



GOAL OF THE GAME

For those who have memories related to this panoramic itinerary and for those who have not yet traveled it (or are unable to do so) but want to experience its exciting views, here is the game dedicated to the wayfarer's path that starts from Lecco (LC) and reaches Piantedo (SO).

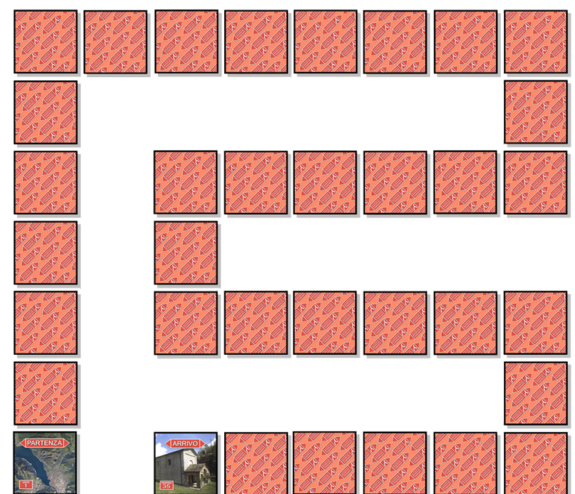
Between uphill stretches that entice you to go back and stretches in the plain that invite you to run forward, who will be the fastest to cover first (maybe even in a few minutes) all the near 50 kilometers that characterize it?

2 to 4 players from 4 to 99 years can take part to each game. They can compete either in the "basic mode" (recommended for very young players – see instructions written in black and green) or in the "advanced mode" (also suitable for adults – see instructions written in black and blue).

PREPARATION

The package contains 4 pawns of different colors (one per player), 35 "Path" tiles, 16 yellow "Chance" tokens and 9 white "Object" tokens (both to be used only if you intend to compete in the "advanced mode"), a dice and this instruction sheet.

Mix and then place covered "Path" tiles to form a consecutive path, making sure the game's logo is facing upwards (attention: you must dispose of a support surface of approximately 50x50cm) taking care to place as first tile 1 (here defined as "Start") and as last tile 35 (here defined as "Arrival") – both these tiles are double-faced. Lastly, place the pawns of the players taking part in the game on the "Start" tile. Only if you want to play in the "advanced mode": form a deck with "Object" tokens (in case of only 2 or 3 players: remove one token by type) and put it next to the path, then give each player a "Chance" token by type (for a total of 4 tokens each, removing any eventual extra ones).



HOW TO PLAY

In turn, each player can (if he wants to) reverse the position of a pair of "Path" tiles of his choice, among those which are not occupied by any pawn, and excluding "Start" and "Arrival" (he can reverse up to two pairs in the "advanced mode" and any present "Chance" token must be moved as well), then rolls the dice and:



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- if he rolls 1: the turn passes to the next player;
- if he rolls from 2 to 6 and only when playing in the “basic mode”: move his pawn forward towards Piantedo of as many consecutive “Path” tiles as is the score he obtained, reveal the last “Path” tile and acts as indicated: that is, advance further according to the mentioned value in case of “positive move” (for instance: “+3” or “value obtained with the dice +2”), or get back according to the mentioned value in case of “negative move” (for instance: “-3”) repeatedly, until you stop on a “Path” tile mentioning an object. At the end, all the uncovered “Path” tiles must be covered again (included the last one that is occupied by the player’s pawn);
- if he rolls from 2 to 6 and only when playing in the “advanced mode”: move his pawn forward towards Piantedo of as many consecutive “Path” tiles as is the score he obtained, reveal the last “Path” tile and, if there is no “Chance” token, acts as indicated: that is, advance further according to the mentioned value in case of “positive move” (for instance: “+3” or “value obtained with the dice +2”), or get back according to the mentioned value in case of “negative move” (for instance: “-3”) repeatedly, until you stop on a “Path” tile mentioning an object (without any “Chance” token) or on any “Path” tile where there is a “Chance” token (only in this case, he ignore what mentioned by the “Path” tile and act as indicated by the token instead, but then remember he will have to stop on his new last “Path” tile ignoring what it mentions and regardless of whether or not there is a potential further token). Then, he can choose whether to place one of his “Chance” tokens covered under one of the “Path” tiles he has revealed (only among those where there are not any). At the end, all the uncovered “Path” tiles must be covered again (included the last one that is occupied by the player’s pawn).

Attention: the current player’s pawn...

- if, as a result of moves, it must go beyond the “Arrival” “Path” tile (or go back before the “Start” one), it must stop on it (“Start” or “Arrival”);
- if, at the end of moves, it stops on a “Path” tile that is already occupied by another player’s pawn (except the first tile – “Start”, and last tile – “Arrival”, where multiple pawns can stop simultaneously), it must not reveal it and go back until the first free “Path” tile instead (always without revealing it and thus without the chance to make further moves or any other action);
- in case of a move that ends in an infinite continuous cycle (for instance: alternatively on two tiles, respectively with “+4” and “-4”), it must stop on the rearmost “Path” tile among those involved.

Only for the “basic mode: the winner is the player who arrives first to Piantedo, that is “Path” tile number 35.

Only for the “advanced mode”: if you stop on a “Path” tile (but only if there is not a “Chance” token as well) with an object and the “+” sign, take the token corresponding to that object from the “Objects” deck (only if you do not have it already and only if it is still available); or, if there is the “-” sign, you put back the object in the respective deck (only if you have it). The winner is the player who arrives first to Piantedo (that is “Path” tile number 35) provided he/she has at least any two different objects (all three objects if there are only two players): in fact, if you reach the “Arrival” tile but you do not have enough objects, you must recede of twenty “Path” tiles (without revealing the destination one and eventually furtherly receding if it is already occupied).

Have fun.