

Venice

A game for the piecepack by Søren Busch-Knudsen & Jesper Sommer

Version 1.1, 18/11/2004

Copyright (c) 2004, Søren Busch-Knudsen & Jesper Sommer

3-4 Players, 30 Minutes

Equipment: 2 Piecepacks

Introduction

The original islands of Venice has become too crowded and the leaders of the four most powerful families in the city decide to call upon the greatest architects (the players) to extend the original four islands in an orderly and controlled fashion. In addition each architect is given the task of securing the most valuable for the family they represent.

Game Summary

In Venice the players take turns extending the original four islands by either building tiles onto existing islands or using coins to make bridges so that tiles can be placed as new islands.

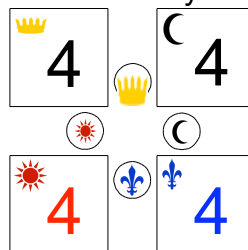
- Tiles represent land areas that will become the new city districts. Each suit represents a different type of city area.
- The coins represent the bridges that connect the many islands of Venice.
- Pawns are influence markers the players use to capture islands for scoring in the endgame.

The suit aspect of coins and pawns is purely used to identify which player they belong to. There is no correlation between the suits of these and the tiles.

Ace tiles have a value on 1 when scoring.

Setup

Create the initial setup of four island connected by four bridges:



Note: It might be helpful to place a die on each of the initial islands to make it easier during play to see where the center is.

- Each player is given four coins from a single suit and the matching pawn.
- A coin in each player's suit is placed on the '0' position on the score track.
- Create stashes as show in the stash configuration in the back of the rules. Tiles in a stash should always have the suit side down.
- Shuffle the tiles within the stashes and give each player a random stash

Starting the Game

Decide who goes first by letting each player roll a die. Highest number goes first.

Each player now takes two tiles from the top of their stash to form their hand.

Gameplay

Going clockwise around the table each player in turn performs the following actions:

1. The player either performs a **Build Action** or a **Capture Action**
2. If a **Build Action** was chosen the player takes a tile from top of his/her own stash up to their hand.

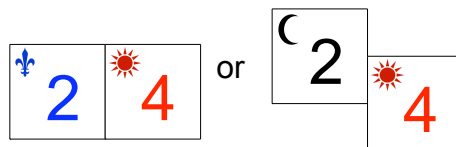
The game ends when all tiles have been played/discarded and all pawns placed.

Build Action

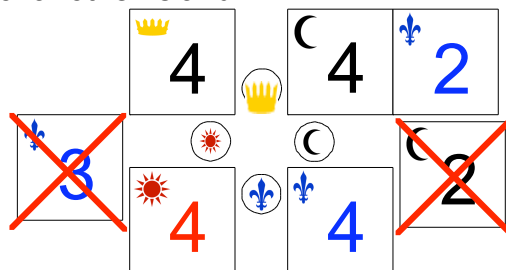
The build action consists of either extending an island or bridging to a new island:

Extending

A tile may be placed suit side up to extend an island if the suit of the placed tile is different from all tiles that make up the island (from this it follows that island can grow to a maximum of 4 tiles). The tile must be placed either fully alongside a tile or exactly halfway along the side:



A tile may not be placed so to that it connects two islands or so that the corner is adjacent to the corner of another island:



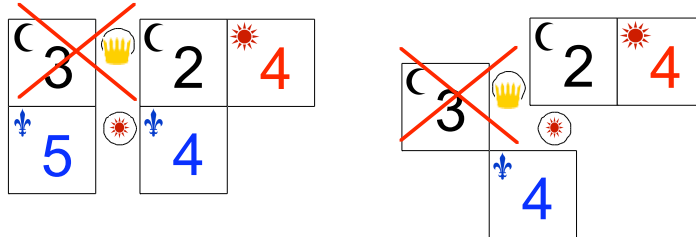
Scoring: After extending an island with a tile you score points equal to the sum of all tile values on the island *minus* one point for each bridge on the shortest route between the newly extended island and the closest of the 4 center islands.

Bridging

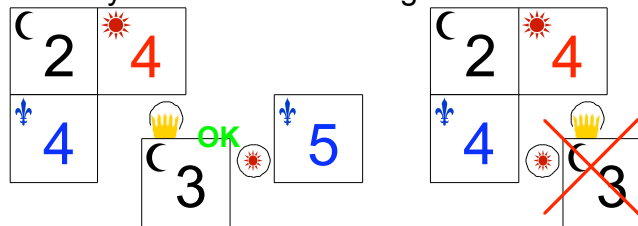
A new island can be created by placing a bridge(coin) along one half of the edge of an existing island tile and placing a new tile parallel to the same edge half a tile width across from the existing island:



The newly placed tile must not be adjacent (orthogonally or diagonally) to any tiles:



You can “double bridge” by placing two bridges at the same time but two islands may ever be connected by more than one bridge:



Scoring: After bridging to a new island you score points equal to the sum of tile values for the island where the new tile is placed. To this is added tile value(s) from the tile(s) directly across from the newly placed bridges *minus* one point for each bridge on the shortest route between the newly extended island and the closest of the four center islands.

Capture Action

Place your pawn on an island that not already captured. This now becomes captured and no other pawns may be placed there. During final scoring the capturing player receive points equal to the sum of tile values on the island.

Discarding Tiles

If a player cannot make a legal Build Action, because no islands are extensible with the tiles at hand and he/she has no more bridge counters, that player must permanently discard a tile.

Final Scoring

During final scoring each player receive points equal to the value of the island captured by their pawn. Points are calculated exactly as if they had just extended the island with a new tile.

The winner is the player with the highest score. If two or more players tie they are equally successful as architects of the new city and are all considered winners of the game.

License

Copyright © 2004 by Søren Busch-Knudsen & Jesper Sommer. Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.1 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license can be found at <http://www.gnu.org/copyleft.fdl.html>.

Stash Configuration

4 Players:

☾	♣ 1	♠ 2	☀ 3	☾ 4	♣ 5	☀ 1	♠ 2
---	-----	-----	-----	-----	-----	-----	-----

♠	☀ 1	☾ 2	♣ 3	♠ 4	☀ 5	♣ 1	☾ 2
---	-----	-----	-----	-----	-----	-----	-----

☀	♠ 1	♣ 2	☾ 3	☀ 4	♠ 5	☾ 1	♣ 2
---	-----	-----	-----	-----	-----	-----	-----

♣	☾ 1	☀ 2	♠ 3	♣ 4	☾ 5	♠ 1	☀ 2
---	-----	-----	-----	-----	-----	-----	-----

3 Players:

☾	♣ 1	♠ 2	☀ 3	☾ 4	♣ 5	☀ 1	♠ 2
---	-----	-----	-----	-----	-----	-----	-----

♠	☀ 1	☾ 2	♣ 3	♠ 4	☀ 5	♣ 1	☾ 2
---	-----	-----	-----	-----	-----	-----	-----

☀	♠ 1	♣ 2	☾ 3	☀ 4	♠ 5	☾ 1	♣ 2
---	-----	-----	-----	-----	-----	-----	-----

VENICE SCORE TRACK

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99