



GOAL OF THE GAME

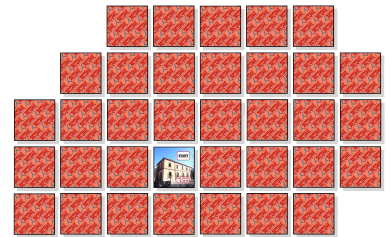
A game that also serve as a tourist guide to discover 35 enchanting places in the Municipality of Mandello del Lario: who will be the first to retrieve and assemble on their board all the components needed to compose the coat of arms (three eagles, a tower, a red-striped ornament, and a frame) and bring them to the Town Hall? Move to explore the many corners that characterize the town, but be careful not to encounter the purple villager in anger and above all not to end up in the cemetery...

From 2 to 5 players, aged 6 to 99, can participate in each game.

PREPARATION

The package contains 6 tokens of different colors (one for each player and a purple rage token for "shared" use), 35 "Mandello" tiles, 24 "event" cards, 44 tokens divided into four types (20 eagles, 8 towers, 8 ornaments with red stripes, and 8 frames), 5 "coat of arms" folders to store your tokens (6 in mandatory positions with specific tokens, up to 2 of any type in the other free positions), a die, and these instruction sheets.

Shuffle the "Mandello" tiles and then place them face down (that is, with the logo facing upwards excluding the starting one "start" which must remain always visible) in a checkerboard pattern (or forming a figure as desired, as long as each tile is adjacent to at least two others), ideally reconstructing the layout of Mandello del Lario. Place the players' tokens and the purple rage token (the angry townsman) on the "start" tile. Distribute one "coat of arms" folder and 2 "event" cards to each player, and create a deck with the remaining undistributed cards. Finally, group the tokens on the bank by type.



HOW TO PLAY

In turns, each player can choose to either use one of their "event" cards of their choice (one other player, if involved, can cancel it if they have a jolly card - the used cards are then to be placed back at the bottom of their respective deck) or roll the die and:

1. if they roll a 1, they must cover a "Mandello" tile of their choice among those already uncovered, provided it is not occupied by any tokens (excluding the "start" tile). If there are no coverable tiles, they can choose to move their own token or the purple rage token to a "Mandello" tile, as specified below;
2. if they roll a 3, they must move the purple rage token three "Mandello" tiles (each movement is allowed only horizontally or vertically, never diagonally, and never passing multiple times on the same "Mandello" tile in a single move). If, during the movement, the purple rage token lands on a "Mandello" tile (excluding the starting tile) with one or more player tokens, each player must return a token of their choice to the bank, and the movement stops;
3. if they roll a 2, 4, or 5, they must move their token two, four, or five "Mandello" tiles (each movement is allowed only horizontally or vertically, never diagonally, and never passing multiple times on the same "Mandello" tile in a single move). At the end of the movement, if the player lands on an undiscovered "Mandello" tile, they must uncover it and follow the instructions on it (if any): take (+) a token from the bank (if available) and store it on their "coat of arms" folder (but not exceeding the still available free spaces) or return (-) a token to the bank (if owned) as depicted on the tile. If the tile depicts the cemetery and a skull, the player loses everything and restarts the game from the "start" tile with only two new "event" cards drawn from the respective deck (if available). Additionally, if the tile shows a circle of the color of their token, the player retains their turn. However, this does not apply if they land on a "Mandello" tile already uncovered or if they encounter the purple rage token (see the previous point);
4. if they roll a 6 and does not already possess 4 or more "Event" cards, they must draw the first one from the respective deck (if available) and choose whether to use it immediately or keep it (they can use it on a later turn, always as an alternative to rolling the die), as previously described. Otherwise, they skip their turn.

The player who first manages to acquire at least three eagles, a tower, a red-striped ornament, and a frame wins the game (regardless of having additional tokens in the two free positions on their board). Additionally, if you want to make the victory more challenging or extend the duration of the challenge, for win the player also must by stopping at the end of his turn exactly on the "Mandello" tile depicting the Town Hall (the one with two checkered flags), after having previously discovered its location (regardless of the player who revealed it). Have fun!



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