

## LOADING PHASE

The Gondolieri load cargo at the docks by drawing cards. A gondola becomes *overloaded* if the points value of the cargo is greater than 13. No gondola can hold more than 7 distinct pieces of cargo, meaning you cannot have more than 7 cards to your hand, even if your cargo total is less than 13.

At the beginning of the phase the Wakemaker deals themselves one card and then one card to each Gondolier clockwise. They then deal a second card to each Gondolier in the same order.

The Gondolier to the left of the dealer then has to make a choice: *load* more cargo or *cast off*.

- ▷ If they choose to *load*, the Wakemaker deals them another card, possibly overloading their gondola.
  - ◊ The Wakemaker must target overloaded Gondolier first in the Delivery Phase as they are slowed by the heavy cargo.
- ▷ If they choose to *cast off*, play continues with the Gondolier to their left who now faces the same choice.
  - ◊ A Gondolier whose gondola is overloaded **must** cast off.

Once all of the Gondolieri have cast off the Wakemaker must draw cards until either:

1. The value of their cards is higher than the cargo total of at least one Gondolier
  - ◊ At this point, they may choose to end the phase or draw another card. In the Delivery Phase the Wakemaker can only target Gondolieri who are overloaded and Gondolieri whose cargo total the Wakemaker exceeded.
2. The value of their cards exceeds 13.
  - ◊ If this happens, the wakemaker is overfed and sleeps through the Delivery Phase.

## DELIVERY PHASE

The Gondolieri attempt to deliver their goods through the city in exchange for coin or reputation. The Gondolieri are a proud lot whose reputation is as valuable to them - *moreso*, perhaps - than the coin they spend.

Each Gondolier, starting with the one to the Wakemaker's left, turns in a set of cargo for a number of points as explained below. These points are marked under their *coin* score. Gondolieri also have a *reputation* score which is tracked separately from *coin*. After every Gondolier has turned in one set of cargo the process repeats, skipping Gondolieri who have no more cargo to deliver, until all the Gondolieri are out of cards.

A Gondolier may receive aid from any one other Gondolier who may give a single card's worth of cargo from their own gondola. If they do so the Gondolier whose turn it is receives the full value of the cargo in *coin*; the aiding Gondolier receives half the value of the cargo in *reputation*.

When turning in cargo, if the Wakemaker is active, they have the option to disrupt the delivery by canceling out one or more of the cards played, so long as they have a card of the same value in their hand. The Wakemaker declares that they will disrupt the delivery after the delivery and any aid is decided on.

### END OF THE GAME:

After three rounds (or six for a long game), play stops and the coin and reputation for each player are tallied.

- ▷ The higher the *coin* across **everyone**, the better - groups will often have their group coin scored and posted in a public establishment to compete with each other.
- ▷ The Gondolier with the highest *reputation* is the *free drinker*
- ▷ The Gondolier with the lowest *reputation* is the *drake* (a belly dragging reptile)

ROUND ONE			
Player	Cargo	Coin	Reputation
1			
2			
3			
4			
5			
6			
ROUND TWO			
Player	Cargo	Coin	Reputation
1			
2			
3			
4			
5			
6			
ROUND THREE			
Player	Cargo	Coin	Reputation
1			
2			
3			
4			
5			
6			
ROUND FOUR			
Player	Cargo	Coin	Reputation
1			
2			
3			
4			
5			
6			
ROUND FIVE			
Player	Cargo	Coin	Reputation
1			
2			
3			
4			
5			
6			
ROUND SIX			
Player	Cargo	Coin	Reputation
1			
2			
3			
4			
5			
6			
FINAL			
Player	Cargo	Coin	Reputation
1			
2			
3			
4			
5			
6			
Group Scores:			

## CARDS AND VALUE

In Gondola, the deck is demarcated by cargo cards (1-7) and the Familia (Thief, Captain, and Matron) cards. You can remove the 8s, 9s, and 10s from a standard deck to build a Gondola deck.

The order of precedence is:

1, 2, 3, 4, 5, 6, 7, Thief, Captain, Matron.

The Familia all have special rules during the Loading Phase:

- ▷ The Thief (Jack) either adds or subtracts one from your load
- ▷ The Captain (King) sets your current load to 10 or does nothing
- ▷ The Matron (Queen) doubles or halves the value of one card. If the Queen is dealt as the first card to that player's hand it can be declared to apply to any card that follows it (but cannot be changed once declared).

During the Delivery Phase, each gondolier turn in sets of cargo for points. If unable to turn in a set they can instead turn in a single high card for points - the cargo cards are worth their face value, all Familia cards are worth 10 points.

### SET BONUSES

Pair	= 2x set value
Triple	= 3x set value
Quad	= 4x set value
Straight (min 3 cards)	= 2x set value
Flush (min 3 cards)	= 2x set value
Straight Flush (min 3 cards)	= 3x set value

## WHAT IS THIS?

Gondola is a cooperative card game using a subset of a standard deck of playing cards using only the ace, 2-7, Jack, King, and Queen.

It is played in rounds, each of which have two phases (Loading and Delivery). A standard game of Gondola ends after three rounds, while a long game (called a double-shift) ends after six rounds.

The Loading Phase is similar to a game of Blackjack or Pontoon in which the players are trying to get a total value of 13 without going over. The Delivery Phase involves a cooperative scoring of points.

### GONDOLIERI AND THE WAKEMAKER

The players of Gondola are the Gondolieri, taking the place of the legendary canal-traversing figures of Pentola, singers of abjuring ballads and destroyers of the demons who lurk in the city's waters. Those demons are represented by the Wakemaker, who is the dealer.



# Gondola

A Cooperative Card Game for 3-7 People

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