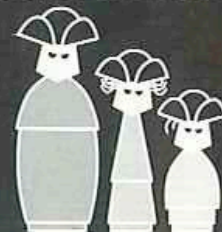


Worm-up

ALEX RANDOLPH

A lunatic worm-race for 2 to 5 players

Venice
Connection



Equipment

- 4 posts.
- 5 x 7 worm-segment (small half-spheres) in 5 different colours.
- 5 dice in the 5 colours with faces marked 3, 4, 5, 6, 7, X.
- a finish line card marked FINISH.

Preparations

- Set up the posts. 2 indicate the starting line and 2 the finish line. Distance between start and finish: about 60 to 70 cm. Slip the card marked FINISH over the two finish line posts.
- Each player chooses a colour and receives the corresponding worm-segments and die. Each player lines up his 7 worm segments behind the starting line. The lined-up segments of each worm must touch each other and the head of the worm must be behind the starting line.

Objective

To win, the head of your worm must reach the finish line (card marked FINISH).

The Game

bidding

- The dice are not thrown but are used only for bidding.
- The bids are made secretly. Keep your die covered until all have bid, then uncover simultaneously.
- A bid indicates by **how many segments** you intend to advance your worm for that turn.
- X means a bid for a number of your choice **not** bid by any other player. It also lets you move one of the posts at the finish line! (see below)
- If 2 or more players bid the same number or X, their bids are invalid: worms don't move.

- **Restriction:** you may **not** bid 7 or X twice in succession. This applies only to valid bids. (If 2 players bid 7, thus cancelling each other, they are free to bid 7 again on the next turn).

motion

- The player who made the lowest bid starts the round, followed by next lowest, and so on.
- When it is your turn, you may move as many worm-segments as you had bid. This is done by moving, at each count, the **last** segment in the row to the **head** of the row. (Example: if your bid was 5, move the bottom 5 segments one after the other to the top).
- You need not move your worm straight up, but may "bend him", worm-fashion, to hinder the advance of other worms.
- X. As mentioned above, X means that you may move a number **not** bid by any other player. In addition you may move **one** of the finish line posts, thus reorienting the line. But of course while you do this the card must remain attached to the two posts.

end of race

- The race ends the moment the head of a worm touches the card marked **FINISH** on the correct side: worm should be able read the word **FINISH**...

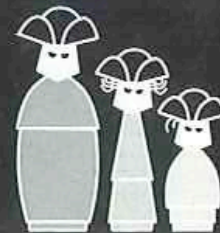
Variant

Before making a move, you may change your worm's direction: provided you do not move the **last** segment, you may displace any of the **other** segments. After which, of course, the worm must again be complete.

The game for 2 players

All the rules are the same - except that now there is also a ghost in the game ... After you and your opponent have made your bids, two more dice are thrown, and the higher of the two shows the number bid by the ghost. (If the dice show X and 7, X is higher). If one of you bid the same number as the ghost, the bid is invalid and your worm doesn't move. Everything else is as above.

Venice Connection



VeniceConnection game 1.3
series **giochi d'autore**
2 to 5 players ages 8 & up

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