

# Mille Grazie

Mischievous fun for 2 to 4 high-class crooks, 8 years and up  
by Dirk Hillebrecht

*Alongside fragrant lavender fields, picturesque alleys lined with cypresses show you the way – straight into the hands of marauding bandits. In the serpentine canyons of the gorges and under cover of shady pinewoods, sly outlaws are lurking for the purpose of urging moneyed noblemen, together with their irritated courtesans, out of their well-cushioned travel coaches in order to re-distribute their possessions.*

*Therefore, experienced aristocrats take long detours and hire expensive escorts in order to avoid the daylight robbers.*

*But the eloquent bandits are no fools. They besiege the byways also, and so, from behind inconspicuous curves, the thanks of the light-fingered crooks might be heard unexpectedly as they call out, "Millie Grazie."*

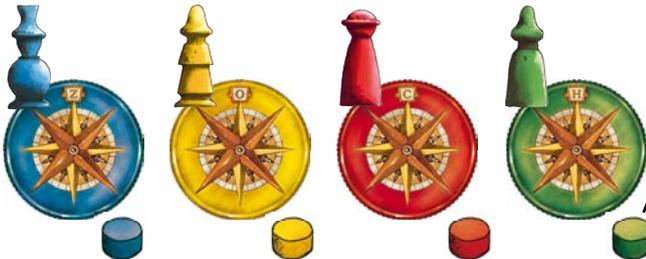
Here are the game rules for 3 and 4 players. At the end of these instructions, you will find what you need to consider for a two-player game.

## Idea and Object of the Game

The players are alternately noblemen and robbers. Whereas the noblemen want to head from town to town without being waylaid, the robbers lurk on the side of the road to prey on them.

## Game Materials and Set-up

Lay out the **gameboard** in the middle of the table.

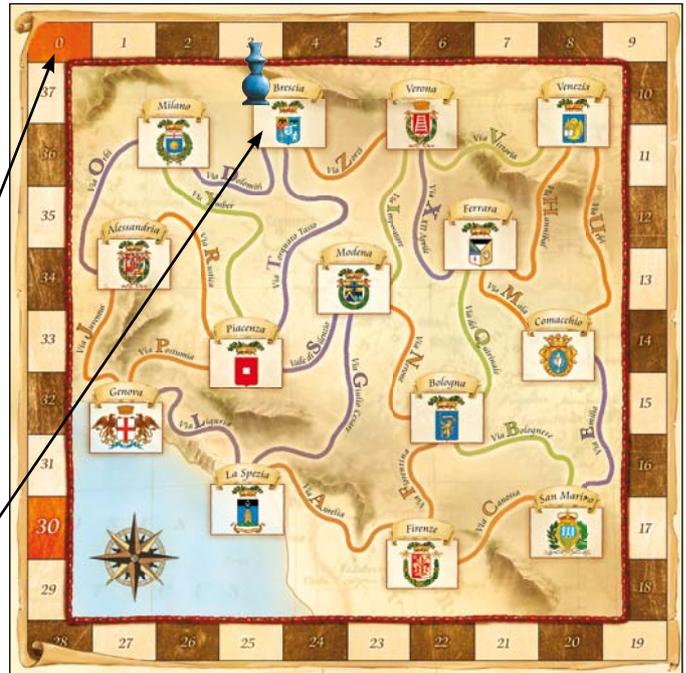


Each player gets a **nobleman**, an **ambush compass** and a **scoring marker** of one color, places the latter on the initial space of the victory point bar.

Shuffle the task cards well and form a face-down draw pile. Each player draws a card from this pile and lays it down in front of him, well visible to all players. The first town listed on this card indicates where on the game board the player has to put his nobleman.



Giovanni places his nobleman on Brescia.



Now place 4 more cards from the draw pile face up on the gameboard – each of them on the space of the town that is mentioned on the **upper part** of the card. If a space is already occupied by a previously laid-out card, put the card that has just been drawn on a discard pile and draw another card.

The card "San Marino-Venezia" is laid out by the town of San Marino. Overall, 4 task cards are displayed on the gameboard.



Each task card shows two town names:

**First town (top):** If the card space of the town is unoccupied, this card is put there as soon as it has been taken from the draw pile. Whoever is in this town during the course of his turn may take the card.

**Destination town (bottom):** Whoever reaches the destination town gets the victory points that are indicated on his card.

## Course of the Game

The player who looks the most innocent starts the game as a nobleman; the others start as robbers. After each round, the role of the nobleman is transferred clockwise.

## Course of a Game Round

First, each robber plans an ambush. Then the nobleman moves a distance of 4 or 5 towns. If, in doing so, he uses a road on which robbers are lurking, the nobleman is waylaid and robbed.

## The robbers are lurking somewhere...



On his ambush compass, each robber **secretly** sets the first letter of the road on which he wants to lie in wait for the nobleman. (Example: If you want to hide on the Via **L**iguria, you set the letter "**L**".)

Hint: Agreements between robbers are allowed at any time, but they are not binding. (This means that each robber may do something different from what he has agreed to with his "colleagues." The robbers' mere chitchat can make many a nobleman quite insecure...)

## The nobleman is on the road – with or without an escort

Now the nobleman decides whether he wants to have an escort or go at his own risk.

If he wants an escort, he secretly sets, on his ambush compass, the first letter of the road on which his escort is to accompany him. After that, he moves his playing figure from town to town, using **4 different** roads overall.

If the nobleman does **not** want an escort, he announces this to the other players. Then he sets no letter on his compass. Now he moves his playing figure from town to town, using **5 different** roads overall.

Any number of noblemen may be in the same town.

If the nobleman gets to a town that is mentioned on the **bottom** of one of his task cards, he has completed this task. For this he gets the number of victory points indicated on the card and advances his scoring marker on the victory point bar. He puts the completed task card on the discard pile.



Maria's nobleman reaches Genova. For her task "Venezia-Genova," she gets 6 victory points, and for her task "Milano-Genova," another 4 victory points. Then she puts both task cards on the discard pile.



Whenever a nobleman, during the course of his turn, is in a town in which a task card is laid out, he may take it. He puts it face-up in front of him, well visible to everybody. Then he draws a new task card from the draw pile and places it on the space of the town listed first on the card. If the space is already occupied by another card, he discards the card that he has just drawn and draws another card instead.



*Giovanni moves from Milano via Piacenza, Modena and Bologna to San Marino. He takes the task cards that are displayed in Milano, Bologna and San Marino.*

Each player may hold a **maximum of three task cards**. If you already have three task cards, you may only take another card if you first put one on the discard pile in exchange.

### Robbers ambush the nobleman

If the nobleman takes a road (without an escort) on which there are one or more robbers hiding, these robbers shout „Millie Grazie!“ and prove, by revealing their ambush compass, that they are in fact lurking at this road. As their booty, these robbers get **3 victory points** on the victory point bar.

The ambushed nobleman loses task cards:

- If he is ambushed on a **green** road, he loses **1 task card**.
- If he is ambushed on a **purple** road, he loses **2 task cards**.
- If he is ambushed on an **orange** road, he loses all **3 task cards**.
- If the nobleman has **fewer** task cards than he would have to give up, he loses **all the task cards that he owns**.
- If the nobleman owns **more** task cards than are taken away at the ambush, one of the robbers picks the applicable number of cards from his hand. All task cards that a nobleman loses are put on the discard pile.

**All task cards that a nobleman loses are put on the discard pile.**

### No ambush thanks to an escort

If the nobleman has arranged for an escort on a road that is besieged by robbers, he proves it by revealing his ambush compass. In this case, the robbers' ambush fails. They don't get any victory points and the nobleman doesn't lose any task cards.

### Example:

Giovanni has these three task cards:



He moves over the green Via Vittoria from Venezia to Verona. Since he wants to take the task that is displayed there, he first gives up one of his three task cards.



Now his tasks are:



Now he moves over the purple Via XXII Aprile to Ferrara, where he wants to complete one of his tasks. But Maria ambushes him on the Via XXII Aprile: She set the "X" on her ambush compass. For this she gets 3 victory points and moves her scoring marker on the point bar accordingly.



Giovanni loses two of his three task cards that Maria draws unseen from his hand and puts on the discard pile. Among them is also the task that he wanted to fulfill in Ferrara, so he does not earn the 7 victory points for this. He is left with one task:



Now he moves over the Via del Quirinale to Bologna, where he takes another task.

His two current tasks are:



In his fourth and thus final turn of this round, Giovanni moves his nobleman over the orange Via Fiorentina to Firenze. There, however, two robbers are lurking at the same time: Salvatore and Gianna, who are both looking forward to 3 victory points each. But Giovanni has his escort with him on the Via Fiorentina. Consequently he doesn't lose his two task cards. Salvatore and Gianna go away empty-handed. By reaching Firenze, Giovanni completes a task and gets 7 victory points – according to his task card – and moves his scoring marker ahead on the victory point bar accordingly. He discards the completed task card.



## End of the Game

The winner is the one who reaches 30 (or more) victory points; if several players manage to exceed 30 at the same time, the player with the higher number of victory points wins. There can be more than one winner.

Note: If a player reaches 30 victory points as a robber, the game ends immediately. The ambushed nobleman does not make it to the town at the end of the road.

## The Game for Two Players

Each player gets **two ambush compasses**. Using **both** ambush compasses, the one who plays the robber, **in secret** sets the first letters of the **two** roads on which he wants to ambush the nobleman.

All other game rules remain the same.

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