

Corso Cannelloni

Round and about!
Two speedy dice games
for little delivery men
from 3 and from 4 years.

Game type: A family game-collection
of two games
for children
from 3 and 4 years

Players: 2 to 4 players

Contents: 1 round game board
Ø 44 cm,
4 cars,
6 melons,
6 cartons of milk,
6 pizzas,
6 packets of cannelloni (pasta),
4 shopping lists,
12 door cards,
1 point dice,
1 symbol dice,
instructions

Author and

illustrations: Barbara Kinzebach

Game for children
from 3 years:

Story

In your village, there are four friends who will drive to the shops in their cars and take their shopping lists with them so that they don't forget anything. Each one needs to buy 1 melon, 1 pizza, 1 carton of milk and 1 packet of cannelloni.

One of the four will have the luck of the dice to be the first to bring home all the goods on their list.



Preparation

The game board is placed in the centre of the table. Each player receives a car and a shopping list with a margin the same colour as the car. Place the car on the Start/Destination square.

The goods are shared equally between the four shops; i.e. each shop receives one each of the four items, even if there are only 2 or 3 players in the game. Place the point dice next to the game board.

The remaining goods, the doors and the symbol dice are not needed in this variation.

Aim of the game

To visit the shops to buy all the goods on the shopping list and be the first home.

Course of the game

Play in a **clockwise direction** starting with the youngest player. He moves his lorry forward on the game board the number of squares indicated on the dice.

If you stop on a **shop**, throw the dice once more and load different goods onto your lorry according to the number indicated (1–3).

e.g.: If you throw a 1, you only can take one of the goods shown on your shopping list. If you throw a 2, you may take two suitable goods, and with a 3, you may take 3, for example, a carton of milk, a pizza and a piece of melon.

If you land on a shop where the **number of goods is less** than the number indicated on the dice, you may only take as many goods as you find on this square.

e.g.: If you throw a 3 and there are only two goods in the shop, you may load the two items onto your lorry (if you still need them).

You may **not buy an item twice**. You may only buy goods that you do not already have.

Once you have loaded **everything** shown on your shopping list onto your lorry, you may bring your goods home. Continue taking your turn until you arrive there.

When **another lorry is on the square** you would normally land on, jump over without counting.

You must use all the moves indicated on the dice. The only exception to this is the last move when you reach your destination.

End of the game

The game ends when a player reaches his destination with all four goods shown on his shopping list.

Variation

Follow the playing instructions as above with one exception:

The game only consists of **one round**. Players load as many goods onto their lorry as indicated on the dice. After this round, the player to bring home the most

goods shown on his shopping list wins the game.

And now have fun shopping in the village!

Game for children from 4 years:

Story

Many different animals live in your little village. The bakery "Crusty", is the only shop in the village, so the mice prefer to order their favourite pizza and the cats to buy their milk from the distributors in town. The distributors then come with their lorries to deliver the ordered goods.

Unfortunately, it is rather difficult to find your way through the village. All the little houses look quite similar because they all have the same roses growing in their gardens! Take care not to lose your way – otherwise the pizza will be cold and the milk sour when you finally find your customer's house.

The villagers also know exactly what they want and will only accept the goods from distributors if they exactly match

their order. You cannot deliver only one pizza if your customer wanted three!

Some distributors are distracted by the wonderful things on sale at the bakery and take long breaks instead of delivering their goods.

With the help of Mrs Piggy, the dice and a good memory though, the distributors will find their way to deliver the goods to the waiting customers.

Preparation

Place the game board in the middle of the table. Shuffle the door cards blind



and distribute them face down in any order on the houses on the game board. The locks should be situated on the right-hand-side.

The "Mrs Piggy", "Bakery Crusty" and "Miss Milli" event squares remain free. Place the symbol dice on the city map. Shopping lists aren't needed in this variation.

Each player chooses a lorry and receives the following goods:

	2 players		3 players			4 players			
Player	A	B	A	B	C	A	B	C	D
Pizza	6		1	2	3	6			
Melon	6		6				6		
Milk		6		6				6	
Pasta		6			6				6

Each player divides his goods up into separate loads and places them in front of him on the table:

	2 players		3 players			4 players			
Player	A	B	A	B	C	A	B	C	D
Pizza	3, 2, 1		1	2	3	3, 2, 1			
Melone	3, 2, 1		3, 2, 1				3, 2, 1		
Milch		3, 2, 1		3, 2, 1				3, 2, 1	
Nudeln		3, 2, 1			3, 2, 1				3, 2, 1

Aim of the game

The players try to deliver all the goods to the customers as quickly as possible.

Course of the game

To begin, each player places his lorry on the start square of his colour.

Each player loads his lorry with one load (two loads if there are only 2 players, for example load A and load E). He may choose any one of the following loads, since the order of the single deliveries does not matter.

	2 players		3 players			4 players			
Player	A	B	A	B	C	A	B	C	D
Load A	1 pizza	1 milk	1 pizza	2 pizzas	3 pizzas	1 pizza	1 melon	1 milk	1 pasta
Load B	2 pizzas	2 milks	1 melon	1 milk	1 pasta	2 pizzas	2 melons	2 milks	2 pasta
Load C	3 pizzas	3 milks	2 melons	2 milks	2 pasta	3 pizzas	3 melons	3 milks	3 pasta
Load D	1 melon	1 pasta	3 melons	3 milks	3 pasta				
Load E	2 melons	2 pasta							
Load F	3 melons	3 pasta							

The smallest player starts by throwing the dice. He moves the lorry forward in a clockwise direction by the number of squares indicated on the dice. He stops in front of a house and opens a door – i.e. he turns over the corresponding card and places it back onto the house so that **each player can see** the order shown on this card.

During this game, you need not use the whole score indicated on the dice. If you know that you will only need two points in order to deliver your goods and you throw a three, you may move the two squares forward and deliver your load. This rule is not valid for event squares.

If a player has the **correct order** in his lorry, he may place the goods on the customer's open door and load a new lot of goods into his lorry. If there are only 2 players, he may again take 2 loads, but if there are 3 or 4 players, he may only take one load.

If the order **does not correspond to the load**, he turns the door card over.

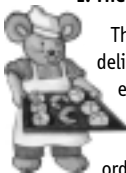
If a player stops in front of a **door that is already open** and where he has already delivered goods, he may throw the dice again.

If there is **another lorry on the square** you should land on, jump over the square without counting it.

There is enough space for several lorries on each event square. If a player

lands on an event square, he follows the instructions shown below:

1. The bakery "Crusty"



The baker makes the most delicious cakes and the crustiest bread rolls in the whole area. Passing distributors love taking a break in order to fortify themselves.

This is the end of their turn.

2. Mrs Piggy

Mrs Piggy is a very friendly neighbour. She accepts goods ordered by others. If a player enters this square, he may deliver his load there. When the correct recipient of this delivery is turned over by any player, he may immediately take delivery of his order from Mrs. Piggy and the goods are transferred to his square.

If there are only **2 players**, a player can place only **one** of his loads on Mrs. Piggy's house.



As long as your order is on Mrs. Piggy's house, it is considered undelivered. If a player has already delivered all his other orders, he must continue moving his empty lorry until the order at Mrs. Piggy's house has been delivered to the correct recipient. He has not won until this occurs.

3. Miss Milli

Miss Milli knows everybody in the village and likes to give information about the other inhabitants' favourite food. Unfortunately, she does not always know all the details and this makes her responsible for some confusion.



If a player arrives at Miss Milli's, he may exchange two face-down door cards without looking at them. If there are not enough face-down door cards left, this action is not possible.

4. The city map

Fortunately there is a map of the village that shows all the houses and streets so that strangers to the village can gather information



and possibly deliver their load quicker. If a player arrives on this square, he may throw the symbol dice and move to the house indicated on the dice – i.e. to the bakery “Crusty”, Miss Milli's, or Mrs. Piggy's. Once on one of these squares, he follows the rules for the appropriate card as mentioned above.

End of the game

The first player to deliver all his goods with no more orders left at Mrs. Piggy's house, is the winner.

And now:
Good luck finding
your correct customers!