

VBI MAIOR
RULEBOOK

VBI MAIOR

VBI MAIOR IS A COOPERATIVE CARD GAME OF SKILL, MEMORY AND MIND-CONNECTION, FROM 3 TO 6 PLAYERS.

THE GAME HAS BEEN CREATED BY ROME GUIDES, AN ASSOCIATION OF TOURIST GUIDES OF ROME: THE OBJECTIVE IS TO PROVIDE A COMPREHENSIVE UNDERSTANDING OF PEOPLE AND EVENTS THAT HAVE MOST CHARACTERIZED THE HISTORY OF THE ETERNAL CITY, DIVIDED INTO 90 FUNDAMENTAL MOMENTS.

TRY TO PSYCHOLOGICALLY READ THE ATTITUDES OF THE OTHER PLAYERS. KEEP IN MIND THE CARDS IN YOUR DECKS. RESPECT THE CHRONOLOGICAL ORDER OF THE MAIN EVENTS OF THE HISTORY OF ROME. IN THE MEANTIME, POSITIVE EVENTS (BLESSINGS) AND NEGATIVE FORCES (CURSES) WILL TRY TO INFLUENCE THE COURSE OF EVENTS.

THE AIM IS TO GAIN THE NUMBER OF VICTORY POINTS INDICATED BY THE CHOSEN DIFFICULTY LEVEL AND DEPENDING ON THE NUMBER OF PLAYERS.

COMPONENTS

THE GAME VBI MAIOR CONSISTS OF:

- 90 **ROME CARDS** FROM NUMBER 1 TO NUMBER 90 (YELLOW COLOR);
- 14 DIFFERENT **BLESSING CARDS** (BLUE COLOR);
- 3 DIFFERENT **CURSE CARDS** (RED COLOR);
- 1 BUSINESS CARD OF ROME GUIDES;
- THIS RULEBOOK.

THE BLESSING CARDS AND THE CURSE CARDS WILL BE CUMULATIVELY REFERRED TO AS **SPECIAL CARDS**.

BEFORE STARTING, TAKE A PEN AND A PIECE OF PAPER TO CALCULATE THE SCORE.



DIFFICULTY LEVELS

VBI MAIOR CAN BE PLAYED WITH **3 DIFFICULTY LEVELS**: EASY, MEDIUM OR HARD.

THE EASY LEVEL REQUIRES **10 VICTORY POINTS PER PLAYER** TO WIN THE GAME.

THE MEDIUM LEVEL REQUIRES **12 VICTORY POINTS PER PLAYER** TO WIN THE GAME.

THE HARD LEVEL REQUIRES **15 VICTORY POINTS PER PLAYER** TO WIN THE GAME.

EXAMPLE: IF THERE ARE 4 PLAYERS, THE VICTORY WILL BE ACHIEVED WHEN 40 VICTORY POINTS ARE REACHED AT THE EASY LEVEL, 48 VICTORY POINTS AT THE MEDIUM LEVEL AND 60 VICTORY POINTS AT THE HARD LEVEL.

REMEMBER TO CHOOSE THE DIFFICULTY LEVEL AT THE BEGINNING OF THE GAME.

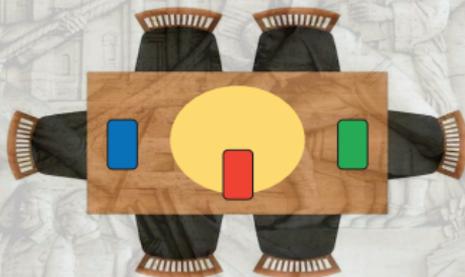
GAME SETUP

SHUFFLE TOGETHER ROME CARDS AND SPECIAL CARDS, TO BUILD THE **COMMON DECK**, WHICH MUST BE KEPT IN THE MIDDLE OF THE TABLE (*RED COLOR*). NEXT TO IT IS THE **GAME AREA**, WHERE THE PLAYERS PLAY THEIR CARDS. (*YELLOW COLOR*)

THEN, ON THE TWO SIDES OF THE TABLE THERE SHOULD BE TWO DIFFERENT AREAS.

THE FIRST ONE IS DEDICATED TO THE **DISCARD PILE**, WHERE THE PLAYERS PLACE THE CARDS THAT, ONCE PLAYED, ARE DISCARDED FROM THE GAME: THE BOX OF UBI MAIOR CAN BE TRANSFORMED IN A PERFECT DISCARD PILE. (*GREEN COLOR*)

ON THE OPPOSITE SIDE OF THE TABLE, THERE IS THE AREA FOR THE **RETURN DECK**, WHERE THE PLAYERS HAVE TO PLACE THE CARDS THAT, AT THE END OF THE TURN, MUST BE SHUFFLED BACK INTO THE COMMON DECK. (*BLUE COLOR*)



ROUNDS OF PLAY

VBI MAIOR IS DIVIDED INTO **GAME TURNS**.

AT THE BEGINNING OF EACH TURN, EVERY PLAYER DRAWS **A NUMBER OF CARDS FROM THE COMMON DECK CORRESPONDING TO THE NUMBER OF THE GAME TURN**. IN THE FIRST TURN, EVERY PLAYER RECEIVES ONE CARD; IN THE SECOND TURN, EVERYONE RECEIVES TWO CARDS; IN THE THIRD TURN, THREE CARDS, AND SO ON.

THE CARDS, AFTER BEING STUDIED AND MEMORIZED FOR AS LONG AS NECESSARY, MUST THEN BE PLACED **FACE DOWN** IN FRONT OF THE PLAYER, THUS CREATING THE **PERSONAL DECK**.

ONCE A PLAYER HAS PLACED HIS/HER CARDS ON THE TABLE, **IT IS NO LONGER POSSIBLE TO LOOK AT THEM** UNTIL THE END OF THE TURN (UNLESS SOME SPECIAL CARD ALLOWS TO DO SO): SO IT IS NECESSARY TO MEMORIZE THE NUMBERS IN THE CORNERS OF THE CARDS AND THE POSSIBLE BONUSES DERIVING FROM THE BLESSING CARDS.

THE CARDS OF THE PERSONAL DECK MUST BE PUT IN A SPECIFIC ORDER, AS DETAILED IN THE NEXT PAGE:

PERSONAL DECK

- **CURSE CARDS ON THE TOP.** IF A PLAYER HAS DRAWN MORE THAN ONE CURSE CARD, HE/SHE MAY PLACE THEM IN ANY ORDER HE/SHE CHOOSES.
- BELOW THE CURSE CARDS ARE THE **ROME CARDS TO BE PLACED IN ASCENDING ORDER,** WITH THE LOWEST NUMBERED CARD ON THE TOP AND THE HIGHEST NUMBERED CARD AT THE BOTTOM.
- BELOW THE ROME CARD WITH THE HIGHEST NUMBER ARE THE **BLESSING CARDS,** TO BE PLACED IN THE ORDER PREFERRED BY THE PLAYER.

EXAMPLE: IF A PLAYER DRAWS 6 CARDS, AND THEY ARE 1 CURSE, 2 BLESSINGS AND THE ROME CARDS 17, 41 AND 83, THE ORDER OF THE PERSONAL DECK, FROM TOP TO BOTTOM, WOULD BE CURSE CARD, CARD 17, CARD 41, CARD 83, FIRST BLESSING CARD AND SECOND BLESSING CARD.

DON'T LOOK AT THE CARDS ANYMORE!

AS STATED ABOVE, FROM THE MOMENT PLAYERS HAVE BUILT THEIR PERSONAL DECKS, PLACING THE CARDS FACE DOWN IN FRONT OF THEM, THEY CANNOT LOOK AGAIN AT THE CARDS UNLESS OTHERWISE INDICATED.

PLAYING THE GAME

ONCE THE BUILDING OF THE PERSONAL DECKS IS COMPLETE, THE GAME TURN PROCEEDS AS FOLLOWS:

I - THE CURSE CARDS

THE FIRST MANDATORY ACTION IS TO **IMMEDIATELY PLAY A CURSE CARD, IF THE PLAYER HAS IT**, FOLLOWING THE EFFECTS INDICATED IN THE TEXT. **THE CURSE CARD MUST BE PLAYED BEFORE ANY ROME CARD**, WITH THE INSTANT DEVELOPMENT OF ITS EFFECTS.

IF TWO OR MORE CURSE CARDS ARE PLAYED SIMULTANEOUSLY BY THE SAME PLAYER OR BY TWO DIFFERENT PLAYERS, THE PLAYERS CAN DECIDE BY MAJORITY VOTE WHICH EFFECT SHOULD OCCUR FIRST.

ONCE PLAYED, AND AFTER HAVING DEVELOPED ITS EFFECTS, **THE CURSE CARD IS THEN PLACED IN THE RETURN DECK**: IT MEANS THAT, EXCEPT FOR RARE CASES, THE CURSE CARDS ARE NEVER DISCARDED, BUT THEY ALWAYS RETURN TO THE COMMON DECK TO MAKE THE GAME HARDER FOR THE PLAYERS.

PLAYING THE GAME

II - THE ROME CARDS

ONCE THE EFFECTS OF THE CURSE CARDS HAVE BEEN PROCESSED (OR IF NO CURSE CARDS HAVE BEEN DRAWN), THE PLAYERS MUST BE ABLE, **WITHOUT COMMUNICATING WITH EACH OTHER**, TO PLACE THEIR ROME CARDS ONE ON TOP OF THE OTHER IN THE GAME AREA **FOLLOWING AN ASCENDING ORDER**, FROM THE LOWEST TO THE HIGHEST, UNTIL THERE ARE NO MORE ROME CARDS IN THEIR PERSONAL DECKS.

THE AIM IS TO SYMBOLICALLY FOLLOW THE CHRONOLOGY OF EVENTS OF THE HISTORY OF ROME, STARTING FROM THE OLDEST AND PROGRESSIVELY ARRIVING TO THE MOST RECENT.

THE CARDS MUST ALWAYS BE OVERLAPPED, AND NOT SIMPLY PLAYED ADJACENT TO EACH OTHER: A PORTION OF THE PREVIOUS CARD MUST ALWAYS BE COVERED BY THE NEW CARD.

YOU ARE ALLOWED TO MAKE GLANCES, GRIMACES, GESTURES AND IN GENERAL ANY ATTITUDE THAT MAY INDIRECTLY INDICATE YOUR PLAYING STYLE: **IT IS IN ANY CASE FORBIDDEN TO MAKE EXPLICIT ACTIONS** (POINTING WITH YOUR FINGERS THE NUMBERS IN YOUR POSSESSION, WRITING THEM, MIMING THEM...) IN ORDER TO INDICATE THE CARDS IN YOUR PERSONAL DECK.

PLAYING THE GAME

EXAMPLE: IN THE GAME AREA THE ROME CARDS 7, 15 AND 33 HAVE BEEN PLAYED. A PLAYER HAVING IN THE PERSONAL DECK THE ROME CARD 88 COULD ACT AS IF HE/SHE IS NOT INTERESTED IN THE GAME, IN ORDER TO MAKE THE OTHER PLAYERS PERCEIVE THAT THEY HAVE TO PLAY THEIR CARDS, WHICH ARE PROBABLY OF A LOWER NUMBER.

IN CASE MORE THAN ONE ROME CARD IS PLAYED AT THE SAME TIME, THE OVERLAPPING OF THE CARDS IS CONSIDERED TO DECIDE WHICH OF THEM WAS PLAYED FIRST.

III—THE BLESSING CARDS

AT ANY TIME (BUT ALWAYS AFTER HAVING REVEALED THE CURSE CARDS), A PLAYER CAN PLAY IN ONE OR MORE BLESSING CARDS IN HIS/HER PERSONAL DECK, DEVELOPING THEIR EFFECTS.

THE PLAYED BLESSING CARDS MUST BE PLACED IN THE DISCARD PILE, NOT IN THE RETURN DECK: THEY ARE CONSIDERED PLAYED AND DISCARDED.

ONCE THE EFFECTS OF THE BLESSING CARDS HAVE BEEN USED UP, THE GAME RESUMES NORMALLY.

THE SPECIAL CARDS

SPECIAL SITUATION I

IN CASE A SPECIAL CARD FORCES YOU TO DRAW EXTRA CARDS, AND ONE OF THESE CARDS IS A CURSE, IT MUST BE PLAYED IMMEDIATELY BEFORE RESUMING THE TURN, DEVELOPING ITS EFFECTS.

SPECIAL SITUATION II

IN CASE A SPECIAL CARD FORCES YOU TO REVEAL CARDS FROM THE COMMON DECK, THEY MUST BE THEN INSERTED BACK INTO THE COMMON DECK, THAT HAS TO BE IMMEDIATELY RESHUFFLED.

SPECIAL SITUATION III

IF A SPECIAL CARD FORCES A PLAYER TO DRAW ONE OR MORE CARDS FROM THE COMMON DECK AND THEN TO INSERT THEM INTO THE PERSONAL DECK, THE PLAYER CAN PICK UP THE CARDS OF HIS/HER DECK AGAIN, IN ORDER TO INSERT IN IT THE NEW CARDS.

THE PLAYER WILL SO HAVE THE OPPORTUNITY TO LOOK AND MEMORIZE AGAIN THE CARDS IN HIS/HER POSSESSION.

I AM "OUT"!

IF A PLAYER RUNS OUT OF ROME CARDS AND HAS ONLY BLESSING CARDS IN THE PERSONAL DECK, HE/SHE CAN DECIDE NOT TO BENEFIT, FOR THIS TURN, FROM THE EFFECTS OF THESE CARDS AND CAN **DECLARE "I AM OUT!"**, SHOWING HIS/HER BLESSING CARDS AND PUTTING THEM IN THE RETURN DECK.

FOR EACH BLESSING CARD IN THE RETURN DECK AT THE END OF THE TURN, THE GROUP SCORES 1 VICTORY POINT.

AT THE END OF THE TURN, THE BLESSING CARDS IN THE RETURN DECK WILL BE SHUFFLED INTO THE COMMON DECK.

BE CAREFUL!!

IF A PLAYER DECLARES "I AM OUT!" REVEALING BY MISTAKE ONE OR MORE ROME CARDS, **THE GAME IS IMMEDIATELY LOST.**



BONUS AND MALUS

IF IT IS NOT POSSIBLE TO PLAY A ROME CARD RESPECTING THE ASCENDING ORDER OF THE NUMBERS, THIS CARD (IMPOSSIBLE TO BE PLAYED) IS IMMEDIATELY PLACED IN THE RETURN DECK. AT THE END OF THE TURN, **THE GROUP SCORES A MALUS** FOR EACH ROME CARD IN THE RETURN DECK:

EASY LEVEL: **1 POINT** FOR EACH ROME CARD

MEDIUM/HARD LEVEL: **2 POINTS** FOR EACH ROME CARD

EXAMPLE: IN A 3-PLAYER GAME, VINCENT HAS 13 AND 41 IN THE PERSONAL DECK, RAPHAEL 22 AND 77, MARTIN 83. VINCENT IMMEDIATELY PLAYS CARD 13, RAPHAEL PLAYS 22 AND 77 IN SEQUENCE. AT THIS POINT, CARD 41 (IN VINCENT'S DECK) CANNOT BE VALIDLY PLAYED, SO IT IS PLACED IN THE RETURN DECK, GIVING A MALUS TO THE GROUP. MARTIN CAN STILL CORRECTLY PLAY CARD 83.

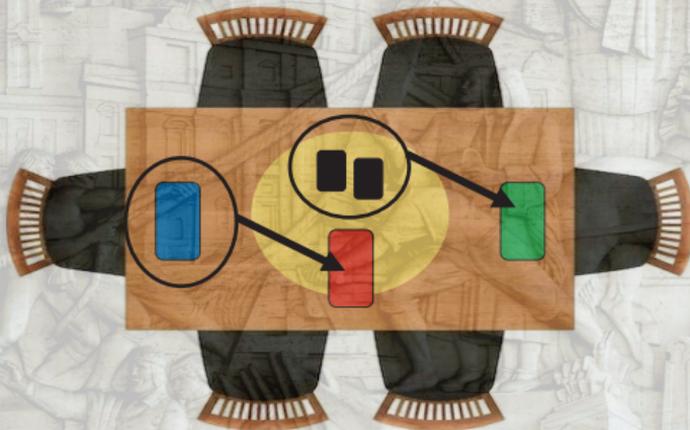
AT THE END OF EACH TURN, **THE GROUP SCORES 1 VICTORY POINT FOR EACH ROME CARD PLAYED IN THE GAME AREA AND FOR EACH BLESSING CARD IN THE RETURN DECK.** THE ACCUMULATED MALUS FOR THE ROME CARDS IN THE RETURN DECK MUST BE SUBTRACTED FROM THIS SCORE.

END OF THE TURN

WHEN ALL PLAYERS HAVE REVEALED EVERY ROME CARD IN THEIR DECKS, THE TURN ENDS.

AT THE END OF THE TURN, THE ROME CARDS IN THE GAME AREA MOVE TO THE DISCARD PILE, TOGETHER WITH ANY BLESSING CARDS USED BY THE PLAYERS.

ALL THE CARDS IN THE RETURN DECK (CURSES, WRONGLY PLAYED ROME CARDS AND UNUSED BLESSING CARDS) ARE RETURNED TO THE COMMON DECK, WHICH MUST BE SHUFFLED BEFORE THE BEGINNING OF A NEW TURN.



VICTORY OR DEFEAT

THE GAME IS WON IF THE PLAYERS SCORE THE POINTS BASED ON THE DIFFICULTY LEVEL.

THE GAME IS LOST IF:

- THERE ARE NOT ENOUGH CARDS IN THE COMMON DECK TO FILL THE HANDS OF ALL PLAYERS AT THE BEGINNING OF THE TURN.
- A PLAYER DECLARES "I AM OUT!" SHOWING BY MISTAKE A ROME CARD.
- THE GROUP OF PLAYERS RECEIVES **10 OR MORE MALUS POINTS** IN THE SAME TURN.

THE QR-CODE

EVERY CARD HAS A QR-CODE ON ITS BACK.

SCANNING IT, YOU WILL BE FORWARDED TO A WEB PAGE WITH A DETAILED EXPLANATION ABOUT THE TITLE OF THE CARD. IN THIS WAY, YOU WILL PLAY AND LEARN AT THE SAME TIME!

CREDITS

VBI MAIOR HAS BEEN PUBLISHED BY ROME GUIDES. DESIGN BY MARTINA SORRENTI AND VINCENZO SPINA. GRAPHIC DESIGN BY MARTINA SORRENTI AND RAFFAELLO PADELLETTI.

