Points to Remember

Favors, Rumors and Gondola Marker

- Favors and Rumors can only be played during your turn. The Gondola Marker can be played at any time.

- Favors are used to increase Orders.

- Rumors can be used to move any peg at the Shop of that color up or down one space. Rumors can affect Share price, Resource price or Orders. A player can use any number of Rumors on their turn.

- Gondola Marker can be used to interrupt the normal play and Turn Order.

Price Controls

Should a Resource price ever go over 100, the Doge decrees Price controls and after the payout, the price of that Resource is reset to 40.

Stock Splits

If a Shop's share price exceeds 100, set the new price to half of the price it reached (rounded up). Award each owner of stock 1 VP for each share owned.

Characters

GONDOLIERI – At the end of each round as the Gondolieri, this player moves the Gondola to the next canal space, and takes the Rumor (if any) from the new canal space. The Gondolieri also holds the Gondola Marker, which may only be used once while this player is the Gondolieri. The Gondolieri can interrupt the normal play and Turn Order by announcing that he is using the Gondola Marker.

The Gondolieri then flips the Gondola Marker over and takes their turn immediately. This allows the Gondolieri to interrupt the Turn Order and take their turn before anyone else. The Gondolieri can also use this Marker to jump ahead of other players at a Shared location.

GUILD MASTER – When drawing a Guild Order, the Guild Master may draw two cards, choose one to keep and return the other to the bottom of the deck. If they already have other Guild Orders, they may also return one of those orders to the bottom of the deck.

HARBOR MASTER – Takes a free Resource from the Supply bag when visiting a Shipping Office. This does affect the Resource price. Adjust the Resource price down. When the Harbor Master goes to the Shipping Office, he gets two Resources: the normal Resource on the office, plus the one received for free for being the Harbor Master.

TAX COLLECTOR – Collects an extra Dividend each time anyone (including himself) receives a dividend, just as if he had a Share of that Stock. This is regardless of whether he owns the Stock or not.
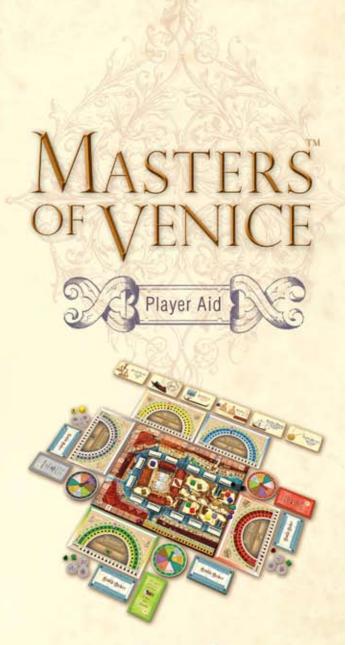
THIEF – Can steal any one cube of a Resource when visiting a Dock. This action has no effect on the Resource price.

TRADER – At the Mercato, the Trader may buy any two Resources and/or may sell any two Resources. Adjust Resource prices up for each cube bought or sold. The Resources sold must be different than the Resources purchased.

While at the Mercato, the Trader can also trade in one Resource cube of his own to the Supply bag for one of any other Resource from the bag. The two Resources traded have no effect on the Resource prices.

MASTERS OF VENICE

Player Aid

1. **Bidding Rounds** occurs when the Gondola is on a BID space.

    A. Players bid secretly on their Dials.
    B. Bidding ties are broken by ownership of stock shares.
    C. Turn Order is determined by amount bid.
    D. The lowest bidder takes the Gondolieri card and Gondola Marker.
    E. In Turn Order:
        1. All other players choose a character.
        2. Every player must adjust ORDERS at one Shop up or down:

        Increase Orders by 1 spot for every 5 ducats bid

        OR

        Decrease Orders by 1 spot for every 10 ducats bid

2. **Bid Round Ends** Gondolieri moves the Gondola and takes the Rumor.

3. **Commerce Rounds** *Move, Actions, Payments-MAP*

    A. MOVE - Every player secretly selects a new location for their Pawn on their Player Dial. This must be a different location than where they are currently located.

    B. ACTIONS - In Turn Order players opt to utilize actions available at the locations with pawns.
        1. Shared Actions (Docks, Guild Hall, Shops & Stock Market)
        2. Actions Not Shared (Church, Mercato & Shipping Offices)

    C. PAY DIVIDENDS – Dividends are paid as soon as actions are completed at the Shops or Shipping Offices.

    D. Repeat B & C as needed for each remaining location with pawns.

4. **Round Ends** Gondolieri moves the Gondola, taking the Rumor if any.

	Actions	Resource Price	Shop Shares Price	Orders	Dividends	Possible Outcomes
INDIVIDUAL AREAS						
Church	Buy 1 face up Favor					
Mercato	Buy 1 Resource at current price and/or sell 1 Resource at current price (must be different Resources)	↑ whether bought or sold				
Shipping Offices North/South	Take Resource at Shipping Office, replace with one from the bag. Draw 4 more randomly and place one on each Dock.	↓ per Resource out of the bag			10 Ducats per share	Price Bottoming: If current price is 5 ducats when Resource is drawn from the bag, increase the Orders by 1
SHARED AREAS						
Docks	Choose one of the four Docks and buy Resources.	↑ per Resource bought				
Guild Hall	Fill Guild Orders and get new Guild Orders	↑ per Resource delivered	↑ per Resource delivered	↓ per Resource delivered		1st delivery = 3 VPs, 2nd 4 VPs, 3rd 5 VPs > = 4th 6 VPs. You may take fewer VPs for cash. 50 Ducats per VP. Also, a stock split can occur if the Share price goes over 100.
Shops	Sell Resources, receiving 2 x current price for each unit sold. May also use stock majority actions if you have stock majority.	↑ per Resource sold	↑ per Resource sold	↓ per Resource sold	Round off total transaction sold to nearest 100 Ducats then pay out 10% of that per share	Stock majority holders may opt to: A) Lower Resource price by 2 and increase Orders by 1 OR B) Increase Resource price by 2 and lower Orders by 1. Also, a stock split can occur if the Share price goes over 100.
Stock Market	Buy up to 3 shares of stock and/or sell up to 3 shares of stock (cannot be the same stocks).		↑ (1) no matter the amount bought. ↓ (2) per share sold			A stock split can occur if the Share price goes over 100.