

RULES FOR 2 PLAYERS

In a 2-player game, follow all the normal rules with only the following exceptions:

- An offer from the opponent to the tower player may not be *only* for money; it must *always* include at least one good.
- The tower player may take two actions if his opponent takes one.

Note:

- These rules and the special card "1 further action" have no effect on each other!

Example 1: on the first tower field, the opponent makes the tower player an offer and it is accepted. The opponent pays the offer and takes the action. Now the tower player may take two actions.

Example 2: The tower player takes an action, followed by the opponent taking an action. Now the tower player may take a second action.

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TWO PLAYERS

two changes to the basic rules:

1) an offer may not be exclusively for money

2) the tower player may take two actions when his opponent takes one



The Traders of Genoa

THE GAME OF TRADING, WARES, & NEGOTIATION

*The players take the roles of traders in Genoa.
They fulfill orders, deliver messages, and take ownership
of important buildings in the city. Of course, this is not
possible without the help of the other traders.
And that can cost money... and other valuable goods!*

GOAL

The game takes 7 to 12 rounds, depending on the number of players. In each round, each player takes one turn. Only his turn, a player may move the trader tower through Genoa. By moving the tower, the players may visit up to 5 spaces, most of them buildings. In each building, specific actions may be taken. On a player's turn, he may take only one of the five possible actions. But, he can sell the other actions, at a reasonable profit, of course, to the other players. If he sets too high a price, the other players will refuse to buy and the actions will remain undone. If he sets the price too low, the other players will rejoice and he will lose possible profits.

Through skilled negotiations, the players try to get the actions that will bring them the orders and messages they want and then they will try to fulfill or deliver them quickly. Clever players will also find that the ownership of buildings and special cards can be very important.

At game end, the player with the most ducats is the winner!

GOAL

The players move the trader tower through the city for the 7-12 rounds in the game.

In each building, players may take a specific action.

The players fulfill orders, deliver messages, and acquire buildings in the city.

The player with the most ducats is the winner!

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1 game board	has an 8 x 8 grid with 18 buildings (including the park and harbor), 20 street spaces, and a market
40 ware markers	5 each in 8 colors: silver (gray), copper (brown), salt (white), pepper (black), wheat (yellow), rice (beige), linen (rose), and silk (turquoise)
60 game cards	16 "large Order", 16 "small Order", 14 "Message", and 14 "Privilege" cards
80 bank notes	10 @ 5, 30 @ 10, 20 @ 50 and 20 @ 100 ducats
35 owner markers	7 each in blue, red, yellow, green, and purple
28 special cards	5 each of "any start space", "1 of any ware", "1 further action", "1 building action", 7 of "1:1 trade", and 1 of "starting player"
1 trader tower	5 brown discs
1 round marker	brown marker
2 dice	octagonal, blue and red

When reading the rules for the first time, concentrate on the main rules (on the left) and disregard the text in the boxes on the right. The boxed text provides both a summary of the rules and some clarifications and, thus, is useful for those already familiar with the rules. Such people will find the summaries to be useful reminders when they play again. They may also find the rule clarifications helpful.

PREPARATION

Place the **game board** in the middle of the table.

Place the parts shown below on the **10 unnamed buildings** on the left and rights sides of the board as shown in the figure below:

- **8 sets of 5 ware markers**
- **7 special cards** (the “1:1 Trade” cards)
- **14 – 35 owner markers** (each player chooses a color and places his 7 markers as shown below; return unused markers to the box).
- **60 game cards** (sorted by type, shuffled, and placed face down)

Sort the **20 special cards** (excluding the “starting player” card) by type and place them next to the board as shown below.

Each player takes:

- **4 game cards**, 1 from each stack. *The players take these cards as their beginning hand. They keep these cards secret from the other players.*
- **130 ducats** (2 @ 5, 2 @ 10 and 2 @ 50 Ducats). *Players keep the amount of money they have secret from other players during the game.*

Sort the **remaining bank notes** by value and place them in 4 stacks next to the board as the bank.

The youngest player takes

- **the trader tower** (always all 5 discs; regardless of the number of players!),
- **the 2 dice**,
- **the round marker** and
- **the starting player card**, which he keeps for the rest of the game. He places the round marker on space 1 (with the arrow) on the round track on the left side of the board. *The first round begins!*

During the game, the players will acquire various goods. These they keep, until traded or used, near their seats on the table. This is called their play area.



PREPARATION

place game board

place on unnamed buildings:

- **ware markers**
- **1:1 trade cards**
- **owner markers**
- **game cards**

place the remaining special cards next to the board

per player:

- **4 game cards** (1 per type)
- **130 ducats** (2 each of 5/10/50)

remaining money = bank

the youngest player takes:

- **trader tower**
 - **both dice**
 - **starting player card**
- and places the round marker on the first of the round track**

should a chosen building already have an opponent's owner marker on it, the player may remove it, but at a cost. To remove the opponent's owner marker, the player must sacrifice one of his own owner markers from his play area and place both his and the opponent's back in the common supply. If the player has another owner marker in his play area after sacrificing one of his owner markers, he may place his owner marker in the now-empty building.

Example: Bob (blue) is the tower player. After moving the tower 3 times (starting in the Villa Ricci, next to the Spices warehouse, and then to 2 street spaces), he ends his turn. As the tower player, Bob starts with the placing of owner markers. He chooses the last street space he moved to and places two of his owner markers: one on the Guild hall and the other on the Coach house. Then he removes the 2 tower discs from that space.

Carla (yellow) is next to place owner markers as she is Bob's left neighbor. She sacrifices one of her owner markers to remove bob's blue owner marker from the Coach house (placing both back in the common supply) and places her yellow owner marker there. Then she places another yellow owner marker on the Spices warehouse, and then removes the tower disc from the street space.

Although other players have owner markers in their play areas, they cannot place them this turn as there are no more tower discs on street spaces.

an opponent's owner marker may be removed at the cost of one of your own



GAME END

The number of rounds in the game varies depending on the number of players: with 2 players, the game lasts at most 12 rounds, with 3 players, the game lasts at most 10 rounds, with 4 players, at most 8 rounds, and with 5 players, at most 7 rounds. The Market rule (moving the round marker when the first tower field is the Market) may cause the game to be even shorter.

Note: the last round is *always* played to the end, even when ended early by the Market), so that all players have equal turns as the tower player!

Now, the players show their Privilege cards and collect their earnings from the bank. Next, the players take 10 ducats from the bank for each owner marker they have on buildings in the city (not in the supply). The unused goods in the players' play areas are not counted. Players count their ducats and whoever has the most ducats is the winner! If two or more players tie with the most ducats, the one among them with the most unused goods is the winner.

Example: a game with 4 players has reached the end of round 5. Anna is the starting player. She starts the round by moving the round marker to space 6. Then she rolls 4/4. She places the tower on the Market and moves the round marker to space 7. After Anna's turn, Bob takes his turn, plays the "any start space" card and places the tower on the Market, causing him to move the round marker to space 8, signalling the end of the game. The game continues with the rest of Bob's turn, then Carla and David take their turns, even if another player starts the tower on the Market. After David's turn, the game ends and players score their Privilege cards, score their owner markers, and then count their ducats to determine the winner.

Game end



maximum of 12 rounds



the last round is *always* played to the end



Privilege cards are scored



10 ducats for each owned building



the player with the most ducats wins



Example of the use of special cards:

Anna takes the action of the Harbor and takes one "1 of any ware" card. Then she immediately returns the card to the supply stack and takes a Copper ware marker from the Metals warehouse. Then she plays her small order "Harbor - Copper" card by placing it face up under the small order stack. She puts the Copper ware marker back in the Metals warehouse and takes 40 ducats from the bank. Now she plays a "1:1 trade" card (acquired on a previous turn). She returns one of her owner markers to the supply and takes the topmost small order card, getting "Palace - Pepper". Finally, she declares her action at an end. As she also has a "1 further action" card (again, acquired on a previous turn), she may make offers for further actions this turn to the tower player. Accordingly, she offers Bob (the tower player) 10 ducats to move the tower to the Palace. Bob agrees, takes the 10 ducats, and moves the tower from the Harbor to the Palace. Anna then returns her "1 further action" card to the supply stack and takes as the Palace action a "1 building action" card. As she has an owner marker on the Spices warehouse, she plays the "1 building action" card (putting it back on the supply stack) and takes 1 Salt ware marker and 1 Pepper ware marker from the Spices warehouse. Then, she plays her small order "Palace - Pepper" card, placing it face up under the small order stack, returns the Pepper ware marker to the Spices warehouse, and takes 40 ducats from the bank. Again, she declares her action at an end...

The owner markers



What are they good for?

As written earlier, a player with an owner marker on a building may play the special card "1 building action" to take the action of that building. In addition, the owner markers earn their owner money as follows:

- **During the game:** Each time a player takes an action in a building, in which there is another player's owner marker, the owner of the owner marker takes 10 ducats from the bank. The owner of the owner marker does not get anything when no one or he himself takes the action.
- **At the end of the game:** At the end of the game, when players are doing the final scoring, a player takes 10 ducats from the bank for each owner marker he has on a building on the board (those in the supply do *not* count).

How are they placed?

After the tower player declares his turn has ended, players may place owner markers on buildings that are orthogonally adjacent to any street spaces the tower moved to or through this turn.

The tower player starts and then the others follow in clockwise order *once* around the table. On a player's turn for placing an owner marker, if he has one or more owner markers in *his* play area, he can either choose not to place owner marker(s) or select *one* of the visited street spaces to use as a base for placing owner markers. In the second case, the player *may* place owner markers on both buildings that are adjacent to the street space he selected (the space will have one or more discs on it).

Then the player removes the disc(s) from the street space he chose. Thus, other players may not use this street space for placing owner markers on this turn.



PLAYING THE GAME

The starting player begins; players take turns in clockwise order around the board. A player, on his turn, is called the tower player. When a player finishes his turn, the next player, in clockwise order, takes his turn, and so on. When every player has taken a turn in a round, the round ends. As the starting player does not change throughout the game, players know a round is over when it is again the starting player's turn. To start the new round, the starting player moves the round marker down one space on the round track. When the starting player moves the round marker from the space that lists the number of players in the game, the game ends. At this point, players count their money to determine the winner!

Each game turn runs in the same way:

1. First, the tower player places the trader tower on the board.
2. Next, the tower player moves the tower up to 4 spaces further on the board. Players may negotiate with the tower player for movement of the tower and the actions of the buildings moved to.
3. Next, the players place their owner markers.
4. As the last action of his turn, the tower player gives the player on his left the 5 tower discs and the 2 dice. Thus, the turn passes to the next tower player.

Placing the trader tower

The tower player rolls both dice. The red die corresponds to the red numbers on the grid and the blue die to the blue numbers on the grid. The two numbers taken together indicate one of the 64 spaces in the grid on the board. The player places the 5 tower discs as a tower on this space. This is the first tower field.



Moving the trader tower

- In the following, the term tower means the stack of tower discs to be moved and not any discs left behind after the tower moved on.
- The Park and the Harbor are considered buildings when moving the tower. The unnamed buildings outside the grid are not.
- When moving the tower, each building (regardless of size) counts as a field, each of the 20 street spaces counts as a field, and the market counts as one field.

From the first tower field, the tower player (and no other!) *may* move the tower, from field to field on the board.

When moving the tower, he must move it orthogonally (not diagonally), to a *neighboring* field within the grid on the board. He moves all *but 1* of the discs to the new field, leaving 1 disc in the field he just left. From this new field, the tower player may again move the tower orthogonally to a neighboring field, leaving 1 disc behind as before. In this way, the tower player may visit up to 5 fields (including the first tower field) with the tower during his turn. When there is just one disc in the last field visited, the tower may not move further.



PLAYING THE GAME

starting player begins; play continues in clockwise order

on a player's turn
= **tower player**

game ends when the round marker reaches the number of players space

a game turn:

1. **place the trader tower** (and action?)
2. **move trader tower** (and actions?)
3. **place owner markers**
4. **pass dice and trader tower to the left**

place trader tower

roll dice to determine starting field for tower
(or use special card: "any start space")

move trader tower

from the first tower field, the tower player (and only the tower player!) *may* move the tower to up to 4 further fields

on each field, the tower player leaves a tower disc

Tower moves in picture at left:
From the first tower field (Guild hall) the tower player moves the tower to the Coach house, the park, and stops at Villa Colini. He could also have moved to the Villa by way of the Metals warehouse ❶. Or he could have moved from the Metals warehouse to the Tavern ❷. From the Coach house he could have moved through Villa Ricci to the Spices warehouse ❸. He could have moved through the Market to the Palace ❹. There are many other possible moves, as well. Also, the player can end movement earlier.

Note:

- The tower player may not move the tower to a field already visited (a field marked with a tower disc) in this turn.
- The tower player may continue moving the tower even if he or all players have taken actions this turn and, thus, may not take further actions in this turn. This is especially important for delivering messages and placing owner markers (see below).

Taking actions

With the possibility of visiting up to 5 buildings, the tower player makes it possible for several actions to occur on his turn. As the tower player is usually only allowed to take *one* of these actions, the rest are available to be used by his opponents. Therefore, the tower player looks for attractive offers, in the form of money or other valuable goods, from the other players to move the tower to buildings where they want to take the action available.

For taking actions, the following apply:

- Only in the 18 named *buildings* can actions be taken. The picture on each building shows which action is possible in the building.
For more information see "The buildings" below. For the special rules for the market and street fields, see below.
- Per turn, each (!) player (not just the tower player!) may take just one action, if the tower player makes it possible (*exception: the special card "1 further action", see below*). If a player does not take his action on a turn, it expires. He may not save it for a later turn.
- A building's action may only be taken by *one* player in a turn (*exception: the special card "1 building action", see below*).
- The actions are *not* taken in the order players are seated at the table, but in the order the buildings are visited.

The trading laws of the city of Genoa

§ 1 The following rules govern the order of and the negotiations and trading for actions in Genoa.

§ 1.1 Tower building

When the tower is in a building without one of the players having paid the tower player to move it there (e.g. the first tower field), the tower player asks if anyone is interested in taking the action available in the tower building (the building where the tower now stands).

When at least one opponent makes an offer to take the action in the tower building, the action must (!) be taken. Of course, the tower player may choose to take the action himself, if he can, spurning the offer. If the tower player does not want to take the action or cannot take the action, he *must* allow one of his opponents to take the action. Of course, he should try to get the best offer that he can, but he must take a low offer if that is all he gets. Afterwards, the tower player may move the tower (if there are discs left to move). The tower player may choose to end the tower movement portion of his turn at any time, without taking his full movement (including not moving the tower at all).

If, after giving his opponents time to make an offer for the tower building's action, none is forthcoming, the tower player may move on. In this case, the action for that building expires and no one can take it this turn.

Taking actions

as the tower player can usually only take *one* action per turn, he will entertain offers from his opponents for the other actions

actions are only possible in the 18 buildings

basically *one* action per player
(exception: "1 further action" special card)

maximum 1 action per building

trading laws

the following rules govern trading for actions in the city of Genoa:

1. tower building

when at least one player makes an offer for an action, it must be taken

the tower player has the right to take the action if he chooses

if no one wants to take the action, it expires for this turn

1 further action

When a player takes the action for the Park, he takes 1 of this special card from the supply. This card allows a player to take additional actions in a turn in addition to the one action normally allowed. The player simply plays the card (to the supply stack) to take an extra action. If he has them, a player can use more than one of these cards in a turn. A player can use a card acquired in this turn if he chooses.

Note:

- The use of this card is especially valuable for the tower player as he can control directly where the tower moves.
- A player may not, however, use this card to take the action of the same building twice in a turn.

1 of any ware

When a player takes the action for the Harbor, he takes 1 of this special card from the supply. When a player plays the card (by placing it back on the supply stack), he takes 1 ware marker of his choice from one of the warehouses and puts it in his play area. He may play this card at the beginning, during, or at the end of one of *his* actions, even during the action when he acquired the card. He may not play the card at any other time. He may not play it until after he and the tower player have a binding agreement that he will have the action. He may not play it during negotiations. The tower player may not play it during his turn, except at the beginning, during, or at the end of one of *his* actions. It is important, therefore, for a player to declare his action complete.

1:1 trade

When a player takes the action for the Tavern or Restaurant, he takes 1 of this special card from the supply. When a player plays the card (by placing it back on the supply stack), he takes 1 of any good from its supply and places any 1 of his goods back in its supply. The timing of playing this card is just like the “1 of any ware” card.

examples:

- Anna returns a message card face up under the message stack and takes one of her owner markers from the supply.
- Carla puts another (not this one) “1:1 trade” card back on the stack and takes a silk ware marker from the Fabrics warehouse.
- Bob puts a large order card face up under the large order stack and takes the topmost card from the large order stack.

1 Building action

When a player takes the action for the Palace, he takes 1 of this special card from the supply. When a player plays the card (by placing it back on the supply stack), he may take the action of any building that he has an owner marker on (see “The owner markers” below). The timing of playing this card is just like the “1 of any ware” card.

Note:

- The player does not use up his action for the turn, only the card.
- The playing of this card does not inhibit the normal taking of an action this turn in the building. Also, the card may be used whether or not the trader tower visits the building whose action is taken with this card.
- The player may not use the card to fulfill a small order in the building where he takes the action.
- A player may play several of these cards in a turn and the same building may be used for several actions with these cards in a turn.



**a player may take
one further action
any time**



**a player takes one
ware of any kind**



**a player trades one
of his goods for
one from one of
the supplies**

Note: money is not a good and, thus
may not be traded with this card



**a player can take
the action of one
of his buildings
(without using up
his action!)**

Messages

For a message to be delivered, it is only necessary for the trader tower to visit both buildings listed on the message in the same turn. Neither the player who delivers the message, nor any other player need take the *actions* for the buildings. Naturally, any player may take the actions from one or the other buildings without affecting the message delivery. The player, with the delivered message, places the message card *face up under* the message stack. As payment for delivering the message, the player takes 30 ducats from the bank.

Note:

- The order that the buildings are visited is not important. So, for example, the message "Guild hall - Park" is delivered when the tower visits both buildings in a turn, regardless of the order of the visits.
- There are no messages with the Post office as one of the buildings. In all messages, the two buildings are 2 spaces apart.
- A player is allowed to deliver several messages in a turn if the appropriate buildings are visited. The same building may even be used for more than one message.

Privileges

In the 4 Villas, as already mentioned, *one* of two actions may be taken:

- fulfill 1 large order *or*
- take 1 Privilege card

If the player chooses the second action, he takes the topmost card from the Privilege stack and puts it in his hand.

On each Privilege card is one of the 14 buildings that lie on the edge of the city. Only at the *end* of the game, after the last round has ended, are the Privilege cards scored. The more neighboring buildings a player has on his Privilege cards, the more money he earns. The table on the Privilege cards indicates how much the player earns: a single building is worth just 10 ducats, 2 neighboring buildings *together* are worth 30 ducats, 3 are worth 60 ducats, 4 are worth 100 ducats; and after that, the player earns an additional 50 ducats for each neighboring building after 4.

example: Anna has the following 6 Privilege cards: Metals, Park, Coach house, Villa Ricci, Harbor, and Villa Zasteri.

Therefore, she has Privilege cards for 3 single buildings (Metals, Harbor, and Villa Zasteri): → 3 x 10 ducats

Also, she has 3 neighboring buildings in a chain (Park, Coach house, and Villa Ricci): → 1 x 60 ducats

The total value of her 6 Privilege cards is 90 ducats.

(If she had, for example, also the Villa Colini Privilege card, she would earn a total of 170 ducats: one 5 building chain + 2 single buildings.)

The special cards

A player may have any number of special cards. He can play them in any combination and number. When a player plays a special card, he returns it to the stack for that special card.

Any start space

When a player takes the action for the Coach house, he takes 1 of this special card from the supply. He may only use the card when he is the tower player. He uses the card *instead* of rolling the dice (he cannot roll the dice and *then* decide to use the card). When he plays the card, he places the tower on any field he wants. If he chooses the Market, he also moves the round marker one space downward on the round track.

messages:

- **delivered when the trader tower visits both buildings** (is not an action!)
- **30 ducats**



privileges:

score at game end: the more adjacent buildings a player has, the higher the reward



the special cards

may be used in any number and combination



tower player has free choice of starting field

§ 1.2 Neighboring buildings

Before the tower player moves the tower, he may (and should) entertain offers from his opponents. The offers should suggest where the tower be moved and how much they are willing to pay to have it moved there so they can take the action available in that building. When the tower player and an opponent agree (*suggestion: the parties shake hands to close the negotiations*) on an offer, it is *binding*: the opponent pays the tower player the agreed amount (money and/or other goods), the tower player moves the tower to the agreed field, and the opponent *immediately* takes the action allowed by the building. Then, if the tower has moves left, the tower player can negotiate for the next tower move (using the same rules as before) or he can end the tower movement portion of his turn.

The tower player may choose to ignore offers and move the tower where he pleases (as long as it is a legal move). Of course, he gets nothing when he does this. Similarly, his opponents may choose not to make offers, hoping the tower player will move the tower to a field of their liking where they can make a low offer to take the action. Thus, the game has a bluffing aspect to go with the negotiation for tower movement.

Note: when the tower player moves the tower to a neighboring building without an accepted offer, he follows the rules in § 1.1: tower building.

§ 1.3 Not neighboring, but reachable buildings

The opponents may offer the tower player money and/or other goods for moving the tower so that it eventually reaches a building that is not now a neighboring building. Such offers are not accepted or rejected, but may be considered by the tower player as he moves the tower. Of course, when the tower is next to the requested building, the tower player can accept the original offer (if the opponent is still willing), can negotiate for a new offer from any opponent, choose to move the tower as he pleases, or end the tower movement portion of his turn without reaching the building.

§ 2 The following rules govern neighboring building negotiations:

- § 2.1: All negotiations must *directly* involve the tower player. No other offers or agreements may be made. Only 2-way deals are allowed.
- § 2.2: Players may change offers as often as they want during the negotiations, both upward or *downward*.
- § 2.3: Once accepted (*with a handshake!*), the offer is binding for *both* players.
- § 2.4: An offer *always* includes the expectation that the tower player will move the tower to a specific building and the opponent will take the action available there.
- § 2.5: Only money or “hard” goods may be offered. *Money*, when offered, must be in 5 ducat increments. *Goods*, when offered, may be in any number and combination. Money and goods may be offered together. Possible goods are:
- the 4 kinds of game cards
 - the 5 kinds of special cards (excluding the “starting player” card)
 - ware markers
 - owner markers (*When owner markers are involved, the offering player places that number of his markers back in the supply and the receiving player takes that number of his markers from the supply.*)
- § 2.6: Some things that may not be offered: *promises for a later turn, giving away an action, giving up a right, etc.*)
- § 2.7: It is especially *allowed*, to include goods in an offer that will be acquired by the action to be taken.

2. neighboring buildings

players negotiate for the movement of the tower

When an offer is accepted:

- **opponent pays** (*note: the offer may include good(s) to be acquired by the action, delaying that part of the payment until the action is taken*)
- **tower player moves tower to the agreed building**
- **opponent takes action**

the tower player may move the tower without an offer; in this case, follow the rules for “tower building”

3. not neighboring buildings opponents may make offers to the tower player suggesting he move the tower toward a not neighboring building, but such offers are non-binding

example turn:

Bob rolls 7/2. Carla: I offer you 5 ducats for the Fabrics warehouse. That is not enough! I may just do it myself! You don't really want to... Does anyone else want to make an offer for the Fabrics? Do you really want Carla to get 2 wares for just 5 ducats? Anna: Will you go later to the Metals warehouse? That depends on your offer. I would give you the silver... I cannot use the silver at all... What is happening with my offer of 5 ducats for the Fabrics!? Just be calm, I'll offer Bob something better and that's the silk. OK! Deal! Whoa! I'll offer you the silk and 5 ducats! Even better! Too rich for me! Then I reduce my offer to 10 ducats. Not enough, but if you give me the silk, we have a deal... OK! Done deal! Carla takes the two ware markers and gives Bob the silk. Does someone have an offer for where I move next? David: I'll offer 15 ducats for you to move to City hall. I offer you 20 ducats to go to the Metals warehouse. David, can I have one of the 2 small orders? Ok, but I get to pick which one. OK, Stop! I offer you 25 ducats for the Metals warehouse! Sounds good... David, I think I might just go to the Metals! No, but maybe for another 5 ducats! Ok!and so on and on and on....

- § 2.8: An offer may also include money or goods being given by the tower player to his opponent.
- § 2.9: The tower player is completely free to choose which offer to take. *(It need not be either the first or best offer, for example!)*
- § 2.10: The tower player may accept an offer to move the tower to a street field. This is, of course, is *never* associated with an action *(but this may be very important in connection with placing owner markers - see below)*.

The buildings

As the action available in a building, the player taking the action gets the 1 or 2 goods shown as pictures on the building.

Note:

- *If a good to be received by a player is no longer available in the supply, he gets nothing in its place. The action is, nevertheless, considered complete (see also "Small orders").*

Which goods a player gets in which building is explained here. Further information on the game cards, special cards, and owner markers is explained later.

Guild hall: The player takes the top card from the "large order" stack and puts it in his hand. On the card is one of the 4 Villas and the 3 wares that the player must deliver there.

City hall: the player takes the *two* topmost cards from the "small order" stack and puts them in his hand. On each card is a building and the ware that must be delivered there.

Post office: The player takes the *two* topmost cards from the "message" stack and puts them in his hand. On each card are the two buildings that must be visited in a turn for the message to be delivered.

Cathedral: The player takes *two* owner markers of his color from the *common* supply on the edge of the board and places them in his play area. He does not place them on a building!

Palace / Park / Coach house / Harbor / Tavern / Restaurant:

The player takes the corresponding special card from the appropriate stack *(usually next to the building - see below)* and places it in his play area.

Warehouses: corresponding to the wares

- Grains: wheat (yellow) - rice (beige)
- Metals: silver (gray) - copper (brown)
- Fabrics: silk (turquoise) - linen (rose)
- Spices: salt (white) - pepper (black)

The player takes 1 of each of the 2 wares in the warehouse and places them in his play area.

Note:

- *A player may not choose to take 2 of one ware instead of 1 of each. Also, if there are no more of 1 of the wares, he takes just 1 of the other.*

the buildings

the action available in a building allows the player to take 1 or 2 specific goods

(with the exception: in the Villas players can also fulfill large orders)



Guild hall:
- 1 large order



city hall:
- 2 small orders



Post office
- 2 messages



Cathedral
- 2 owner markers



Palace, ... :
- 1 special card



Grains



Metals



Fabrics



Spices

Villas (Colini, Monetti, Ricci, Zasteri): In each of the 4 Villas, a player can take *one* of two possible actions:

- *either* fulfill a large order for that villa
- *or* take the topmost card from the “privilege” stack and put it in his hand.

Streets: On the street fields, there are no available actions.

When the tower player moves the tower here, nothing happens (*except that he leaves a tower disc when he moves on*).

Streets that have been moved through by the tower have an important function later in the turn, as is described in “Owner markers” below.

Market: In the market, there is no available action. When the tower player moves the tower here, nothing happens. If the tower player throws the dice and gets the Market as the first tower field (= 4/4, 4/5, 5/4, 5/5), he moves the round marker downward one space on the round track (*see the special card “any start space” and “Game end” below*).

The game cards

Large orders

When a player wants to fulfill a large order, he must do this as his *action* in the appropriate Villa. The player places the 3 required wares back in their supplies and the large order card *face up* on the bottom of the large order stack. As payment for fulfilling the order, he takes 100 ducats from the bank *and* 1 special card of his choice from the special card stacks.

Note:

- *When the topmost card of the large order stack is face up, shuffle the cards in the stack and place it face down.*
(This same procedure is used for the other three game card stacks.)
- *For each of the four Villas there are 4 large orders. They are designed so that no wares on the cards come from the warehouse closest to the Villa and one each come from the other 3 warehouses.*
- *As a player is allowed only one action in a building in a turn, it is not possible for more than one large order to be fulfilled at any given Villa in a turn (exception: “1 building action” special card).*

Small orders

When a player takes the action for a building, he can *also* deliver one small order to that building. He places the required ware back in its supply and the small order card *face up* on the bottom of the small order stack. As payment for fulfilling the order, he takes 40 ducats from the bank.

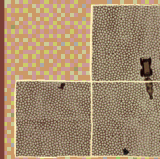
Note:

- *For City hall, the four warehouses and the four Villas there are no small orders, for the Restaurant and the Tavern there is one each, and for all other buildings there are 2 each.*
- *The fulfillment of a small order, as opposed to a large one, does not take an action, but the fulfilling player must be the player who takes the action for the building. However, a player is not allowed to fulfill both small orders for a building in the same turn.*
- *When a player takes an action for a building where the goods are no longer available and, thus the player gets nothing for the action, he may still fulfill a small order there.*



Villas:

- *either* fill
1 large order
- *or* 1 privilege



Street fields:

- owner marker



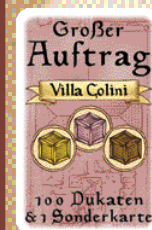
Market:

- when it is the first tower building, then move the round marker 1 space

the game cards

large order:

- **fulfill in the appropriate Villa** (as the action!)
- **100 ducats + 1 special card**



small order:

- **fulfill in the appropriate building** (is not an action!)
- **40 ducats**

