



Il Romano in Fiera

.INSTRUCTIONS

The Romano in Fiera is played with **two decks of 40 cards, each of which represents a different figure or typical element of Roman. The two decks are identical, except for the back** which is different and serves to distinguish the **deck of the Merchant** from that of the players. One represents the pavement of the square before the Fair, the other that of the square after the Fair. **In this game there is no limit to the number of players, on the contrary! The more you are, the better. Choose among you someone particularly engaging that for breakfast eat bread and sympathy.** It will be him or her to act as Merchant and direct the game, so think carefully because it will be fundamental!

.THE GAME

1. The Merchant, in agreement with the players, establishes an equal participation fee for all, makes the deposit and the square in the center of the table. Then he chooses one of the two decks, shuffles it and distributes an equal amount of cards to each player, holding about 15-20 which will then be sold at auction. For example, if there are 10 players, he will distribute 2 each, keeping 20 each for the auction. If it's eight, he'll give out three each, keep 16 for the auction, and so on. Players reveal the cards received and place them in front of them; next to these they will also place, always visible, those that eventually will be awarded at the auction.

2. The cards left in the deck go to auction, one or more at a time at the Merchant's choice, who will have to do his best to make it fun. The rule is that the Merchant must repeat the last bid three times before handing over the card to the highest bidder. The proceeds from the auction add up to the initial stakes to form the prize pool.

3. When all cards in one deck are distributed or sold at auction, the Merchant must take the other deck, shuffle it and remove some cards (normally 4 or 5, depending on the prize pool and number of players): without looking at them or showing them to others, has blankets in the middle of the table. Then he takes the jackpot and hands it out feeling over these cards that will be the "winning" ones. Each card will then receive a prize.

Variant

Want to make the ending even more exciting?

Then take this variant! The Merchant instead of drawing from the second deck only the 4/5 cards that will be awarded, also draws some cards "losers" that on the table will be placed next to the "winners", but without any prize above. This way no card will definitely win, even when the Merchant has revealed all the cards in the deck.

4. At this point the Merchant begins to discover one by one the remaining cards of the second deck (the one from which the winning cards were drawn), announcing the figures creating a bit of suspense, for example: the Pines, er Colosseum, and so on. Whoever possesses the cards announced by the Merchant must discard them because they are no longer worth anything. Who will win with the cards equal to those covered by the prizes, which will be turned one by one by the Merchant, starting with the one with the lowest prize.

5. To make the game more animated, you can place bets between the players (both individually and in company) on the cards remaining in the race: naturally loses the card that will be announced first by the Merchant.

Let's do an example: those who have the Maritozzo bet against the Artichoke. If it comes out first er Artichoke, the owner of Maritozzo wins and vice versa. Bets can be made on as many cards as you want, even belonging to the same player.

It will be the task of the Merchant to foment betting and trading, but also sales and exchanges between the players of the cards still in play.

DAJE! let the fair begin!

