

SECOND EDITION

Spuntino in Sardegna

"Light meal in between the main ones".

Close your dictionary and come to Sardinia: you will discover something unexpected.

Game designer: Simone Riggio

Drawings and illustrations: Dino Sechi

2 to 4 Players

Age: 8 +

Duration: 30 minutes



CONTENT

110 cards:

- 23 red back **SPUNTINO** cards

- 83 yellow back cards

(60 **INGREDIENTS**, 13 **BEVERAGES**, 1 **RESORZA** e 4 **VERME (WORM)** e and 5 **NEW CARDS FOR AVANCED VERSION**)

- 4 summary cards

- The present game rules

GOAL OF THE GAME

In *Spuntino* you must obtain the greatest number of points by matching the typical combinations of the Sardinian spuntini. Every player must collect the necessary ingredients to make the spuntini.

The spuntini you must know are described in the **SPUNTINO** cards reproducing its image, the necessary ingredients, the drink that can be paired and the points that spuntino allows to gain.

The player can make the typical spuntini by combining the **INGREDIENTS** and the **DRINK** cards he holds, together with the other cards available on the board game.

It is possible to make specific moves thanks to the special cards **VERME (WORM)** and **RESORZA**.

PREPARATION

1. Take the red back **SPUNTINO**, cards, divide them by recipe and arrange them on the table;
2. Take off the **RESORZA** card and keep it a part;
3. Pick up the yellow back cards (the **INGREDIENT** cards, the **DRINKS** cards, the **VERME (WORM)** cards and eventually the **NEW CARDS** described in pag. 9 for the advanced version) and shuffle them;
4. Deal 6 cards to every player;
5. Lay 5 cards face up on the table, side by side.;
6. Insert back in the deck the **RESORZA**, card, shuffle the deck and place it covered on the table, as deck of cards.

Starts the player who has tasted the cheese *casu marzu* last (cheese with the worms).

If no one has ever tasted it, the younger player starts.



THE GAME BOARD

SPUNTINO cards to win, divided
by category and sorted by rank.



deck of
cards



5 rows of face up cards

GAME TURN

PHASE 1 (NECESSARY): DRAW ONE OR TWO CARDS

The current player decides if his cards do make entirely or partially one of the **SPUNTINO** card's combinations, available on the game board. To make a **SPUNTINO** you must have all the **INGREDIENT** cards necessary for the recipe, while the **DRINK** is optional but allows to win a greater number of points. Other than the actual cards he is holding, the player can examine the 5 face up cards available on the game board and decide if one of those cards can help him to complete the recipe.

The current player can choose between:

1. **Take one of the 5 faced up available cards on the game board** (the top one of each row). ✓
2. If he decides for a card that leaves the row empty, he should replace it with one from the deck of cards.
3. **Take two cards from the deck of cards.**



Game example:

if the player chooses the potato card, the empty row will be replaced with the first card of the deck.

PHASE 2 (OPTIONAL) MAKE A SPUNTINO

The current player might have in hand all the **INGREDIENT** cards necessary to complete one of the recipes of the **SPUNTINO** cards, still available on the game board.

He might decide to play a certain combination and declare a **SPUNTINO**, by winning the matching card. You can only win the free **SPUNTINO** cards, it means the ones available at the bottom of each row.

Once made a combination, you can also play a **DRINK** card you might have in hand, combining wine or **S'ABBAR-DENTE** according to the **SPUNTINO** recipe you just won.

The **SPUNTINO** card just won will be placed in front of you, faced down, with a potential matched **DRINK** card. The cards used to make the spuntino must be discarded in the game box.

During your turn you can make more than one **SPUNTINO**.

NOTE WELL: with the **SPUNTINO** card ZIMINADDA you can combine both red and white wine.



You can only combine the **Spuntino** ZIMINADDA with either the red or the white wine.

Game example: player Anna has in her hand the cards pecora (sheep) and vino rosso (red wine). She chooses to pick two cards from the deck and finds the cards cipolla (onion) and patata (potatoe). She decides to make the **SPUNTINO** pecora bollita (boiled sheep) combined with red wine. So, she picks from the board game the free **SPUNTINO** card pecora bollita, takes the red wine card and places them in front of her, faced back for the counting points phase. Finally, she discards the three cards pecora, cipolla and patata in the box game.

PHASE 3: EXCESS CARDS

After the draw phase and winning the **SPUNTINO**, the current player can hold only 6 cards: he must discard the excess cards by placing them in one of the 5 row cards on the board game.

Game example: player Beppe, does not manage to complete a recipe, even after having picked 2 cards from the deck, and now he holds 8 cards. As you can hold maximum 6, he decides to discard 2 of them that he reckons not useful for the play. Beppe places his excess cards above the available ones on the board, in two different rows or in one, as he likes.



THE VERME(WORM) CARD

The **VERME (WORM)** card is a special one because it allows to move cards on the board from one row to another, making some of the cards covered by others, available for the player.

PHASE 0 (OPTIONAL):

ACTION VERME (WORM) CARD

The **VERME (WORM)** card (one maximum) can be played as a preliminary move of the game round. You place the **VERME (WORM)** card on the top of a row and move it in another row together with one or more cards of those below (as many as you want and leaving at least one).



From this moment the **VERME (WORM)** card stays in play in its new position and can be taken from the game board as a normal card. Who takes the **VERME (WORM)** card cannot play it immediately, he/she must wait for the next round. After having played the **VERME (WORM)** card, the current player moves to phase 1.



THE RESORZA CARD

The player owing the **RESORZA** card has the possibility to use it every time another player wins the **SPUNTINO** card: he/she can draw one of the cards the adversary holds, without seeing them, in exchange for his **RESORZA** card.

Game example: *Player Anna has collected her points as she has made **SPUNTINO** pecora bollita (boiled sheep), player Beppe plays the **RESORZA** card deciding to exchange it with one of her cards, without seeing them. If Anna did not have any more cards in her hands, she will take the **RESORZA** card, without giving any card back.*

IMPORTANT: be careful not to keep the **RESORZA** card until the end of the game. When counting, who holds it will have a **penalty of 10 points**. If the **RESORZA** card is drawn from the deck of cards to rebuild an uncovered row, it remains on the game board and can be returned to the hand as the next option in phase 1.

END OF THE GAME

The game ends when a player takes the last card from the deck of cards. This can also happen by replacing from the draw deck a card in one of the 5 rows left empty. Only the current player gets to conclude the hand, by playing one or more combinations of **SPUNTINO**, if he/she holds them.

NOTE WELL: if during this last hand a player makes a **SPUNTINO** he/she **CANNOT** receive the **RESORZA** card.

WHO WINS?

To calculate the score of each player you need to:

- SUM scores on the completed **SPUNTINO** cards;
- ADD the points of the **DRINKS** cards won during the game: 3 points for the red wine, 5 points for the white wine and 7 for the abbardente;
- SUBTRACT the value of the cards **DRINKS** and **RESORZA** left in the hand at the end of the game:
 - 3 points for the red wine;
 - 5 points for the white wine;
 - 7 punti per l'abbardente
 - 10 points for the **RESORZA** card.

Wins the player with the higher score. In the event of a draw, the player who has more **DRINKS** card wins. If there is still a draw, the victory must be shared.

The won **SPUNTINO** and **DRINKS** cards



3 3 7 5 3 5 8

→ 34 POINTS

Cards in hand at the end of the game



-3 -10 → -13 POINTS

Total score at the end of the game 21 POINTS

SCORE EXAMPLE

THE NEW CARDS OF THE ADVANCED VERSION

In the second edition of *Spuntino in Sardegna* you will find new cards that make the game even more fun, they create new forms of interaction between players and give further depth to the game.

HOW TO USE THE NEW CARDS

Take the trobia cards, the vernaccia cards, the canto a tenore (sing tenore) card and the murra bella card and add them to the deck together with the other yellow back cards during point 3 of the preparation phase of the game..



TROBIA CARD

The *trobia* is a wooden or cork container that is used to keep the spuntino's ingredients and serve them at the table.

This card can be played (only one per combination) together with the spuntini ziminadda, proccheddu, pecora bollita or pane e casu (*obligatorily with the combination of a DRINK wine card*) when they are realized in phase 2.

Place it with the other cards you have won and add it up at the end of the game with 4 points.

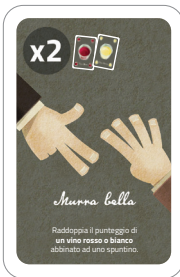


VERNACCIA CARD

A wine jewel kept alive by small family wineries in Oristano. Excellent aperitif to share in Sardinian parties.

Match the Vernaccia card to any **SPUNTINO** just played in step 2 (with or without matching the card **DRINK**). Playing the snack with the vernaccia card you become **immune**

from receiving the card RESORZA from another adversary. Discard the card in the game box after playing it.



MURRA BELLA CARD

Sa Murra sarda is a game where two players (or pairs of two) compete trying to guess the sum of the fingers shown by throwing the arms simultaneously. It requires cunning and rhythm.

The murra bella card can be used as an additional match to a combination of a **SPUNTINO** paired with a white or red wine. It has the power to double the value of that **DRINK** in that **SPUNTI-**

NO. Place the murra bella card together with the conquered wine in order to remember in the calculation phase of the score, which wine doubles its value.



THE CANTO A TENORE CARD

The canto a tenore (in Sardinian cantu a tenore) is a style of choral singing, typical of many villages in Sardinia. A UNESCO World Heritage since 2005, it supports other modes of singing with four voices as on su *Cantu a Cuncordu* or *Taja* which very often live up the spuntini.

The canto a tenore card gives the possibility, to those players who keep it until the end of the game, to eliminate

the negative points of a **DRINK** card choosing between (red wine, white wine or o abbardente). If it remains in hand when the game ends and you go to the point counting phase.

Game example: player Anna manages to complete a *ziminadda spuntino* combined with white wine. She plays also the *trobìa*, *vernaccia* and *murra bella* cards. With this super combination she will count at the end of the game 1 or 2 points from the *ziminadda spuntino*, 10 points from the *vino bianco* (white wine) bonus and 4 additional points for using the *trobìa* card. She will not receive the *resorza* card and will discard in the game box the *zimino*, *verdura*, *vernaccia* and *murra* cards.

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The logo for Demoela Giochi. It features the word 'Demoela' in a large, blue, sans-serif font. Above the 'D' is a stylized blue outline of a hand holding a card. Below 'Demoela' is the word 'GIOCHI' in a smaller, blue, sans-serif font. A blue wave-like line separates the two words.

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