

Banditi

Of Carlo Macor

Story : We are in the Californian far west.

With your Characters you must fight your enemy with the force of attack and defence.

You will find the “**Sceriffa**” (Lady Sheriff) able as his equivalent “**Sceriffo**”(Sheriff man) but the more able of all is the **Bandito** (Bandit) in attack and defence too.

The “**Bandita**” (Lady Bandit) is very able , quite as the “**Indiano**” (Indian)

The “**Ballerina**” (Dance girl) and the “**Indiana**” (Lady Indian) are quite as the “**Cercatore d’oro**” (gold finder) and the “**Becchino** (Black man) are soft in the attack and in the defence. The “**Banchiere**” (Bank worker) is able in the defence.

The **Cowboy** can use the attack but not so a lot , The “**Capotribu**” (Head Indian) has middle ability.

To get a strong attack you must have good lucky and find the Dinamit but the Winchester and the Carabina have good attack points.

Anyway you can hope in the Pistole (Pistol) because with the Arco (arc) and Coltello (knight) you can do little attack.

In the case of defence the lucky must give you Carro well defended and Tenda and Cactus
But don’t affidate your defence at only cactus.

List of material game : 56 cards divided in 12 cards characters , 22 attack cards and 22 of defence.

Setup of game: divide the blu back cards (characters) from the orange cards (attack+defence).

Mix the blu cards and divide for the players as the follow table:

players	2	3	4	5	6
cards	6	4	3	2	2

If we play in 2 players:

Each player get 6 character cards. He show just one , proposig a character that he choose.

The character card has an attack value and a defence value.

Example the lady sheriff (“Sceriffa”) has 7 attack points and 4 defence points, this means that the player start with these values.

Now you give 4 orange cards each player. Don’t show the cards.

Look at the 4 cards and you can make a first change.

Choose some cards and discard that, and substitute it with new ones.

Try to make a strong attack or hight defence value.

All the players do the first changment of cards.

You must show to adversary player the cards of the first changement, but don’t show the new cards. After the first changement you will pass to the second change of cards.

As the first step you can change any number of cards that you like.

After this second changement the players declare the maximum number of attack or defence realized.

The number is the value of showed character card and all orange cards that you have actually.

Example : You have the lady sheriff showed. The sum of orange cards are 8 for attack and 4 for defence. Suppose a “Carabina” (5 attack points) + a pistol (3 attack points) equal at 8 attack points. The defence cards are a “Tenda” (3 defence points) + a Cactus (1 defence point)

If you sum the points of character Lady sheriff you have $8+7 = 15$ attack points and $4+4$ defence points.

You have more attack points than defence points so you declare 15 points. There is no important if they are of attack or defence points.

If your enemy player has more point of you (attack or defence it's the same) then you lose your character. You must show another character card to play next turn.

If you get more points that your enemy he will discard the character card and substitute it with a new one. If the value is the same will win the player that has the character name in the initial story of this rules.

If you play in 3,4,5,6 players.

You play as two players game but with the difference :

if the orange cards are not enough for the exchange, then mix all the previous discarded cards and use that to make the change requested.

Each turn just only a character card remain alive , all the other characters cards of loser player will be discarded.

Winner :

The unique player that remain with at least a character card when all the other one lost all the character cards.

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Graphics of characters : Estrada

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