

GAME

prototypes

CHICCHI

Type: board game

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Introduction

You are in northern Italy in 1944. Groups of partisans are fighting to liberate the country from German Nazis and Italian Fascists. It is dangerous, but fear is their greatest enemy.

Overview

At the beginning of the game, each player is secretly assigned to one of three roles: Chicchi, Partisans or Fascists. The Fascists have the majority, but they don't know exactly who everyone is. The Partisans have to resort to secrecy and sabotage to achieve their goals. Chicchi plays for the partisan team. Nobody knows each other's identities. The Fascists win by performing five (5) Fascist actions or by killing Chicchi. The Partisans win by taking five (5) Partisan actions, or if Chicchi is elected decision-maker after three Partisan actions.

Game play

CHICCHI is played in rounds.

1. Pass the Game Master placard. At the start of a new round, the Game Master placard moves clockwise to the next player, who becomes the new Game Master.
2. The Game Master nominates a Decision Maker by passing the Decision Maker placard to any other eligible player (the last Game Master and Decision Maker are not eligible to be nominated).
3. The other player uses the 'Yes/No' card to decide whether the nominated player can be the Decision Maker.

Setup

Shuffle the Fascist and Partisan Action cards. Turn the deck face down. You 'll need 11 envelopes for each player, and each envelope should contain a Secret Role card, a corresponding Group Membership card, and one (1) Yes/No card. Once the envelopes are filled, shuffle them so that each player's role is a secret! Each player should be dealt one envelope at random. Once each player has been dealt an envelope, all players should secretly examine their Secret Role cards. Randomly select the first Game Master and give their player both the Game Master and the Decision Maker.



4. If elected, the Game Master takes three Action cards from the deck and examines them. He then discards one card and passes the other two to the Decision Maker.

The Decision Maker chooses an action from the two cards received and places it on the Partisan/Fascist Table.

When each group reaches the 'Convert a Partisan/Fascist' card, everyone must close their eyes except the Decider, who touches the person he wants to convert.