



The Original History Cards®

3 games in 1

Pavia Domino – Pavia Memory – Pavia Rules

Contains:

- 28 historical person cards in 5 colours (red, yellow, green, blue, silver)
- 28 monument cards (combinations of 7 monuments)
- 4 Mr Tels cards (the wild-card)
- 2 information cards, not for play
- Total of 60 game cards and 2 information cards

Gameplay:

Pavia Domino

To play dominoes use the cards featuring monuments of the city of Pavia and its Province (28 cards) in the same way you would use normal domino tiles, matching monuments instead of numbers.

Pavia Memory

To play Pavia Memory use the cards featuring historical people linked with the city of Pavia and its Province and the 4 Mr Tels wild-cards (32 cards).

Pavia Rules

Pavia Rules is an original game created by the Cultural Association 'Il Mondo di Tels'; you play using all 60 cards including the historical person cards, the monument cards, and the wild-cards.



Start of play

Pavia Rules is a game for 2, 3, 4, 5 or 6 players. It is most fun when played by teams made up of equal numbers of players, but may also be played individually. In case of team play, team members may not sit next to each other, but must be separated by at least one player of an opposing team.

The dealer deals three cards to each player, clockwise, and places four cards face up on the table; the rest of the pack is kept aside as stock. The first player clockwise from the dealer begins, and play continues clockwise from player to player. Each new game a different player deals, going clockwise around the group.

Aim of the game

The aim is to score the highest number of points for oneself or for one's team.

How to play

Each turn, players take, if they can, a card from the table, according to the following rules:

Monument takes historical person, as follows:

7 – Il vino d'Oltrepò (Oltrepò wine) takes: Annibale Barca (Hannibal Barca), sant'Agostino d'Ippona (Saint Augustine of Hippo), re Liutprando (King Liutprand), Girolamo Cardano, Lazzaro Spallanzani, Camillo Golgi, Albert Einstein

6 – L'Università degli Studi di Pavia (The University of Pavia) takes: Severino Boezio (Severinus Boethius), Girolamo Cardano, Leonardo da Vinci, Lazzaro Spallanzani, Alessandro Volta, Camillo Golgi

5 – La basilica di San Pietro in Ciel d'Oro takes: sant'Agostino d'Ippona (Saint Augustine of Hippo), Severino Boezio (Severinus Boethius), re Liutprando (King Liutprand), Federico Barbarossa (Friedrich Barbarossa), Geoffrey Chaucer

4 – Il Castello Visconteo (The Visconti Castle) takes: Francesco Petrarca (Petrarch), Geoffrey Chaucer, Ludovico il Moro, Alessandro Volta

3 – Il Ponte Coperto takes: Annibale Barca (Hannibal Barca), Francesco Petrarca (Petrarch), Albert Einstein

2 – Vigevano takes: Leonardo da Vinci, Ludovico il Moro

1 – La rocca di Oramala (Oramala Castle) takes: Federico Barbarossa (Friedrich Barbarossa)

Each historical person card bears the two monuments that can take that card: for example, on the 'Federico Barbarossa' card we find the 'basilica di San Pietro in Ciel d'Oro' and the 'rocca di Oramala'

Historical person takes himself: for example, Albert Einstein takes Albert Einstein.

The well-known citizen of Pavia, **Mr Tels**, is the wild-card. It can take any historical person and can be taken by any other person, regardless of colour. Furthermore, it can be taken by any monument, but cannot take monuments.



If a player cannot take any of the cards on the table, they must leave one of their cards on the table face up. Each player, just before each new turn, must draw another card from the stock so as to have three cards in the hand. Only one card may be played each turn.

The game ends when the cards in the stock and in the players' hands run out. The last player to take a card from the table receives any cards left on the table after the final turn.

Se un giocatore non può prendere nessuna delle carte sul tavolo, deve scartare una delle sue carte sul tavolo a faccia scoperta. Ciascun giocatore, appena prima di ogni sua giocata successiva alla prima assoluta, deve ripristinare il numero iniziale di carte in mano (tre) pescando dal mazzo.

Ogni giocatore può fare una sola giocata per turno.

Il gioco finisce quando le carte del mazzo e quelle in mano ai giocatori sono esaurite. L'ultimo giocatore a prendere una carta riceve tutte le carte rimanenti sul tavolo.

Challenging

Each player may challenge an adversary by testing their knowledge of the story that links the historical person they are about to take to the monument they are using in order to take him. If the challenged player (the player about to take a card from the table) knows the story, they may proceed. Otherwise, their intended play is blocked, and they must leave both cards on the table.

Each player may use the challenge just once during the game, in any moment they wish.

Scoring

The winner is the team or player with the highest score at the end of the game.

Each HISTORICAL PERSON CARD is worth 1 point.

Each MONUMENT CARD is worth a score ranging from 2 to 14 points, depending on the sum of the values of the two monuments on the card, according to the following table:

Il vino d'Oltrepò	7
L'Università degli Studi di Pavia	6
La basilica di San Pietro in Ciel d'Oro	5
Il Castello Visconteo	4
Il Ponte Coperto	3
Vigevano	2
La rocca di Oramala	1

For example, the card with the 'Università degli studi di Pavia' (6 points) and the 'Castello Visconteo' (4 points) is worth a total of 10 points.

Bonus points:

MOST CARDS: the team or player with the most cards receives 5 bonus points.

VINO D'OLTREPÒ: the team or player with the card bearing 'Vino d'Oltrepò' on both halves receives 5 bonus points.



GRAN PAVESE: The team or player that collects at least one historical person of each of the five colours (blue, yellow, green, red and silver), and immediately shouts “Gran Pavese!” receives 10 bonus points. The wild-card, Mr Tels, does not count towards the Gran Pavese. More than one Gran Pavese may be scored in the course of a game.

PAVIA RULES: The team or player that collects at least one card bearing each of the seven monuments, and immediately shouts “Pavia Rules!” receives 15 bonus points. More than one Pavia Rules may be scored in the course of a game.

To keep track of which historical person cards and which monument cards you still need to complete your GRAN PAVESE or PAVIA RULES, you can print out the scoring table below.

<p>GRAN PAVESE</p> <ul style="list-style-type: none"><input type="checkbox"/> red<input type="checkbox"/> yellow<input type="checkbox"/> green<input type="checkbox"/> blue<input type="checkbox"/> silver	<p>GRAN PAVESE</p> <ul style="list-style-type: none"><input type="checkbox"/> red<input type="checkbox"/> yellow<input type="checkbox"/> green<input type="checkbox"/> blue<input type="checkbox"/> silver
<p>PAVIA RULES</p> <ul style="list-style-type: none"><input type="checkbox"/> San Pietro in Ciel d’Oro<input type="checkbox"/> Universita’<input type="checkbox"/> Ponte Coperto<input type="checkbox"/> Castello Visconteo<input type="checkbox"/> Oramala<input type="checkbox"/> Vino d’Oltrepo’<input type="checkbox"/> Vigevano	<p>PAVIA RULES</p> <ul style="list-style-type: none"><input type="checkbox"/> San Pietro in Ciel d’Oro<input type="checkbox"/> Universita’<input type="checkbox"/> Ponte Coperto<input type="checkbox"/> Castello Visconteo<input type="checkbox"/> Oramala<input type="checkbox"/> Vino d’Oltrepo’<input type="checkbox"/> Vigevano