



10+



2-4



15



César Gómez Bernadino

SILENCIO

Together.
Silent.

Art. Nr.: 60 110 5142
2020 Zoch Verlag
Simba Toys GmbH & Co. KG
Werkstraße 1, D-90765 Fürth
service.zoch-verlag.de
zoch-verlag.com



STORY, OVERVIEW AND GOAL

You are a group of silent wanderers of far-off lands. Always moving forward through wondrous landscapes, collecting fragmentary impressions of your journey together.

You play **SILENCIO** with your fellow players as a team, but you may never speak a word to each other. On your turn, you play one of your cards. Each card is played to the row of its color and must be ranked higher than the last played of that color. Various effects are created depending on whether your card directly follows the last of that color or not. Use these effects skillfully to help your team play as many cards as possible.

COMPONENTS



48 journey
cards in
4 colors



1 starting-player card



1 large
shrine card



1 tavern card
(for variant)



4 small
shrine cards

SET UP



Place **the large shrine and the four small shrines**, lit side up, **beside each other** in the middle of the table.

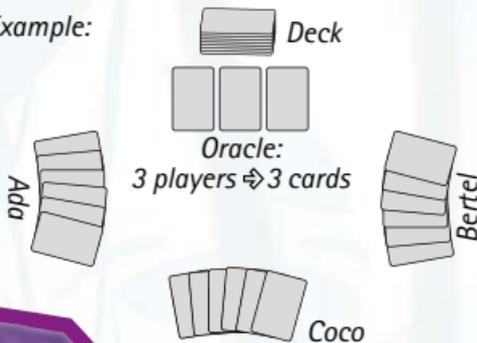


Take the **journey cards of all four colors**. The ranks you need **depend on the number of players**. Return any unselected cards to the box.

Values		
2-8	2	6
2-10	3	6
2-13	4	5

Shuffle the selected cards and **deal each player either five or six private cards at random**.

Example:



*Never talk about your cards, or about possible or previous moves. Neither words nor other sounds – **SILENCIO!***



Place the rest of the selected cards as a face-down deck in the middle of the table and **reveal one card per player**. These face-up cards are the **Oracle**. Place the **starting-player card** next to the **Oracle**.

STARTING PLAYER AND PASSING CARDS

Determine together the starting player without talking. **One player takes the starting-player card** from the middle of the table and starts the game.

Then, beginning with the starting player, each player **passes one card to his left**. Look at your new card before deciding which to pass. When the starting player has received a card, begin the game.

If you can't agree on a starting player silently, you lose together.



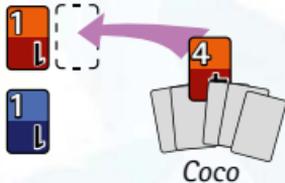
A TURN

Play goes **clockwise** from the starting player. On your turn, **play a card from your hand if you can**. **Play your card into the row of its color**. Your card must be ranked **higher than the last card played of that color**.

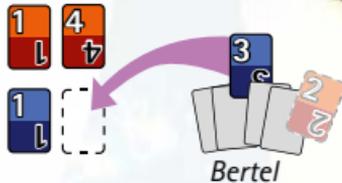
Always matching, always climbing.



Example:



Coco plays the red 4 – matching (into the red row) and climbing (4 is higher than 1).



Bertel wanted to play his red 2, but he can't as there is already a higher red card. Instead he plays his blue 3.

Whenever you play a card, you create its light or dark effect.

- You create the **light effect** when **your card's rank doesn't directly follow that of the last card played of that color**. Play this card right way up. You decide **alone whether and how** to carry out the light effect. You can even skip the effect.

- You create the **dark effect** when **your card's rank does directly follow the last card played of that color and it wasn't your last card** in hand. Play this card upside down. You **can't forgo** a dark effect. If it requires any decisions, make them alone.

*Time lost by day
must be made up
for at night!*



Example:



Bertel's blue 3 doesn't directly follow its predecessor, the blue small shrine (rank 1). He plays his card right way up to show that its light effect was created. Now, he decides whether and how he will use it. (He will add the red 4 to his hand, as explained below.)



Ada plays the blue 4, which directly follows its predecessor, the blue 3. She plays the card upside down to show that the dark blue effect was created. Now, she decides how to use it. (She will have to give an Oracle card of her choice to Coco or Bertel, as explained below.)

END OF THE GAME

On your turn, if you can't play a card or have no cards in hand, you must pass.

If nobody can play a card, the game ends.

Count the cards left in all players' hands. The fewer cards left the better.



*Having to pass is all right!
On your next turn, you might be able to play a card again.*

If you can legally play a card, you can't pass!

2 	3 	4 	
0 	0 	0 	<i>Perfect!</i> <i>(See variant – Unlit Shrines.)</i>
1-2 	1-3 	1-4 	<i>So near and yet so far.</i>
3+ 	4+ 	5+ 	<i>Don't lose heart.</i> <i>(See variant – Tavern.)</i>

EFFECTS

*Don't forget light effects are optional,
dark effects are mandatory!*



If the next card played would create a **dark effect**, skip that effect.



If the next card played would create a **light effect**, skip that effect.



Choose another row and add the last card played to it to your hand.



Give one of the Oracle cards to another player. Reveal the top card of the deck to replace it.



Only blue cards are certain to remain where they are played.

You may give an Oracle card to a player with no cards in hand.



Put a **card from your hand** face up in front of you. From now on, **any player can play this in his turn** *as though* it were in his hand.

If it is the only „legally“ playable card in your turn, you **may not pass and must play it.**

If another player has no „legally“ playable card in his hand or in front of him during his turn, he **does not need to play your card and may pass.**

The **next player** to play a card shuffles his hand and **plays one at random.** If he can't play that card (matching and climbing), he returns it to his hand and takes a normal turn instead.

Don't include face up cards in front of you when shuffling your hand.

This card counts as being in your hand only.





Choose a player. This player carries out one of the following three actions:

1) Swap Player ↔ Player:

The chosen player gives another player a card from his hand. Then that player gives him one.

2) Swap Player ↔ Oracle:

The chosen player takes an Oracle card, then replaces it with one from his hand.

3) Change the Oracles: The chosen player returns all Oracle cards to the box and reveals one per player from the deck.

The next card played must be green.

The highest green card in the game cannot create this effect.



If you can't play a green card you must pass. If you all pass the game ends.

You may choose yourself to carry out the action.



SHRINES



lit shrine

You may take any lit shrine from the center of the table at the **start or end of your turn**. If you take the **large shrine**, immediately create the **light effect of your choice**. If you take a **small shrine**, immediately create the **corresponding light effect**. Return the shrine, unlit, to the center of the table. You may not take more than **one shrine a turn**.



unlit shrine

*Free extra effects!
But not when you pass!*

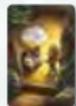


VARIANTS

Tavern



closed



open

Including the tavern makes **SILENCIO** easier. When setting up the game, place it closed side up in the middle of the table. **Flip it open when a third dark effect has been created**. If it's open in the middle of the table, you may take it at the **start or end of your turn** to immediately make one of the following statements:

- "I have X cards that I can't play."
- "I only have high cards in color Y."
- "Please don't play color Z."

Place the tavern card closed in the middle of the table, only opening it again when another three dark effects have been created.

Unlit Shrines



You can make **SILENCIO** harder by starting with the **large shrine**, the **small shrines**, or even **all five shrines unlit**.



*This is the real
challenge for experienced
wanderers.*

Author: César Gómez Bernadino
Illustration: Sébastien Caiveau
Layout: Oliver Richtberg
Translation: Neil Crowley