

VATICANO

The game is composed by a deck of 55 cards:

- 1 set of 10 cards represents the Guards
- 1 set of 10 cards represents the Shadows
- 1 set of 16 cards shows the Guards' weapons
- 1 set of 16 cards shows the Shadow's weapons
- Two QUICK-REFERENCE cards (graphic summary of the relationship between Attack weapons and defence weapons)
- 1 card is the TREASURE OF St. PETER

Aim of the game:

The aim of the players is to win 2 rounds out of 3 by eliminating all opponent characters.

Game setup:

Each player chooses a side (Guards or Shadows).

All the cards are divided into 4 groups:

- Guards characters
- Shadows characters

- Guard weapons (for Attack and Defence)
- Shadows weapons (for Attack and Defence)

The Treasure card is given to the Guards

Game play:

Each player receives 5 character cards and 5 weapon (attack/defence) cards.

Each player will place all character cards visibly on the table [face up] and will assign one weapon card to each character placing it [face down] next to the character.

The game is divided now in a series of turns where players attack alternately each other until all their available characters have executed an attack action, or until all opponent's cards are eliminated.

A player is allowed to attack any opponent character, even repeatedly, in the same turn provided the attackers are different.

-FIRST ROUND-

ATTACK SEQUENCE

- The players decide who will start the sequence. Example: Player A starts by attacking Player B
- Player A selects one of his/her characters that will perform the Attack. Player A will also choose which character belonging to Player B will defend itself.
- Player A can attack with the weapon on his/her character's card (icon on red background) or with the hidden weapon (the weapon card that was previously assigned to that character and held covered)
- Player A declares the attack weapon
- Player A turns sideways (90°) his attacking character
- Player B will now show the hidden arm's card (that was previously assigned to this character) and will defend his character with all defensive weapons available (both on the character's card as well as on the weapon's card)

If any defence weapon can block the attack then the defence is successful and the attack is null. (both Players can check the QUICK-REFERENCE cards to see which weapons are blocked by defence). Players now switch Attack/Defence roles

- If no weapon held by the defending character can stop the attack, then Player B loses the character, it is removed (together with the weapon's card) from the table. Players now switch Attack/Defence roles

The players now will take turns in a series of rounds where players attack alternately the opponent until a Player can no longer execute an Attack action (ie. all his characters cards are all turned 90° or terminated).

It is possible, and highly likely, that one of the two players at the end of a turn, has one or more unused characters cards. Now the turn is over and prepares the next round, as described below.

CHARACTER CARD "Albert"

This character has performed an **ATTACK ACTION** in this turn and it is turned sideways



CHARACTER CARD "Martin"

ATTACK = GUN
DEFENCE = HELM



USED WEAPON CARD for "Albert"

ATTACK WEAPON=SWORD
(not effective attack against a 'chain' defence card)
DEFENCE WEAPON=SWORD
(effective defence against a "rope" attack card)



HIDDEN WEAPON CARD for "Martin"

NEXT ROUNDS

The players now collect all hidden weapons cards on the table and reassign them to their available characters. They can, if they choose to, allocate them in a different way. They can also exchange one or all weapon cards by drawing new ones from the deck of weapon cards for Guards or Shadows.

The next **ATTACK SEQUENCE** follows the same pattern of the first round.

The rounds continue until a player eliminates all the opponent's characters. The winner is rewarded with St. Peter's Treasury. A rematch is played until one of the two players scores a second win, at this point the game ends with his/her **FINAL VICTORY**.

This game allows for minor variations to these basic rules for advanced gaming. For example, players can re-assign the WEAPON cards to the characters after each turn or simply turn them face down once used successfully thus adding the element of memory to gameplay.

Visit us on: www.italypromo.com