Italy is a country with a lot of ancient buildings and tradition. Therefore it is worth to do much sightseeing here and the best way to do it is doing round-trips.

Bella Italia

A card game for 2 to 4 players, age 10 and up
by Brigitte „Robina" Ditt und Wolfgang „Golbin" Ditt
Playing Time: 20 to 40 Minutes (10 minutes per player)

Content:

107 Cards (27 Selection Cards and 16 tickets for 5 Italian cities)
  1 Rule

Goal of the Game

During game play each player receives tickets. The tickets are used to build round-trips. The player who either create four roundtrips of different lengths or one roundtrip through all the cities is the winner

Tickets and Round-trips

Before we explain the game play we will consider the tickets and the creation of roundtrips:
Each ticket connects two Italian cities, indicated by their names and by their colours. On the top and on the bottom there is the exchange rule, which describes, how this tickets may be exchanged with another player's ticket.
In the middle we see an image. The colour of the frame of this image is the colour of the town shown on top; the image shows a building from the town shown at the bottom.

A ticket always connects two cities, but does not indicate any direction. The ticket to the left can either be used to travel Palermo to Napoli or from Napoli to Palermo. In the latter case, the card will be played upside down.

A round-trip is a sequence of tickets. You may start with an arbitrary ticket. The town on the left side is the start of the roundtrip, the city on the right is the first destination.
The next ticket must continue the roundtrip by showing this destination on the left side. And again, the city on the right becomes the destination.
If the new destination is identical to the town where we started from our roundtrip is finished. Within a roundtrip no city may be the destination more than once. Finally, the length of the roundtrip is determined by the number of tickets used.
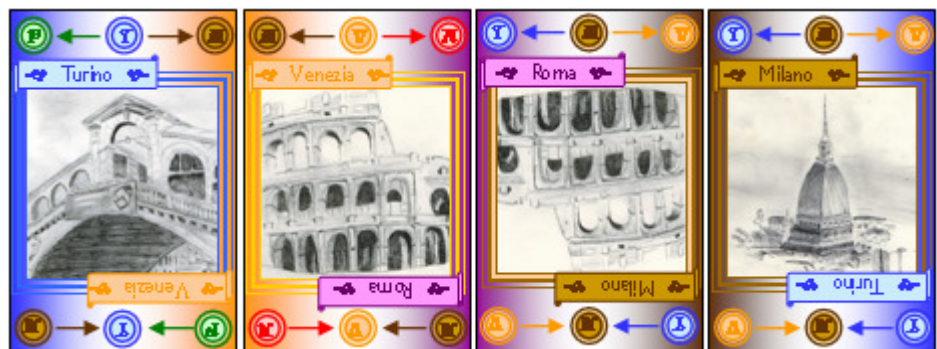

Example: The roundtrip starts in Turino, the first destination is Venezia followed by Roma and Milano. Finally we return to Turino and the roundtrip is finished. It has a length of 4.

Set-Up

The cards will be sorted by their backsides. There are 16 tickets for Milano, Venezia, Napoli, Palermo and Turino. Each set of tickets is shuffled separately and is placed as shown in the image to the right. Those tickets will create the city piles. Rome as the capitol has a specific role and is not shown on the back.

The place of each city indicates the number and types of tickets the pile contains: There are always five tickets to the adjacent cities, two tickets to the cities on the other side and finally two tickets to Rome.

The 27 selection cards, showing the shape of Italy on the back, will form the selection card pile. These cards determine the pile(s) from which a player may draw a card.
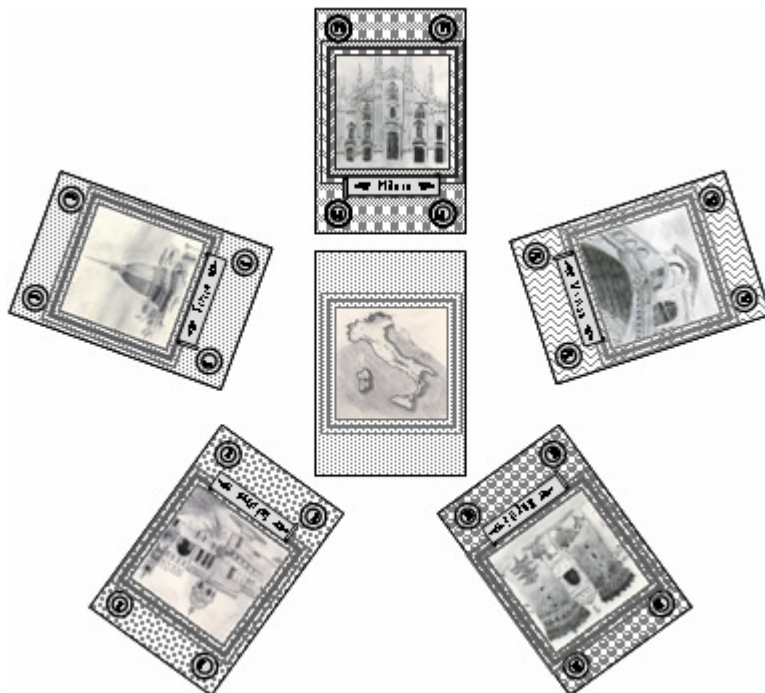
Sequence of theGame:

Clockwise, starting with the player who visited Rome last, the players take their turns. A turn always consists of three steps:

(1) Taking a ticket
(2) Exchanging a ticket with another player
(3) Doing a round-trip / extra turn

(1) Taking a ticket

The active player turns over the topmost card of the selection card pile. The card will show one two or all five cities. The player selects one of these cities, takes the topmost card from that city pile and puts it into his hand.

In the rare case that all the city piles are empty the player may reveal cards until a card with an appropriate city is shown. If the selection card pile is empty, shuffle all selection cards and create a new selection card pile.

Example: The selection card to the right is revealed when the active player turned over the topmost card of the selection card pile. The active player may now draw a ticket from either Venezia or Palermo.

(2) Exchanging a ticket with another player

The active player **may** exchange a ticket – this includes the ticket he got in (1) - with another player. If he decides to do so, he simply looks at the exchange rule on top of the tickets.
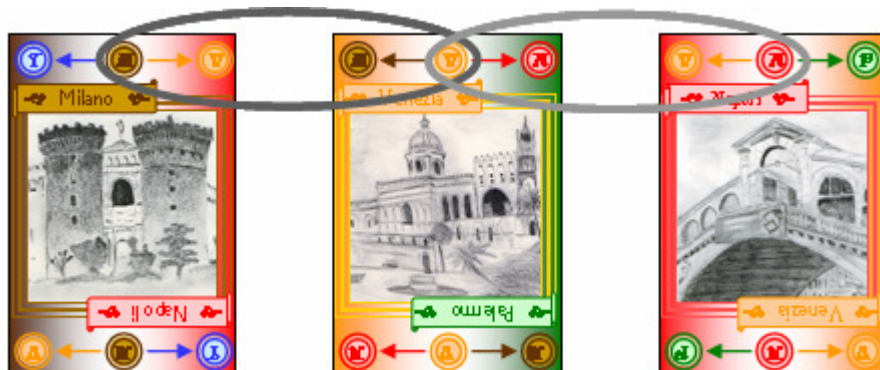
Possibility of Exchanges:

3 and 4 Players:

With the left neighbour a player may exchange only a ticket of the city represented by the circle in the upper left corner (black circle).
For an exchange with the right neighbour, the circle in the upper right corner is used (grey circle).
Example: A ticket from Venezia

may either exchanged with a Milano card from the left neighbour or with a Napoli card from the right player.

2 Players:
The starting player may only use the left exchange rule (black circle), while the other player may only use the right exchange rule (grey circle).

Example: The starting player may exchange a Turino card with a Palermo card. The other player may exchange it for a Milano card.
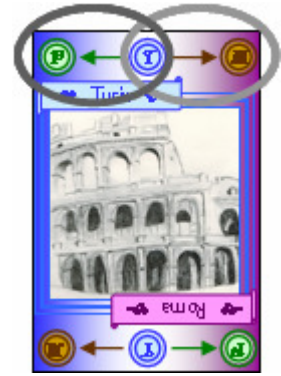
Procedure of Exchange:

The active player may look at the backsides of the other player's tickets to determine his possibilities of exchange.

If he decides to exchange a ticket he selects his ticket, places it in front of his exchange partner and says the name of the city, from which he gets a ticket back. The exchange partner must give back a ticket; if he has more than one he chooses which one to give back; if he has only one, he has no choice. The exchange partner checks whether the exchange is correct: The city in the upper corner in direction of the active player must be the same as shown on the backside of the ticket, which lies in front of him. Then he lays his card in front of the active player. Afterwards both players put the exchanged cards in their hands.

(3) Doing a round-trip / extra turn

The active player **may** do a round-trip. Therefore he reveals the tickets and constructs the roundtrip. He may not construct a roundtrip of a length he already constructed, i. e. each roundtrip of a player must have a different length. Then the other players check, whether the roundtrip is correctly constructed.

If all cards of a valid roundtrip came from a different city pile, the player takes another turn immediately. Whether all cards came from different city piles can easily be determined by the images: if all images are laid out in the same direction – either correct or upside down – the cards came from different city piles. If some are laid out correctly and some are upside down at least two cards are from the same city pile and no extra turn is given.

Finally, if the active player does not make a roundtrip and owns seven cards, he **must** discard one card. He chooses which card and puts it back, face-down, to the bottom of the appropriate city pile.

End of the Game / Winner

A player wins, if he either
- has done four roundtrips, one of each length 2, 3, 4, and 5 or
- has done a roundtrip of length 6 (it contains all cities incl. Roma)

Once a player fulfils one winning condition the game ends immediately.