Intro

Vivaldi is a card game based on the traditional game of "Briscola Chiamata". It is a game of strategy, calculation, and a bit of luck.

Content

- 40 play cards, divided in 4 seasons numbered from 1 to 10
- 4 reference cards, with the season symbol but with no numbers
- rule cards

Setup

Randomly choose a player to become the first player. The first player shuffles the play cards in a deck and then distributes them between the 5 players. Each player will then have 8 cards, to be held covered in hand.

A Vivaldi match is divided into three parts: the auction, the game, and the scoring.

The auction

The auction is the first part of the match and determines the teams (the *Caller* and the *Hidden Friend* vs the other 3 players) and the *Current Season* for the match.

The auctions begins. Starting from first player and proceeding clockwise, each player has two options: to "call" a card, declaring a numerical value from 1 to 10, or to "pass", leaving the remainder of the auction. Each call must be of a lower value than the last. In case the auction reaches the number 1, the lowest number, it is still possible to continue the auction.

To call, a player must give the number 1 and an increase to the difference in points needed to win the match. For example, if "1 at +5" is called, it means that to win the match the *Caller* must win by a 5 point difference instead of 1. The next player in the auction might want to increase that to continue the auction with " 1 at +6" etc. It is not compulsory to call

consecutive numbers. It is possible, for example, to jump directly from a call of " 7 " to a " 1 at +10".

When all players except one have passed, the remaining player becomes the *Caller* for this match. The *Caller* declares which season will be the *Current Season* for this match. Automatically the opposite season (autumn vs spring / summer vs winter) becomes the weak season and its points will be counted as negative points at the end of the match.

The player who holds in hand the card with the declared *Current Season* and the numerical value that won the auction for the *Caller* becomes the *Hidden Friend* of the *Caller*.

Important: The Hidden Friend must NOT declare it has that card!

It is possible to declare a card you are holding in hand, but it is a risk because then the match will be the *Caller* alone against the other 4 players.

At the end of the match, the points of the *Hidden Friend* and of the *Caller* will be counted together and compared with the points of the other 3 players. The team with the highest points count will win the match.

(Example: Marco holds in hand 1-9-7-4 of Spring, 2-3 of Winter, 8 of Summer and 5 of Autumn. He is the first player and calls the number 8, because its the higher card he hasn't in hand in the Spring set. He does so hoping that other players pass and he can then play with Spring as Current Season and allied with a

Hidden Friend who holds the 8 of Spring.
Elena, the next player, holds in hand 9-7-6-5 of Summer, 10-9-7-6 of Autumn. She calls the number 4, because its the higher number she is not holding in hand in both her strong sets.)

The match

The game is played over in 8 rounds. In each round, starting from first player and proceeding clockwise, each player must choose a card in their hand and play it face up. The first card played each round determines the strong season for the round. This card will be beaten only by a higher card of the same strong set, or by

any card of the *Current Season*. In case that multiple cards of the *Current Season* are played in the same round, the highest one wins the round.

Important: it is not compulsory to play cards of the same set of the first card played: any card in hand can be played freely.

The player who played the card that wins the round, takes all 5 cards in play, puts them in a deck in front of her/him, and becomes the first player for next round.

This is repeated for another 7 rounds, until all players have played all cards in their hand.

The scoring

Each card has a points value

equal to the number written in its corners. (Example: A 3 is worth 3 points). All the points of the season opposite to the *Current Season* are counted as negative points instead of positive points.

Sum up the points of the *Caller* and the *Hidden Friend*, and compare them to the sum of the points of the other 3 players.

The team with the most points wins the match.

Series of matches

It is strongly suggested to play not only one match but in a series of matches. You can decide a time limit, and when it is over the player with the most Victory Points is declared

the final winner; or you can decide a Victory Points total to reach to become the final winner.

Victory Points (VP) system

If the team composed of the *Caller* and the *Hidden Friend* wins the match, the *Caller* gets 2 VP, the *Hidden Friend* 1 VP, and the other players -1VP each (it is possible to have negative VP count).

If the team of the other 3 players wins, the 3 players get 1VP each, the *Hidden Friend* gets -1VP and the *Caller* -2VP. In case the *Caller* called a card it had in hand, so it is both the *Caller* and the *Hidden Friend*, it wins or loses the number of points for both players, so it plays for +3 or -3 VP.

Advanced Victory Points (optional)

In case the auction is won calling number 1 with a points increment, for every +25 points of difference multiply the VP count for this match:

+25: both positive and negative VP gained are 2x (the *Caller* gets +/- 4VP, other players +/-2VP)
+50: as above but 3x
+75: as above but 4x
+100: as above but 5x