain additional bonus points for certain **combinations of 3**.

- Three consecutive numbers (0/1/2, 1/2/3, 2/3/4, 3/4/5 and 4/5/6) gain you **one bonus point**.

Note: The run does not "continue round the corner"! That means that for 5/6/0 and 6/0/1 **no bonus points** are gained!



- Three identical numbers (1/1/1, 2/2/2, 3/3/3 and 4/4/4) gain you **two bonus points**.



Add the **influence and bonus points** together. The bookkeeper writes these down in your column.

Attention: Bonus points are only gained for code names comprising exactly 3 numbers.

5) Don't forget to draw cards: Draw enough cards from your family stockpile to make up four hand cards. Then the player on your left takes their turn.

WHAT DO I DO, IF I CAN'T SEND OUT AN AGENT?

It's your turn and your four hand cards don't allow you to send a new agent to a country? That means, you can't generate a single code name that isn't already on the board? Then lay your hand cards face up in front of you. Draw the top card from your family stockpile and lay this with the others. Now try again, to generate a valid code name. Of course, you may still only use up to four hand cards! You still can't do it? Then draw a sixth card and so forth, until you are able to send your agent to a corresponding country and gain your points.

Next, pick up your hand cards again. If you have more than four hand cards, you must continue to place cards at the bottom of your family pile, until you are left with four hand cards. If you have less than four hand cards, draw new cards as usual.

If you have all your remaining number cards lying before you and still cannot generate a code name from the four cards, then the game ends here for you. From now on, your fellow players bypass you.

Have you played out all your 25 number cards? That of course, also means the end of the game for you.

END OF THE GAME: COUNTRY SCORING

None of you can send a new agent to a country? Then the tension mounts even more as you now get your much-wanted **country points**:

Go through the countries one at a time. Look at each country and see who has sent the **most agents** to that country. This player gets the corresponding **country card**. Have more than one player got the same score? Then the country card goes to the one who **first** sent their agent to that country.

Attention: It's the number of agents that counts, not the number of cards!



Example: Zampiano (blue) and Donny (green) each have 2 agents in Squadronia [9-12]. Zampiano sent an agent there before Donny, so Zampiano wins this country card.

Note: Of course, the bookkeeper had already written down the influence points for both the combinations of 3; 3/3/2 (2 bonus points for Zampiano) and 3/4/5 (1 bonus point for Donny).

Have you distributed all the country cards? Then add up your country points: the printed number of the country is decisive.

Attention: Egoistria [1-3] always counts 3 points. Squadronia [9-12] always counts 9 points!

The bookkeeper writes down your country points in your column. Now work out your total score (influence, bonus and country points). The one with the most points wins and is awarded the honorary title of **Don Carlo**. In the event of a tie, the player with the fewest own number cards, wins. If there is a tie here, too, then you share the victory. How about a return game?

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