

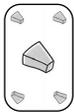
SOLE Mio!

for 2 to 5 players aged 10 and up, 30 minutes

Contents

55 ingredient cards:

45 single ingredient cards (9 each of olives, peppers, mushrooms, salamis and pineapples)



10 double ingredient cards (2 each with 2 olives, 2 mushrooms, 2 peppers, 2 salamis and 2 pineapples)

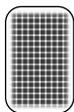


55 orders

(11 each in the 5 player colors)

1 Sole Mio! card

1 rulebook



Goal

The winner is the player who has filled the most of his 11 orders after two game rounds.

Preparation

- With fewer than 5 players, reduce the number of ingredient cards using the following:
 - 4 players: remove 1 single ingredient card of each type,
 - 3 players: remove 1 single ingredient card of each type and 1 of each type with 2 ingredients,
 - 2 players: remove 3 single ingredient card of each type and 1 of each type with 2 ingredients.
- Shuffle all the ingredient cards together face down and deal 5 cards to each player face down. The players take their cards as their starting hands.
- Shuffle the Sole Mio! card into the ingredient card deck and place this deck face down in the middle of the table as the ingredient supply.
- Each player takes all the order cards of one color, shuffles them face down, places these cards as a stack in his play area (on the table near him), and draws the 2 top-most cards from his order stack, adding it to his hand.
- The space next to the ingredient supply will be used as a special “discard stack”. During the game, the players will play ingredient and order cards, placing them face-up on the discard stack.
- The players choose a starting player, who begins. Play then continues in clockwise order.



The Sole Mio! card

When a player draws the Sole Mio! card, he places it face-up in his play area and draws another card. At the end of the round, the player, with the Sole Mio! card, scores the orders. He is also the starting player for the second round.

First round

On a player’s turn, he must play at least one ingredient card from his hand face up on the discard stack. A player may place more than one card on the discard stack on his turn, but they must all be the same kind of ingredient. Then, he names the number and type of ingredients he played on the discard stack. A card with 2 ingredients counts as 2 ingredients when the player names the number. When a player includes such cards in his play, he mentions that when he names the kind and number (e.g. “3 pineapples, including 1 double”). Then, the player may play one order card from his hand face up on the discard stack. Whether a played order card is filled is determined later in the scoring phase of the round. Finally, the player draws cards until he has 7 cards in his hands. To do this, he may draw cards either from the ingredient supply or his own order stack. The player may not draw cards from both stacks. Therefore, it is possible that he will be unable to fill his hand with 7 cards if the stack he draws from has too few cards remaining. In such a case, the player will play his next turn with fewer than 7 cards in his hand.

The player’s turn is over and his left neighbor takes his turn.

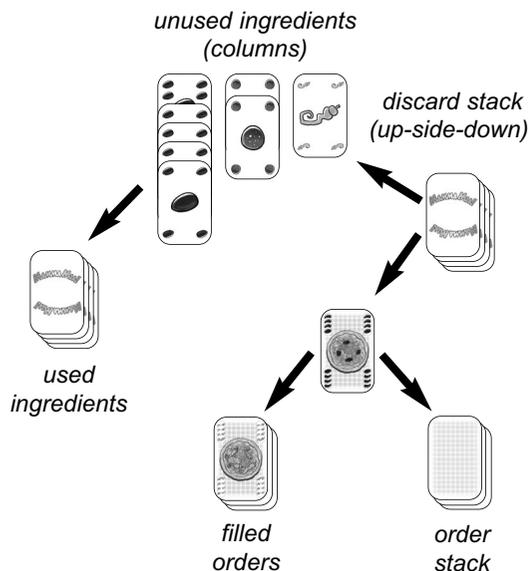
When a player draws the last card from the ingredient supply, the round ends.

Scoring the discard stack

The player with the Sole Mio! card scores the face-up discard stack. She takes the stack and turns it up-side-down in her hand. The players may not change the order of the cards in the discard stack in any way.

Next, she turns over the cards in the discard stack, one at a time. When she turns over an ingredient card, she places the card, face up on the table, sorting it by ingredient type. In this way, she creates a column of cards for each ingredient.

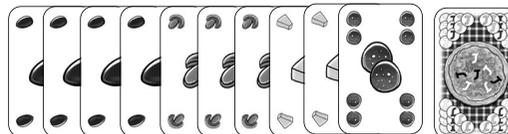
When she turns over an order card, she places it face up on the table and then looks to see if the ingredients needed to fill the order are present in the ingredient columns. If they are there, she collects the needed ingredients and places them of a new discard stack for used ingredients. Double ingredients must always be used first when available. Unused ingredients remain in their columns on the table. She places the filled order to the side.



Example: in the ingredient columns are 6 olives (1 double and 4 singles), 2 salamis and 1 pepper. She turns over an order for 4 olives. As there are sufficient ingredients to fill the order, she removes 4 olives (1 double and 2 singles) and places them on the used ingredient discard stack. She sets the order aside and leaves the 2 olives, 2 salamis and 1 pepper in their columns on the table.

When an order is turned over that may be filled in different ways, the owner of the order must decide how it is filled.

As the double ingredients must always be used first, an order will be “over-filled” if it requires a single ingredient and a double ingredient of that type is available.



Example: in the ingredient columns are 4 olives, 3 mushrooms, 2 pineapples (all with single ingredients), and 2 salami (a double). She turns over an order needing 4 of one kind, 3 of another kind, 2 of a third kind, and 1 of a fourth kind. There are sufficient ingredients to fill the order. As there are choices to be made, the owner of the order chooses which ingredients to use to fill the order. In this case, he must choose between 2 pineapples and 1 salami or 2 salamis and 1 pineapple. He chooses 4 olives, 3 mushrooms, 2 pineapples, and 1 salami. She places these ingredients on the discard stack for used ingredients. In the case of the 1 salami, she discards the double salami. This leaves no ingredients in the ingredient columns.

To complete an order, a player may:

- Play missing ingredient cards from his hand. If the order is thereby filled, it is handled as described above. The ingredients played from the player’s hand are discarded to the used ingredient stack. The player may not now draw cards from the ingredient supply to replace them.
- Ask his opponents for help (see “Help” below).

If an order is not filled, the owner places the order face down under his order stack. The ingredients columns remain unchanged in this case.

When an order is turned over that requires 4 ingredients of one kind, the owner of the order may play a series (see “The orders” below).

After the Sole Mio! player has turned over all the cards in the discard stack, she gathers all unused ingredients from the ingredient columns and places them in a face up stack as the new discard stack for the second round. Players may play orders in the second round based on these ingredients.

Second round

The Sole Mio! player now shuffles the used ingredient stack together with the Sole Mio! card and places the result face down as the new ingredient supply. The Sole Mio! player begins the second round.

Note: at the beginning of the second round, some players may have fewer than 7 cards in their hands (if they played cards to fill their order or help their opponents).

These players will have an opportunity to fill their hands to 7 cards at the end of their first turns in the second round.

A player must pass if he does not have any ingredient cards in his hand and just replenish his hand to 7 cards. As always, he must take cards from either the ingredient supply or his order stack, but not both.

Game end and victory

After the last ingredient card is drawn in the second round, it is scored as the first was. Then, the game ends. The player who has filled the most orders is the winner. If players tie for most orders, the player among them with the most ingredients in his hand is the winner. In this case, double ingredient cards count as 2 ingredients.

Help

When a player cannot or chooses not to fill his order when the Sole Mio! player turns it over, he may ask for help from his opponents. Beginning with his left neighbor and continuing in clockwise order, he may ask each opponent for the specific ingredients he needs (e.g. “I need 2 mushrooms and 1 salami”).

When an opponent gives the requested ingredients to fill an order for another player who requested help, the ingredients are discarded on the used ingredient stack and the order is filled as described above. The opponent may, of course, include doubles in the ingredients he gives. As a reward for his help, the opponent takes the top-most cards from his order stack and places it with the rest of his filled orders – it counts as filled! He may not take an order card from his hand for his reward.

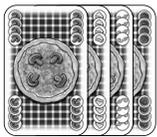
Example: in the ingredient columns are 2 olives. The Sole Mio! player turns over an order for the pepper player for 4 olives. The pepper player has just 1 olive in his hand and asks his opponents for help (“Will one of you give me 1 olive to complete this order?”). He asks his left neighbor first but he cannot or will not help. He ask the next player in clockwise order, who gives an olive to complete the order. The olive is placed on the used ingredient stack with the other 3 olives (2 from the ingredient columns and 1 from the player’s hand). The other players are not asked. The pepper player places his order on his filled order stack. The opponent, who gave the olive, moves the top-most order face up from his order stack to his filled order stack.

If the left neighbor cannot or will not help, the player asks the next opponent in clockwise order, and so on. Only one player can help. Once a player has given all the needed ingredients, the others are not asked. If no opponent can or will help, the order is not filled, just as if the player did not have the needed ingredients to fill the order.

Example: in the ingredient columns are 3 olives. The Sole Mio! player turns over an order for the pepper player for 4 olives. The pepper player has 1 olive in his hand, but wants to save it for a later order. He asks his opponents for their help (“Will you give 1 olive to complete this order?”). But no opponent can or will help, so the order is not filled. The player cannot now choose to play his olive to complete the order. He takes the unfilled order back and places it face down under his order stack. The 3 olives remain in the ingredient column.

The orders

The orders are described in detail below. Keep these explanations nearby so players new to the game can easily learn them.



With these 4 orders, the player needs 4 ingredients of one kind, but no ingredients of his kind.

Series: If, when scoring the discard stack, one of these orders is turned over, the player who owns the order may play up to three additional orders of this kind from his hand. For each additional order of this kind that he plays, the additional order requires 1 less ingredient than specified to be filled. Thus, the second order (first from his hand) requires only 3 ingredients, instead of 4, the third requires only 2, and the fourth requires only 1. However, the order played does not determine which order requires how many ingredients, so the owning player may decide which order needs 4 ingredients, which order needs 3 ingredients, and so on.

Example: in the ingredient columns are 4 mushrooms, 2 peppers, and 1 salami. The Sole Mio player turns over an order with 4 peppers. The owning player plays orders for 4 mushrooms and 4 salamis from his hand. He then plays 2 salamis from his hand. Thus, he fills the three orders with 4 mushrooms, 3 salamis, and 2 peppers.

The owning player may ask for help from his opponents to fill the orders, but only 1 player may help, as normal, and the helping player only moves one order from his order stack to his filled order stack for his help.



For this order, the player needs 2 ingredients of each kind, except his own kind. In fact, it needs no ingredients of the player's kind.



This order requires at least 2 ingredients of the player's kind. The owner of the order decides how many of his ingredient is needed. Of course, he may play these ingredients from his hand if there are not sufficient numbers in the ingredient columns.

The opponents may then try to block the filling of the order. They do this by showing all the ingredients of this kind they have in their hands. If they, together, have at least this many of the ingredient, the order is not filled. In any case, the opponents take their ingredient cards back into their hands. If the order is filled, all ingredients of the player's kind are placed in the used ingredient discard stack. If the order is not filled, the ingredients remain in the ingredient columns, including those played by the player from his hand.

Note: for this order, the player is not allowed to ask for help.

Example: in the ingredient columns are 2 salamis and 1 mushroom. The Sole Mio! player turns over the order for the mushroom (brown) player. As the order requires at least 2 mushrooms, the mushroom player must play at least 1 mushroom from his hand to have a chance to fill the order. He has 3 mushrooms in his hand, and decides to play 2 of

them to make the order require 3 mushrooms. Now, the other players show how many mushrooms they have in their hands. One has a single mushroom, another has a double mushroom, and the rest have none. Together the player's opponents have 3 mushrooms and force the order to be unfilled. The opponents take back their mushrooms. The 3 mushrooms (2 from the player) remain in the ingredient columns.



The owner of the order chooses an opponent, who then selects 1 ingredient from his hand, placing it face up on the table. If the owner of the order has at least 1 of this kind of ingredient in his hand, he plays it, filling the order. If the owner of the order does not have any of the ingredient, the order is not filled. The order cannot be filled from the ingredient columns, but only from the player's hand. **Note:** for this order, the player is not allowed to ask for help.

Example: the Sole Mio! player turns over the order for the pineapple (yellow) player. The contents of the ingredient columns are unimportant as they cannot be used to fill the order. The pineapple player chooses an opponent and asks him to show him an ingredient from his hand. The opponent shows a double pepper and puts the card back in his hand. The pineapple player has a single pepper in his hand (a double pepper is not needed), he plays it, and fills the order.



When this order is turned over, it cannot be filled if any (even 1) ingredient of the player's type is in the ingredient columns. If the player's ingredients are missing from the ingredient columns, the order needs just 2 each of 2 other ingredients to be filled.

Example: in the ingredient columns are 3 pineapples, 2 olives, 1 pepper, and 1 salami. The Sole Mio! player turns over the order for the salami (red) player. With 2 pineapple and 2 olives in the ingredient columns, the order should be easy to fill. However, there is also a single salami that makes filling the order impossible (as no salami can be available), so it is not filled.



For this order, the player needs any two different doubles.

Example: in the ingredient columns are only single cards, no doubles. The Sole Mio! player turns over the order for the mushroom (brown) player. The mushroom player has only a pineapple double in his hand and asks his opponents for help. As he must ask for a specific combination, he asks for a double salami (he cannot just ask for a double). But no opponent can or will offer a double salami, so the order is unfilled. The player takes the double pineapple back into his hand.



This order is filled with 4 ingredients of one kind, 3 ingredients of a second kind, 2 ingredients of a third kind, and 1 ingredient of a fourth kind. The choice of the kinds is up the player who owns the order.

Example: in the ingredient columns are 4 pineapples and 4 salamis. The Sole Mio! player turns over the order for the olive (blue) player. The owner has only 1 mushroom in his hand and asks his opponents for help. As he must ask for a

specific combination, he asks for 1 mushroom and 1 olive. Fortunately, an opponent chooses to help and plays the requested ingredients. The olive player plays his mushroom and fills the order with 4 salamis and 3 pineapples from the ingredient columns. Thus, the order is filled with 4 salamis, 3 pineapples, 2 mushrooms, and 1 olive. 1 pineapple remains in the ingredient columns. The opponent who helped moves the top-most order from his order stack to his filled order stack.



When this order is turned over, it needs 4 ingredients of the kind belonging to the Sole Mio! player. If the order is filled, the player who owns the order immediately takes the Sole Mio! card and becomes the scoring (Sole Mio!) player.

Example: in the ingredient columns are 3 pineapples and 2 peppers. The pineapple (yellow) player is the Sole Mio! player and turns over the order for the salami (red) player, which is now an order for 4 pineapples. He plays 1 pineapple from his hand, filling the order. Thus, the salami (red) player becomes the Sole Mio! player, continues the scoring, and will be the starting player for the next round. If, later in the round, he turns over another order of this type, it will require 4 salamis to fill. If filled, then the Sole Mio! player will change again.



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MAMMA MIA!

GRANDE

More than just an extension to
SOLE Mio! and MAMMA MIA!
for 2 to 5 players aged 10 and up, 60 minutes

Contents

70 ingredient cards:
60 single ingredient cards (12 each of salamis, pineapples, mushrooms, peppers and olives)
10 double ingredient cards (2 each of 2 salamis, 2 pineapples, 2 mushrooms, 2 peppers and 2 olives)
1 Sole Mio! card
95 orders (19 each in 5 player colors)

Goal

The winner is the player who has filled the most of his 19 orders after three game rounds.

Preparation

For MAMMA MIA! GRANDE, you need all cards from SOLE Mio! and some cards from MAMMA MIA!: all the order cards and some ingredient cards.

- Combine the order cards from both games (SOLE Mio! and MAMMA MIA!) together by player color. Thus, each player has 19 orders.
- In addition to all ingredient cards from SOLE Mio!, include 3 ingredients of each kind from MAMMA MIA! With 5 players, use all 12 single ingredients and the 2 double ingredients of each kind.
- With fewer than 5 players, remove the following ingredients:
4 players: 1 single ingredient of each kind,
3 players: 1 single and 1 double ingredient of each kind,
2 players: 4 single and 1 double ingredient of each kind.
- Shuffle all ingredient cards face down and deal each player 5 cards face down. These are the players' starting hands.
- Add the Sole Mio! card to the rest of the ingredients, shuffle them, and place them as an ingredient supply stack in the middle of the table.
- Each player takes a set of 19 order cards of the same color, shuffles them face down, places them as his order stack face down, draws the top-most 2 cards from his order stack, and adds them to his hand.

The game is played using the rules to SOLE Mio!, but with a few changes. When an order is not filled, it is removed from the game. Similarly, when a player plays an order as part of a series and it is not filled, it is removed from the game.