

DOMINO (2 players and up)

- Deck: Depending on the number of players, one or two decks of 28+1 cards each are played.
- Purpose: to run out of cards.
- Instructions. Deal about half cards in equal numbers among all players. The remaining ones are placed in a covered deck on the table. Start the player with the "oldest" card (sum of characters' ages), or the youngest player. Whoever begins places a card on the table.

It is then the next player's turn. At each turn, if he can, the player adds a card to those already on the field so as to form a snake. Adjacent cards must be in contact with the same character. If a player has no cards he can play, he draws a card from the deck (if there are any left). The game moves to the next player.

The family card acts as a wild card and can be played at any time.

The first one left without cards wins.

MEMORY

- from 2 players and up
- It is played with two decks.
- Purpose: to win as many cards as possible.
- You deal all the cards face down on the table. The youngest player begins. The player whose turn it is discovers two cards. If the designs of the two cards are identical he wins them and plays again. If they are different he puts them back covered on the table and the game moves on to the next player.

Optionally, the card representing the family could act as a wildcard and mate with any other card.

When all cards have been paired, the player with the most cards wins.

MERCANTE IN FIERA

from 2 players and up

- It is played with two decks.
- Purpose: to win prizes.
- Instructions. Distribute, or sell, cards from a deck among players. Players place their cards face up on the table, in front of them. At any point in the game players can exchange cards or sell them to each other.

Some cards from the second deck are placed face down on the table and prizes are placed on top of them.

A player acts as an auctioneer and draws one card at a time from the second deck. The cards drawn are losers, whoever has the corresponding card eliminates them from the game.

The auctioneer may, at any time, declare that the card he is about to draw will be the winner and declares the corresponding prize.

Once all the cards have been drawn, the cards on the table are revealed and the corresponding prizes are awarded.

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