

Venice  
Connection



Alex Randolph

English

# XEQQUEO!

[ze kúe'ɔ]

It's that one!

Wily fun for two.

"Xe Queo!" means "It's that one!"  
in Venetian.

Alex Randolph **XE QUEO!**  
[ze ku'eo]

Wily fun for two.

### Equipment

- 1 board (7x7 spaces)
- 7 playing pieces in different colours
- 2 sets of 7 cards (face colours like those of pieces)
- 7 rings

### Game

The game is played over several rounds. Objective in each round is to collect a ring. First to collect four rings is the winner.

### Preparations

Before start of first round:

- each player receives a 7-card set;
- the 7 pieces are distributed at random on the board;
- one player enters a ring on a vacant space of the board, but not next to a playing piece;
- each player selects secretly one of the pieces on the board, puts the corres-

ponding card at the bottom of his deck and places the deck face down in front of him.

Before start of subsequent rounds:

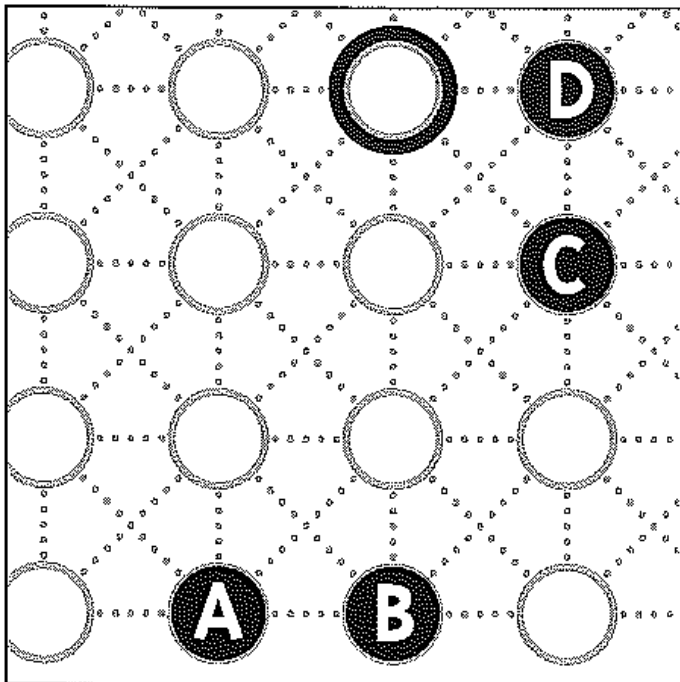
- the 7 pieces are left as they were at the end of the previous round;
- the loser of the previous round enters a new ring on the board;
- each player selects a piece and the corresponding card as in the first round.

### Start

In first round, the first move is made by the player who did not enter the ring; in subsequent rounds, by the player who won the previous round.

### Moves

On your turn you may move **any** playing piece. Move it either one step in any direction to a vacant neighbouring space (like a King in chess), or have it jump in any direction over a neighbouring piece (as in Chinese Checkers). Several such jumps may be made in succession. But play must always be **toward** the ring; in other words, the piece you choose for the move must end up closer to the ring than it was before. (Diagonal distance is considered greater than orthogonal distance – see diagram.)



*Even though number of moves is the same, B is considered closer to the ring than A, and D closer to it than C. Therefore you may move a piece from A to B or from C to D but not from B to A or D to C.*

### Collecting rings

There are three ways of collecting a ring, thereby ending the round:

1. Move your piece into the ring and show your card.
2. But if your opponent had chosen the same piece (which he proves by showing the same bottom card), **he** is the one who

collects the ring.

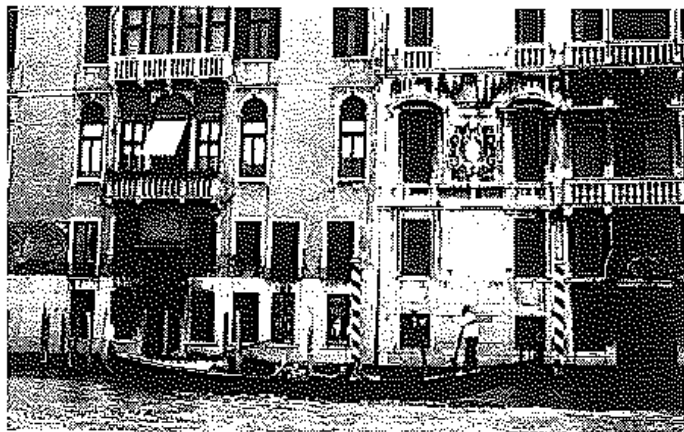
3. The third way is to challenge. When it is your turn, you may point to the piece you believe your opponent had selected and say, "Xe queo!" You get the ring if right, he gets it if wrong.

*Important:*

*On your turn you must always either move a piece or say "Xe Queo!"*

### End of the game

The game ends as soon as a player has collected four rings.



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Venice Connection  
tel. +39/041/5211029  
fax +39/041/5240881  
<dariodet@tin.it>