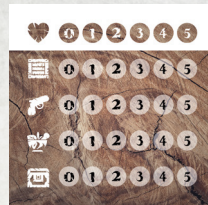




1 village card



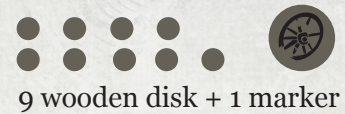
19 path cards



1 score card



4 dashboard cards



9 wooden disk + 1 marker

### Setup:

Place the village card in the middle of the table and the 11 path cards (chosen randomly) around it.

Place the marker on the village card.

Each player picks up one dashboard card and a number of wooden discs according to the number of players:

**1 player:** 4 discs

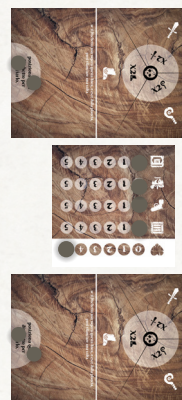
**2 players:** 2 discs

**3 players:** 1 disc (the youngest player will get 2 of them)





**4 players:** 1 disc.

Lastly, place the score card in the center of the table, positioning the 5 remaining discs on the **treasure points "o" box**, and on the **life points "5" box**.

example of preparation for a two-player game



### Goal of the game:




Each path card shows one or more treasure icons in the top right corner: chests , weapons , herbs  and coins .

To win you must get one treasure point for each type and then return with the marker to the village card.

### Playing the game:

Barlòtt is a co-op game, where you'll have to decide game strategies collectively, how and where to move the pawn, and thus you'll all win or lose together. When you are ready, you can move the marker on a card next to yours, horizontally or vertically. If you move on a card, you have to stop and beat it.

### Beating path cards:

In order to beat the monsters/characters on the path cards, you must reach the score shown in the lower right corner of the card. The symbols shown on the path card are the same as those on the dashboard, i.e. the boot , the magic stick , the sword .

Place your discs inside the half-circle on the board paper. Then with a tap (flick) of your finger, try to direct the disc in one of the areas with the symbol you are interested in. The board is in fact split into 3 segments, in each of which there is an icon. By sending the disc in one of these three areas you will get **1 point for that symbol**. Towards the center there is instead a clear area, where the 2x label is associated with the symbol, in this case **you will get 2 points**.



Lastly, in the center of the board you will find a black circle with a skull icon, if your **disc will cover the skull you will suffer a wound and you will have to try the fight again**. If the disc does not cross the white line marked on the dashboard, or goes all the way off the board, the shot is considered invalid. **You can throw your discs again once**. At the end of the two shots, check that the total number of points on the board matches and/or exceeds the points required by the path card. If this is the case, **you have completed the path card**.

The points you have on the board at the end of the shootings count.

If you were not able to reach the minimum score, or during the tosses one of your discs hit the skull, **you will suffer a wound**.

### Completing the path card:

If you have solved the path card you can get the treasure in the upper right corner corresponding to it. If there are two icons with the symbol “+” you will get both rewards, if there is the symbol “/” you can choose only one. After you have chosen your treasure, mark the point on the score card. Then move to a new map next to it, and then flip the newly completed map.

### Suffering a wound:

If you failed to solve the path card you are defeated by the monster, you lose one life point (deduct 1 life point from your score card).

You can then continue playing, trying to fight the monster again.

Or you can move to an adjacent path card, but to do so you lose one life (deduct 1 life point from your score card).

### Examples:

**Example “Completing the path card”:** the players have defeated the “Savages of Bosco”, they then get 1 weapon point, they move and turn over the “Savages of Bosco” card, which becomes the “Savages of Bosco leader”.



**Example “Suffering a wound”:** if instead the players lose to the “Savages of Bosco” they lose one life point, they may decide to try their luck again, but they decide to move to an adjacent map sacrificing 1 additional life point.



### Using treasure points:

**-Picking a path card:** By deducting any treasure point you can choose a card from the cards outside the game, and place it next to any card. This is handy in case there are no monsters with all 4 types of treasure points among the cards present.

**-Recovering one life point:** By subtracting a “herb” treasure point you earn a life point and mark it on your score card.

### End of the game:

If your life point counter reaches the “o” box, you lose the game. If you can get at least 1 treasure point per type and return to the village card you win!

### Variants:

If you want to try new challenges, you can play with a variable number of life points and treasure per type:

Easy: 5 life points / 1 treasure per type

Average: 4 life points / 1 treasure per type

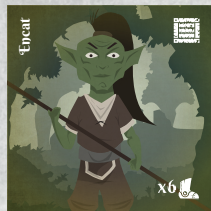
Hard: 4 life points / 2 treasures per type

Epic: 3 life points / 3 treasures per type



# Barlòtt

Barlòtt, thieves, witches and legendary  
Ticinese characters game.



18 path cards



4 dashboard cards



8 wooden disk

## competitive game rules

You don't like co-op games and prefer a game mode where you can beat your friends? In this barlòtt mode, you can play with two players (one against one), three players (two against one) or four players (two against two).

### Setup:

Divide into two teams as mentioned above.  
Each player picks a board, and each team has 4 discs.  
Two players (one vs one) will have 4 discs each.  
With 4 players (two vs two), each player will have 4 discs.  
Pick the 18 path cards, shuffle them and place them in the middle of the table.

### Beginning of the game:

A player turns the first card in the deck, counts to three, and then off you go.  
The goal in this mode is also to defeat the monster, by obtaining a corresponding or higher number of symbols on the board.  
Here, all players will be able to continue throwing (flick) the discs without a number of shots or time limit, simply the first player who will complete the path card, managing to move the markers to the correct areas of the board, says "Barlòtt" and takes the card.

### Draw:

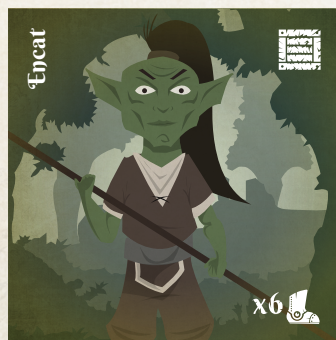
If the two teams finish at the same time, they play a tiebreaker.  
One player for each team throws a disc, trying to send it as far as possible towards the center (towards the skull). The team that comes closest to the center wins and gets the card.

### Crapa!

If you notice that the disc of the opponent player has a disk placed above the skull in the center of the dashboard, yell "Crapa!".  
The unfortunate player will have to throw again all the discs placed on the board.

### End of the game:

The first player/team that wins 5 cards wins the game.





### Count Ruggero:

The legend of Count Ruggero is perhaps one of the most famous and is probably that which generated the most stories in Ticino. According to legend, centuries ago, this evil man dominated the lands of Malcantone, terrorizing the poor citizens who were forced to give up part of their property so as not to risk ending up in the dark dungeons of his castle. It is rumored that even after the count was defeated, he returned to haunt Malcantone as a ghost.

### Crescitt:

Ticino is full of stories about goblins, dwarves, elves and crescitt.

In the Leventina the Crescitt had been spotted several times by our ancestors, or heard giggling in the bush. They stole the unattended objects of the peasants, or played little tricks on them. Like most of the other leprechauns they were not evil or cruel, but definitely quite mischievous!

### Cröisc:

The Valle Bedretto was once inhabited by the Cröisc, ape-like creatures, with just one big eye. They danced and screamed at the top of their lungs. The inhabitants of the Valle Bedretto told that they often had to donate bread to these noisy guests so as not to incur in their woes.

### Encat:

Often, in the horse stables in Leventina, the quadrupeds would be heard getting angry and causing a ruckus. The farmers knew then that an Encat was pestering the animals by hitting them or tying their tails. The only way to get rid of this naughty leprechaun was to throw some millet, or bring a white lamb into the stable.

### Giants:

In ancient times giants lived on our lands. They shaped our mountains, rivers, valleys and created forests. They were unpredictable creatures, some of them good and wise, others evil and ruthless.

### Nymphs:

Many legends and stories tell about nymphs (or dryads) throughout Ticino. They are beings of boundless beauty, who often live inside the trees and only come out when the moon rises to dance on the surface of the lakes.

### Poor dead:

One evening, on the Ceresio banks, in a violent storm, a man noticed a boat in the distance. The boat was full of skeletons, singing an ancient song! All of them, one by one, removed their arms and legs and wielded them like flashlights to make their way through the darkness of the night. When they reached the shore, they got out of the boat to begin their sad parade.

### The eyes:

One evening a man was walking in the scary woods of the "Rossa", between Riva San Vitale and Rancate. He felt he was being watched and continued his journey to Besazio, where he lived. Shortly before arriving, darkness enveloped the road, and two huge shining eyes appeared from nowhere. For a few seconds the eyes stared at the man, then, suddenly, they disappeared, and everything went back to normal.

### Bosco Savages:

The savages of Bosco lived near Bosco Gurin. They were good, they helped the inhabitants and looked like men in every way. But they had their feet twisted, that is, their toes behind and their heels in front. They were mostly peaceful, but they were inflexible with those who behaved dishonestly towards them or their people.

### Fescoggia Witches:

In the woods of Fescoggia, on cold nights, one could often hear screams and songs among the chestnut trees. It was the witches, who in the middle of the Barlòtt (sabbath), danced and invoked terrible spells. They gathered next to a brazier, where they placed their cauldron to prepare magical concoctions.

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