

Guide to

Vodič za

Anno

Parlor Game Cards Kartašku Igru Salon

Godisnje - Kentucku - Little Kuna



2nd Edition
2024

Nouveau Riche - Blue Moon Corp.

The current and definitive guide to
Aktualni i konačni vodič za

Anno

Parlor Game Cards
Salon Kartaška Igra

2nd Edition

Anno 2024

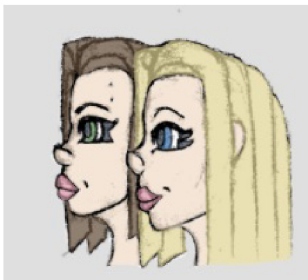


Croatian-American Co.
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This guide is made for new players to not only learn but to immediately begin to play!

Ovaj vodič je napravljen za nove igrače ne samo da nauče, već da odmah počnu igrati!

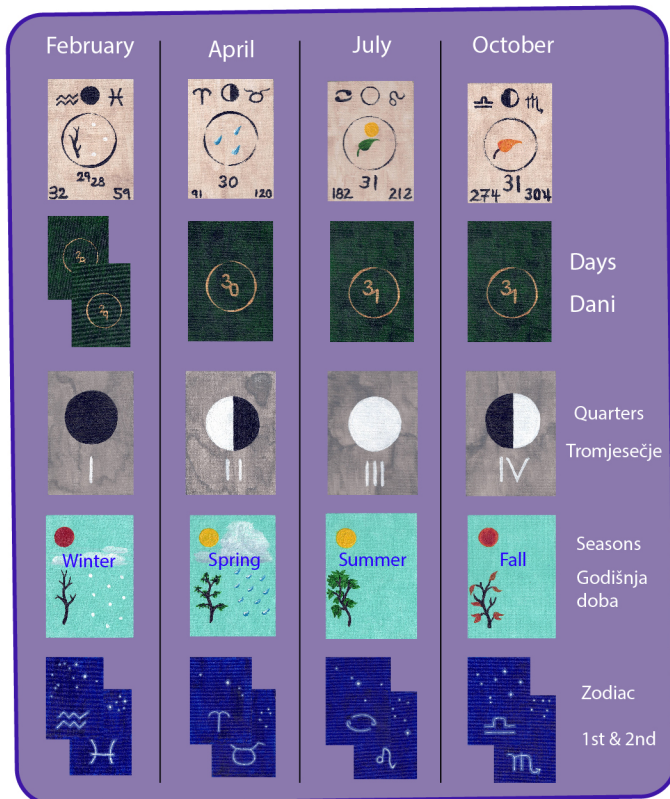


*Amalija and/i Mirjana
The Horvat Sisters*

We have three different games, that can always be played, but are also stepping stones. They become slightly more complex as we go along, but each one is building off what you learned on the last one.

Imamo tri različite igre koje se uvijek mogu igrati, koje su ujedno i odskočne daske. One redom postaju nešto složenije, a svaka se nadograđuje na ono što ste naučili u prošloj.


As the name implies, ANNO KARTE involve the calendar year. There are twelve (12) MONTH cards. One for every month of the year. Every MONTH card has corresponding Days, Quarter, Season and (2) Zodiacs cards. These are called PRIMARY cards.




Kao što sam naziv govori, ANNO KARTE se tiču kalendarske godine. Postoji dvanaest (12) karata koje predstavljaju MJESEC. Po jedna za svaki mjesec u godini. Svaka karta MJESEC ima odgovarajuć Dan, Četvrt, Godisnje doba i (2) karte Horoskopa. Ove karte nazivaju se PRIMARNE karte.

1st Game - "Little Kuna" 1. "Mala Kuna"

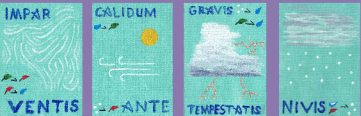
1. REMOVE these (SECONDARY cards) from your DECK:
1. UKLONITE ove (SEKUNDARNE karte) iz ŠPILA:



Blue Moon
Plavi mjesec



Cusp
Zenit



Weather Cards
Meteorološke karte

2. Shuffle the remaining MONTH and PRIMARY cards.

2. Promiješajte preostale karte MJESECA i PRIMARNE karte.



"Lijepa Biserka"
Iva Pintar

"Ovaj lik, kojeg sam ja nazvala "Lijepa Biserka" je odjevena u tradicionalne hrvatske krpice, koje su pune zanimljivih uzoraka i vibrantnim bojama, odajući počast bogatoj kulturnoj baštini hrvata. Kosa joj je ispletana u pletenece, baš kako su naši predci pletli njihovu kosu. U rukama joj je tamburica, instrument važan za hrvatsku kulturu, koja je stoljećima razvijala one poznate zvukove folk glazbe. Ova mlada dama također na glavi nosi cvijetnu krunu koja simbolizira ljepotu i mladost. Na rukama ima tradicionalne hrvatske tetovaže, za koje su naši predci vjerovali da imaju moći iscjeljivanja. Ovaj lik je posebno blizak srcu jer je inspiriran mojom bakom, Biserkom.

"Beautiful Pearl" - She is adorned in traditional Croatian clothing, featuring intricate patterns and vibrant colors, paying homage to our rich cultural heritage. She has her hair made into braids just like our ancestors did. She is holding a "tamburica," a cultural instrument our people used for centuries. She is also wearing a flower crown to symbolize beauty and youth. She has tattoos on her arm- my people used to get those tattoos because they believed they had healing powers. This character is especially dear to me because it was inspired by my grandmother.

1st Game - "Little Kuna" II

3. OBJECTIVE: Complete a large Matching Game to get players familiar with what PRIMARY cards MATCH to which MONTH cards.

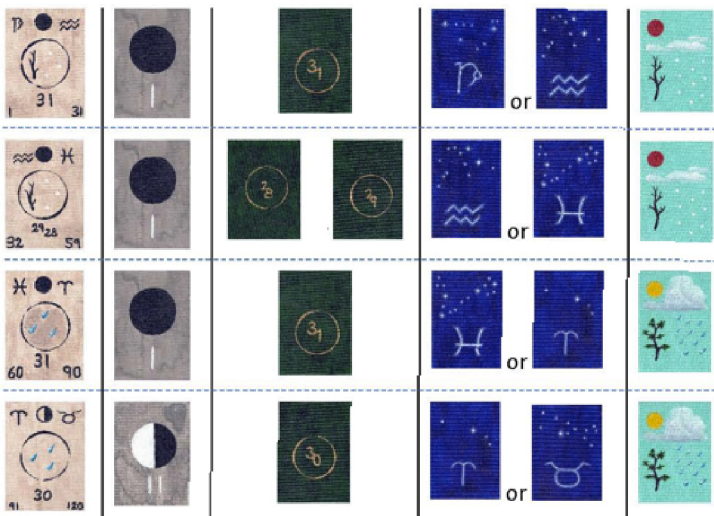
3. CILJ: Završite veliku igru spajanja kako bi se igrači upoznali s tim koje se PRIMARNE karte podudaraju s kojim kartama MJESECA.

3A. The area full of MATCHED cards is your BOARD.

3A. Područje ispunjeno UPARENIM kartama je vaša PLOČA.

4. MATCH every PRIMARY card to a MONTH card.

4. UPARITE svaku PRIMARNU kartu s karticom MJESECA.



5. Watch which ZODIAC you use for each MONTH & February has two (2) DAYS cards - 28 & 29.

5. Obratite pozornost na to koju kartu HOROSKOPA koristite za svaki MJESECI i na to da veljača ima dvije (2) karte DANA - 28. i 29.

2nd Game - "Godisnje"

2. "Godisnje"

1. Add the BLUE MOON cards back into your DECK and Shuffle.

1. Dodajte karte PLAVI MJESEC natrag u svoj ŠPIL i promiješajte ga.

2. See Back Cover for Diagrams and BLUE MOON rule!

2. Pogledajte stražnju koricu za dijagrame i pravilo PLAVI MJESEC!



3. OBJECTIVE: DECLARE MONTH cards and then MATCH PRIMARY cards to those MONTH cards. SCORE as many points as you can before running out of TURNS.

3. CILJ: ZOVITE karte MJESECA i zatim SPOJITE PRIMARNE karte s tim kartama MJESECA. OSVOJITE koliko god bodova možete prije nego što vam ponestane POTEZA.

4. DEAL six (6) cards to yourself. This is your HAND.

4. PODIJELITE sebi šest (6) karata. Ovo je vaša RUKA.

5. DEAL eight (8) cards, face up, arm's length from you. This is the "C-8".

5. PODIJELITE osam (8) karata, licem prema gore, na udaljenosti ispružene ruke. Ovo je "C-8".



"Hrvatska"
Tihomir Taborski

2nd Game - "Godisnje"

II

6. Keep count of your remaining TURNS during the game. You start with two (2) TURNS.

6. Brojite svoje preostale POTEZE tijekom igre. Počinjete s dva (2) POTEZA.

7. You can DECLARE any MONTH card in your HAND. NOT FROM THE C-8 DECLARE a MONTH card by putting it face up in front of you. This area is called your BOARD.

7. Možete ZVATI bilo koju kartu MJESECA u Vašoj RUCI. NE IZ C-8. ZOVITE kartu MJESECA tako da je stavite licem prema gore ispred sebe. Ovo područje se zove vaša PLOČA.

7A. During your turn you MATCH PRIMARY cards to a MONTH card by placing them next to it.

7A. Tijekom vašeg poteza UPARUJETE PRIMARNE karte s kartama MJESECA stavljajući ih pored njih.

7B. A MONTH CARD can only have ONE OF EACH TYPE of PRIMARY card MATCHED to it.

7B. KARTA MJESECA može biti uparena SAMO S JEDNOM OD SVAKE VRSTE PRIMARNE karte.

7C. A MONTH card cannot be DECLARED alone. It must be MATCH to in that turn

7C. Karta MJESECA ne može se ZVATI sama. Mora biti UPARENA u tom potezu.

8. You get additional +2 TURNS for every MONTH you DECLARE and +1 TURN for every card MATCHED to a MONTH card.

8. Dobivate dodatna +2 POTEZA za svaki MJESEC koji ZOVETE i +1 POTEZ za svaku kartu KOJA SE UPARI s kartom MJESECA.

9. EVERY card on your BOARD is worth +5 POINTS.

9. SVAKA karta na vašoj PLOČI vrijedi +5 BODOVA.

10. You can MATCH PRIMARY cards to your MONTH cards from either the "C-8" or your HAND. NOT from both in the SAME TURN.

10. Možete UPARITI PRIMARNE karte sa svojim kartama MJESECA iz "C-8" ili iz vaše RUCI. NE iz oboje u ISTOM POTEZU.

11. NOTE: YOU CAN MATCH one (1) OR three and more (3+) cards in a Turn

11. NAPOMENA: MOŽETE UPARITI jednu (1) ILI tri ili više (3+) karata u potezu

12. At the end of your turn. You must DISCARD a card from your HAND and DRAW a new one. This who process is called "Burn and Turn".

12. Na kraju vašeg poteza. Morate ODBACITI kartu iz svoje RUCI i IZVUČI novu. Ovaj proces se zove "Baci i vuci".

13. If you take cards from the "C-8" to MATCH, you must DRAW fresh cards to replace them after your TURN ends.

13. Ako uzmete karte iz "C-8" za SPAJANJE, morate IZVUČI nove karte da biste ih zamijenili nakon što vaš POTEZ završi.

- "Secondary Cards" "Sekundarne karte"

Blue Moon Card - See Back Cover for more info.

Kartica Plavi mjesec - pogledajte stražnju koranicu za više informacija.



1. Is used at the beginning of a player's TURN
1. Koristi se na početku POTEZA igrača
2. A BLUE MOON in your HAND, is used to swap itself for a card in the C-8.
2. PLAVI MJESEC u vašoj RUCI koristi se za zamjenu za kartu iz C-8.

Weather Cards - See Back Cover for more info.

Meteorološke karte - pogledajte stražnju koranicu za više informacija.



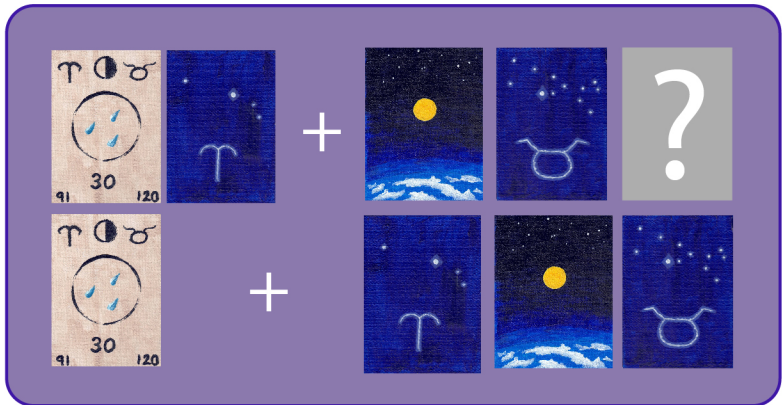
1. Weather cards alter the MONTH card, changing the SEASON card it MATCHES to. Must be MATCHED with the new SEASON card.

1. METEOROLOŠKE karte mijenjaju kartu MJESEC, mijenjajući kartu GODISNJE DOBA s kojom se SPAJA. Mora se SPOJITI s novom karticom GODISNJEG DOBA.

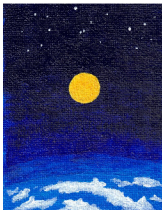
"Snowstorm" - Changes SPRING OR FALL MONTH cards to MATCH with the WINTER card.

"Mećava" - Mijenja karte PROLJETNIH ILI JESENSKIH MJESECI tako da se SPAJAJU s kartom ZIMA.

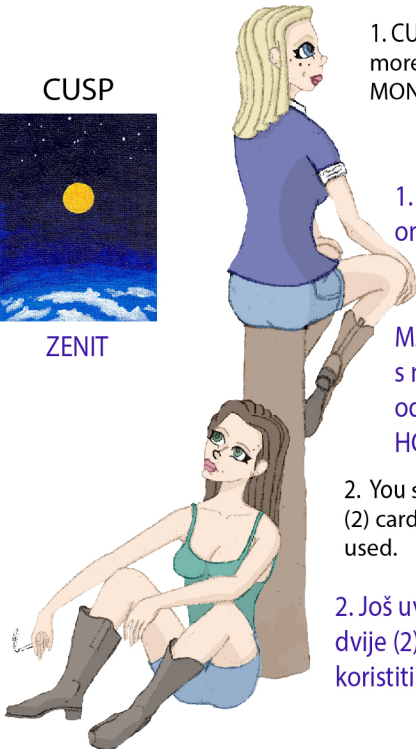
2. You still cannot MATCH exactly two (2) cards in a turn. 3+ cards must be used.
2. Još uvijek ne možete SPOJITI točno dvije (2) karte u potezu. Moraju se koristiti 3+ kartice.



CUSP



ZENIT



1. CUSP cards allow you to MATCH more than one ZODIAC card to a MONTH card. Must be Matched with at least one appropriate ZODIAC card.

1. ZENIT karte vam omogućuju da SPOJITE više od jedne karte HOROSKOPA na kartu MJESECA. Mora se podudarati s najmanje jednom odgovarajućom kartom HOROSKOPA.

2. You still cannot MATCH exactly two (2) cards in a turn. 3+ cards must be used.

2. Još uvijek ne možete PARITI točno dvije (2) karte u potezu. Moraju se koristiti 3+ kartice.

3rd Game - "Kentaki"

1. Kentaki requires all cards included with your DECK.

1. Kentucky zahtijeva sve karte uključene u ŠPIL.

2. 2 - 4 Players - Kentaki is a multiplayer version of GODISNJE.

2. 2 - 4 igrača - Kentucky je verzija igre GODISNJE za više igrača.

3. Objective: DECLARE AND MATCH cards to your board to score points. Players go around, in order, taking their TURN.

3. Cilj: ZOVITE I SPOJITE karte sa svojom pločom kako biste osvojili bodove. Igrači idu okolo, redom, POTEZ po POTEZ.



4. The ROUND is over when a PLAYER MATCHES their the last card in their HAND. They have no card to BURN and Turn. Unlike Godisnje, there is no TURN counter in Kentaki.

4. PARTIJA je gotova kada IGRAČ SPOJI posljednju kartu u RUCI. Nemaju kartu za BACITI i VUČI. Za razliku od igre Godisnja, u Kentuckyju nema brojača POTEZA

3rd Game - "Kentaki"

II

5. Each PLAYER has their own HAND and BOARD.

5. Svaki IGRAČ ima svoju RUKU i PLOČU.

6. Everyone has equal access to the "C-8" or COMMUNITY 8.

6. Svatko ima jednak pristup "C-8" ili ZAJEDNIČKIH 8.

7. Order of Turn

A. BLUE MOON - Exchange any Blue Moon card in your Hand with a card in the C-8.

B. DECLARE - DECLARE a new MONTH card from your HAND or DECLARE the MONTH card, already on your BOARD, that you will be MATCHING to.

C. MATCH - MATCH 1 or 3+ cards to your DECLARED MONTH card.

D. BURN and TURN - DISCARD a card from your HAND and DRAW a replacement.

7. Red poteza

A. PLAVI MJESEC - Zamijenite bilo koju kartu Plavog Mjeseca u svojoj ruci s kartom u C-8.

B. ZVANJE – ZOVITE novu kartu MJESEC iz svoje RUKU ili ZOVITE kartu MJESEC, koja je već na vašoj PLOČI, s kojom ćete ju SPOJITI.

C. SPAJANJE - UPARITE 1 ili 3+ karte s vašom kartom MJESECA koju ste ZVALI.

D. BACI I VUCI - ODBACITE kartu iz svoje RUKU i IZVUCITE zamjensku.

3rd Game - "Kentaki"

III

SCORING:

1. EVERY card on your BOARD is +5 points.

2. EVERY card in your HAND is -5 points

3. The PLAYER that ended the ROUND should not have any points to deduct.

4. Players have negative scores (for the ROUND) when they have more cards in their HAND than their BOARD

5. You may choose try to end ROUNDS quickly, increasing the negative points for your opponent or continue going and MATCH and score more.

6. Play a predetermined number of ROUNDS, 6 - 12.

7. Player with the most cumulative points at the end of the last ROUND is the winner.

BODOVANJE:

1. SVAKA karta na vašoj PLOČI je +5 bodova.

2. SVAKA karta u vašoj RUCI je -5 bodova

3. IGRAČ koji je završio PARTIJU ne bi trebao imati nijedan bod za oduzimanje.

4. Igrači imaju negativne rezultate (za PARTIJU) kada imaju više karata u RUCI nego na svojoj PLOČI.

5. Možete pokušati brzo završiti PARTIJE, povećavajući negativne bodove za svog protivnika ili da SPAJATE i postignete više bodova.

6. Odigrajte unaprijed određeni broj PARTIJA, 6 - 12.

7. Igrač s najviše kumulativnih bodova na kraju zadnje PARTIJE je pobjednik.

3rd Game - "Kentaki"

IV

Months in the C-8 cannot be declared. They can be swapped with a Blue Moon card in your HAND at the beginning of your TURN.

Mjeseci u C-8 ne mogu se zvati. Mogu se zamijeniti kartom Plavi Mjesec u vašoj RUCI na početku vašeg POTEZA.

You can only MATCH to one MONTH card per turn.

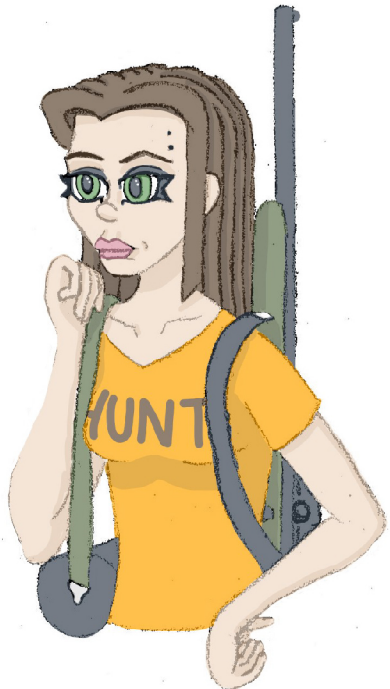
Možete spojiti samo s jednom kartom MJESECA po potezu.

You can only MATCH 1 or 3+ cards in a TURN. Not 2.

Možete spojiti samo 1 ili 3+ karte u POTEZU. Ne 2.

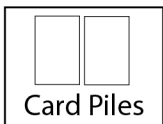
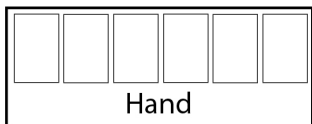
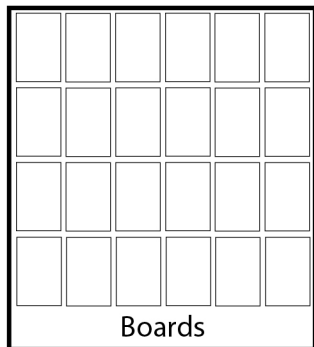
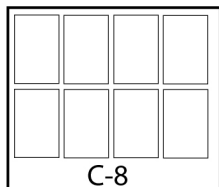
You can only Declare a MONTH card when you will be MATCHING to it in the same turn.

Kartu MJESEC možete ZVATI samo kada ćete s njom spojiti u istom potezu.

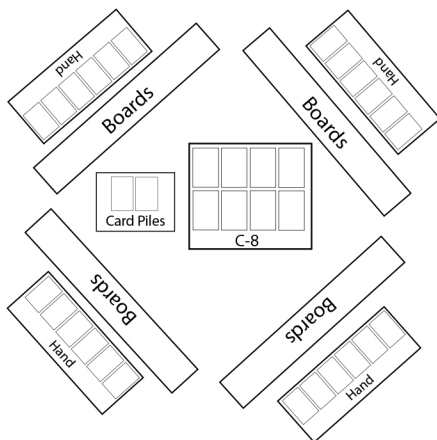


Game Boards

Godisnje



Kentaki



Keeping Score

Turn # - Mirjana

1. $+25 -10 = 15 \Rightarrow 15$
2. $+15 -25 = -10 \Rightarrow 5$
3. $+45 -0 = 45 \Rightarrow 50$
4. $+25 -5 = 20 \Rightarrow 70$

Turn # - Amalija

1. $+35 -5 = 30 \Rightarrow 30$
2. $+5 -25 = -20 \Rightarrow 10$
3. $+35 -10 = 25 \Rightarrow 35$
4. $+20 -5 = 15 \Rightarrow 50$

Weather Cards

Meteorološke karte

Topla fronta



Calidum Ante (*Warm Front*)
Spring > Summer
Winter > Fall

Velika oluja



Gravis Tempestatis (*Big Storm*)
Winter > Spring
Summer > Spring

Čudni vjetrovi



Impar Ventis (*Odd Winds*)
Summer > Fall
Fall > Spring

Mećava



Nivis (*Snowstorm*)
Spring > Winter
Fall > Winter

MATCHED



+



+

MATCHING



Like CUSP cards, WEATHER card MATCHES need an additional card to MATCH to because you cannot MATCH 2 cards in the same turn.

Poput ZENIT karata, karta koja se SPAJA s METEOROLOŠKOM kartom treba dodatnu kartu za SPAJANJE jer ne možete SPOJITI 2 karte u istom potezu.

FAQs

-Is the objective to get rid of all the cards in the HAND?

Not exactly. In some cases, you might want to end the ROUND earlier so your opponents have less opportunities to score and have more negative points from the remaining cards in their HAND. Sometimes you might hold off on a TURN ending MATCH in order to score more points.

-What does CUSP mean?

Literally the edge of something. Zodiac constellations' assigned time is when the Sun rises in them. The CUSP days are when the Sun rises exactly in between the two constellations.

-Je li cilj riješiti se svih karata u RUCI?

Ne baš. U nekim slučajevima, možda biste željeli završiti PARTIJU ranije kako bi vaši protivnici imali manje prilika za postizanje bodova i imali više negativnih bodova od preostalih karata u RUCI. Ponekad možete odgoditi POTEZ koji završava PARTIJU kako biste osvojili više bodova.

-Što znači ZENIT?

Doslovno rub nečega. Zviježdima horoskopa određeno je vrijeme kad Sunce ulazi u njih. Dani ZENITA su kada se Sunce nalazi točno između dva sazviježđa.