

Trading in the Mediterranean

Rules v6.0 Updated (7/30/2013)

4-6 Players

90 - 120
minutes

Ludology
Designs

What the Game is About

Welcome to "Trading in the Mediterranean." You are one of the budding civilizations of ancient times. You will guide the economy, religion, government and culture of that civilization in order to be the greatest civilization of all time by the end of the game. This greatness is measured in the traditional historical manner of victory points. The civilization who accumulates the most points will win the game.

Trading in the Mediterranean is played over six turns. In each turn we will produce resources, trade resources and then select various developments for our civilization. Resources are in the form of cards such as the ones pictured at right. Trading these cards is the heart of the game as you have to balance several goals.

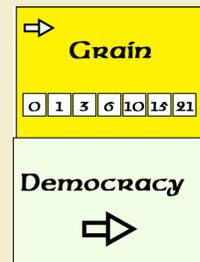
First, you wish to collect sets of the same kind of goods because the more you have of a kind of good the more victory points they will give you. For example, looking at the chart on the grain card pictured, a single grain card is worth one victory point, three grain cards are worth six victory point and five grain cards would be worth 15 income!

Secondly, you hope to guide the government and the religion of your civilization in one direction. The bottoms of the cards represent ideas influencing your civilization. When you spend cards, you also must move your government or religion track to the right or left as specified on the card. You hope to get many of the same government or religion card. If you had two grain/democracy cards your civilization would move two spaces to the right making it a stronger democracy. However, if you spent one democracy and one dictatorship grain card you would earn the victory points but the two government arrows would cancel each other and your government marker would go nowhere. The religion track works the same way.

The level of your government and religion determines how many development cards you will get to choose from to play at the end of each turn. With higher levels providing more powerful cards. From these you will choose one religious and one government development to increase your production of goods cards or to give you special abilities to use throughout the game.

Finally, you hope to avoid cards with unhappiness and barbarians on them. These cards will make your happiness and safety tracks descend making you susceptible to horrible calamitous events.

The player who best manages to balance collecting sets of goods, ideas and avoiding calamities will be able to score the most victory points and win the game.



Components Listing

Game Materials: In the Print & Play File

- Happiness/Barbarians Status & Turn/ Turn Order Board
- Religion, Government Track boards
- Abandon Government & Abandon Religion Cards
- 6 sets of 5 Rural Worker cards for each player to start with
- 6 Warehouse cards
- 6 Civilization Cards
- 90 “Basic” Goods Cards of 5 Types; (Salt, Timber, Wool, Grain, Ore)
- 48 “Civic” Goods Cards of 4 Types; (Wine, Dye, Slaves, Art)
- 25 “Luxury” Goods Cards of 2 Types; (Spices, Gold)
- 168 Double-Sided Development Deck Cards of 14 different levels

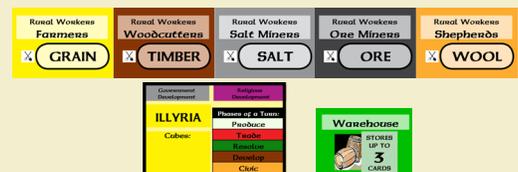
Game Materials: Supplemented from other games

- Timer (Digital ideally)
- 4 track marker cylinders in 6 player colors (suggestion: Caylus workers)
- 10 cubes in 6 player colors for trade phase abilities
- Barbarian Die 1d6 with sides (0,1,1,2,2,3) (Found in Die Macher or improvise with usual d6)
- Turn Marker

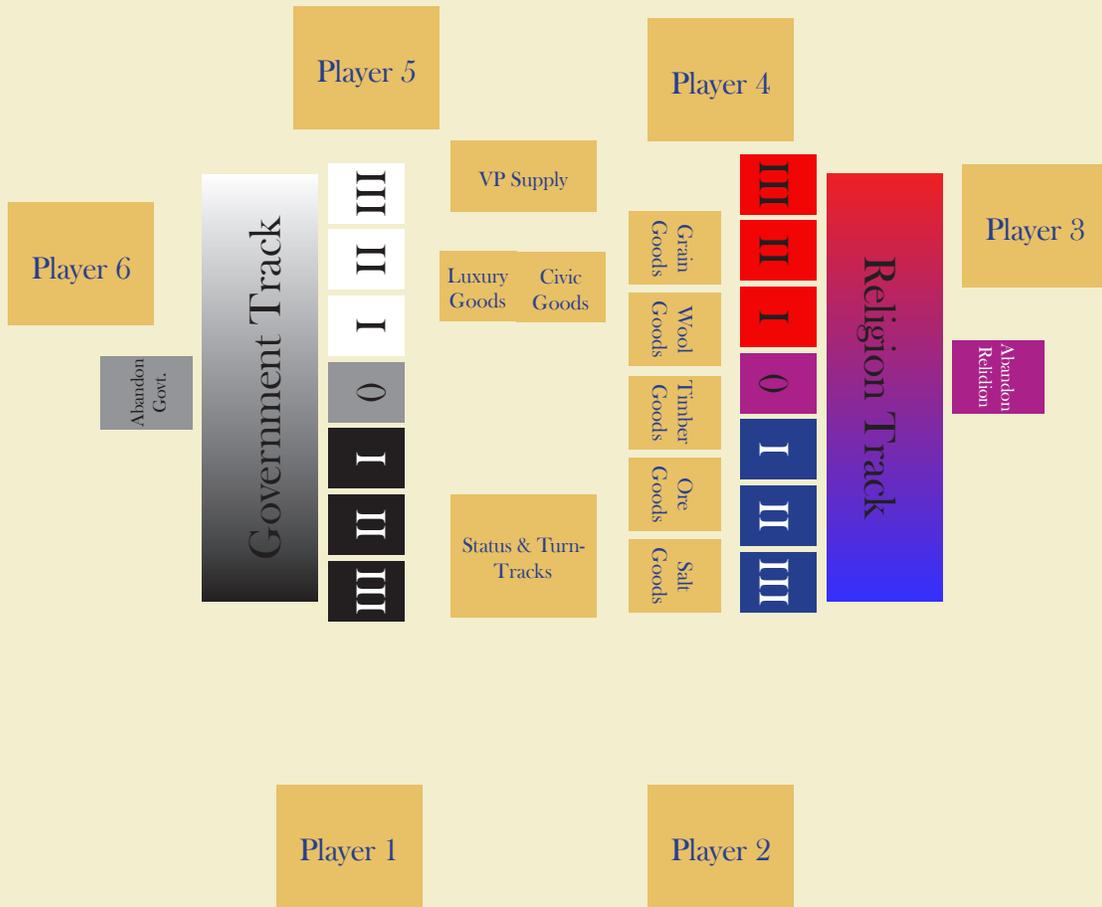
Setup Components

1. Give each player a Civilization Card, a set of 5 rural workers and track markers and cubes in their color
2. Setup the Playing area as pictured on the following page
3. Place the turn marker on turn 1
4. Place a cylinder of each players color on the start space of the happiness and safety tracks and on one of the center space on the government and religion tracks
5. Shuffle the 5 starting basic goods of ore, timber, salt, grain, wool into 5 separate decks
6. Shuffle the civic goods into one stack
7. Shuffle the luxury goods
8. Sort the development cards by level and place them under the tracks as shown in the picture
9. Create a supply of victory point chits
10. Place the “abandon government” and “abandon religion” cards above their respective tracks
11. You are now ready to begin the game

Player Setup



Game Setup



How to Play the Game

Game Overview

“Trading in the Mediterranean” is played over six rounds and each round has five phases. The phases of each turn are as follows

Production Phase	Collect goods cards for use in trading
Trading Phase (timed 5 minutes)	Trade goods cards & Choose which goods to warehouse Select targets for Trade Phase Abilities (If Any)
Resolution Phase	Resolve Trade Phase Abilities Resolve effects of cards spent Resolve Calamities
Development Phase	Deal out Development Cards Players choose development cards
Civic Phase	Players use the abilities of their developments

After six rounds the player who has accumulated the most victory points will win the game.

Production Phase

OVERVIEW: At the beginning of the game each player starts with a rural worker on each type of good. This allows each player to produce one of each of the five basic goods. As the game progresses players will play development cards with cities and boats which will allow them to collect civic goods and luxury goods. Players may also gain or lose basic good production as a result of the development cards they choose.

PRODUCING GOODS CARDS: In the production phase, players receive one goods card for each of their developments with an oval shape. Rural workers will produce a specific basic good card. Cities provide one of four random civic good types. Boats provide one of two random luxury good types.

HINT: It speeds the game if each player distributes one or two types of goods to all of the players.

RESHUFFLING GOODS CARDS: Reshuffle the goods cards decks when a new card is required and the deck has been exhausted.

EXCEPTION: The luxury deck is reshuffled at the end of any turn in which the “Piracy” card was played. You can never be safe from those troublesome pirates!

DIVERSITY OF CITIES: Cities produce a random card from a shuffled deck of four types of goods. Because goods types are shown on the fronts of

Players receive one goods card development with an oval shape

Players produce basic goods for developments with the pitchfork icon

Players produce civic goods with developments with the city icon

Players produce luxury goods with developments with the boat icon

Cards are reshuffled as necessary

The “PIRACY” card triggers a reshuffle of the luxury deck

the cards, cards are dealt from the bottom of the deck. When a player is dealt civic cards they may not be dealt more than one of the same type of good. If a player is dealt a second good of the same type that card is placed on the top of the deck and replaced with a new card. This process is repeated until the player does not have more two of any type of card.

EXAMPLE: Waldorf has three cities. Geoff deals him art, art, and wine. The second art card is not allowed and is placed on top of the deck. Geoff then deals him another card which is dye. Waldorf now has a legal set of cards.

NOTE: Because of this rule having more than four cities is not very useful.

After cards are dealt players are free to hold their cards as they wish. They may hold them for all players to see or may hide them in a stack or in their hand.

Civic goods are dealt from the bottom of the deck

Players may not be dealt more than one of any one type of civic good on each turn, if so the card is replaced.

Trading Phase

OVERVIEW: This is a timed five minute trading phase in which players make deals to exchange goods cards. The player's goals during this phase is to collect sets of goods, collect "ideas" to move them the correct direction down their tracks and avoid unhappiness and barbarians. Players are also responsible for choosing which cards to "warehouse" by placing up to three cards under their warehouse card during this timed trading phase. Any cards not warehoused are by default spent that turn.

PREPARATION: Set the timer. Allow all players to sort through their hand and make sure that all players are prepared to trade. Start the timer.

TRADING RULES: When trading time starts players may begin offering trades to any of the players simultaneously. Players may negotiate deals of goods for any number of cards. Players may trade cards one for one, two for one, two for two or any other way they agree upon. Players may include victory points as well as the use or nonuse of an ability in their negotiations. Players are strictly prohibited from providing any information or clues of what is on the bottoms of the cards they have, are trading or have traded. A player that breaks this rule may be warned or penalized up to 5 victory points at the discretion of the players at the table.

HINT: Though it may be tempting to start laughing maniacally after unloading a "Barbarian Fury" card on your opponent, this is poor form and against the rules as it makes it very difficult for that opponent to conduct future trades. Please save your taunting for after the trading phase has completed.

TRADE PHASE ABILITIES: Some developments like the ones pictured at right have a **TRADE PHASE ABILITY** in a pink box. To use this ability, choose a target during the timed trading phase by placing a wooden cube of the color of the player you are targeting this turn on the card. You may offer to use or not use an ability on a player in your negotiations. For example, "I will give

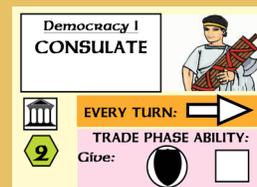
Players have four minutes to trade **AND** choose cards to warehouse

Make sure all players are ready

Trading is simultaneous

Trades may include multiple cards, VPs or special abilities

Bottoms of cards may not be discussed, hinted at or revealed



you a shield for a wood.” Or “If you don’t give me a victory point, I will give you a barbarian.” However trades made in this way are binding. If you agree to use or not use an ability as a part of a trade you are not allowed to later renege on that agreement. Targets for these abilities are chosen during the trading phase but are not resolved until the resolution phase. You may choose not to use (or forget!) to use these abilities. Abilities that use the keyword GIVE may only target other players, you may not choose to target yourself.

WAREHOUSING: During the trading phase, usually after a player has finished conducting any trades, they must decide which cards to warehouse. They may warehouse up to 3 goods by placing them face down under their warehouse card. However, there are several cards (the really nasty ones) that say specifically on the bottom, **MAY NOT WAREHOUSE**, that means exactly what it says.

HINT: Warehousing is useful to save cards to build larger sets with next turn OR to avoid getting an arrow you don’t want, unhappiness or a barbarian.

HINT: It is nice of the player closest to the timer to give one minute and thirty second warnings. If the timer goes off unexpectedly the players may agree upon a ten second grace period to place cards in thier warehouse.

HINT: If your friends are particularly untrustworthy you may require that all players reveal the cards in their warehouse at the conclusion of each trading phase or you may simply ask players to check the warehouses to “make sure” they did not place any cards in there that may not be warehoused.

ABANDON RELIGION OR GOVERNMENT: During the trading phase any player may decide to go back to the center space of either the religion or government track. They must indicate this during the trading phase by placing one of their own colored cubes on the appropriate card.

EXAMPLE: Sven is two steps down the dictator track but he finds himself with a hand of four democracy cards. During the trading phase Sven places his green cube on the “Abandon Government” card. Then during the resolution phase Sven gets to go to the start space for free then take his four arrows, allowing him to make more progress down the Democracy track.

END OF TRADING: Trading ends either when the timer rings or by mutual agreement by the players that all trades have been completed and desired goods have been warehoused.

Trades involving trade phase abilities are binding

Using trade phase abilities is optional

GIVE abilities may not target yourself

Players must also choose the cards to warehouse before time expires

Players may choose to use the “Abandon” abilities during the trade phase to assist them in changing religions or governments

Trading may end early if all players agree



Resolution Phase

OVERVIEW: Players now place all non-warehoused cards face up in front of them. This phase has three steps. First, any trade phase abilities that were used are resolved. Second, players collect the victory points earned from their goods cards this turn and resolve all of the effects on the bottoms of their goods cards. Finally, players will determine who the victims of the two calamities are and resolve their effects.

- 1 - Trade Phase Abilities
- 2 - Resolve Trade Goods
- 3 - Resolve Calamities

RESOLUTION STEP 1 - TRADE PHASE ABILITIES

All players who used a trade phase abilities will now resolve those abilities simultaneously.

EXAMPLE: Babylon used the barracks (pictured at right) they would move the yellow player (Illyria) one space down on the safety track. Then return the colored cube to the pool. Thrace used the “Abandon Religion” ability and returns his cube to the supply and brings his religion marker on the track to the center space at the beginning of this phase.



RESOLUTION STEP 2 - RESOLVING TRADE GOODS

All players will place their cards face up and will collect the victory points for the goods and top and resolve the “Idea” on the bottom of each card. The many different ways the bottoms of the trade goods can affect a player are described below.

RELIGION & GOVERNMENT ARROWS: The black, white, red & blue arrows push you towards strengthening the religion or government in your civilization. Move one space down the tracks for each arrow on the goods that you spend. Note that in this way a black and a white arrow or a red and a blue arrow will cancel each other out.

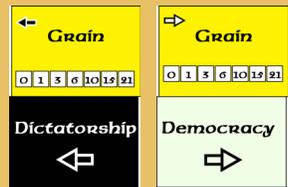
HINT: Remember one of your goals is to get as far down one of the government and religion tracks as possible. The further you get down each track the more and more powerful development cards you will be able to draw. So you are trying to get more black than white, and red than blue or vice versa.

PROSPERITY: These cards simply give you a victory point for each “prosperity” card you have, horray! Take an extra VP from the supply when spending.

BARBARIANS & POVERTY: These cards move you down one spot on the associated tracks. Poverty makes your people unhappy. Barbarians make you unsafe. Being lower on these tracks makes you more likely to be the victim of a calamity, boo!

BARBARIAN FURY & DEPRESSION: These cards move you down two spots on the associated tracks. Note that these cards may not be warehoused.

ZEALOTS, CORRUPTION & SLAVE REVOLT: These cards make your people unhappy and may not be warehoused. They also move you in the opposite direction than expected. (see: “The Goods” for more information)



COLLECT VICTORY POINTS: Players take victory points for all of their non-warehoused goods according to the sets that they have. The boxes on the top of the card represent how much sets of the same type of good are worth. The size of sets is limited to the number of boxes on the card. The largest set of wine you can trade in is 6. Though you could turn in 7 and collect points for a set of 6 and a set of 1.

EXAMPLE: Look at the wine card at right. 1 Wine card is worth 1 VP, 2 Wine is worth 3 VP, 5 wine cards are worth 15 VP, 7 Wine cards would be worth 22 VP (A set of 6 and a set of 1)

FULL GOODS RESOLUTION EXAMPLE: Mark's cards are at right. Mark has two black arrows and one white arrow resulting in moving one spot to the left on the government track. He has two blue arrows and zero red arrows resulting in moving two spots to the right on the religion track. He has a prosperity card and takes a victory point. He has a barbarian and goes down one spot on his safety track. He has 3 grain for 3 VP, 1 timber for 0 VP, 2 Dye for \$5, 1 Spice for \$3 which adds up to a total of \$15. He takes this amount of money from the supply.

REVOLUTION OR CONVERSION: After resolving your arrows if you cross the colored box (as shown at right) then your civilization's government has had a revolution or you have converted religions. This is usually good because now you will be able to draw more developments. However if, for example, you were a dictator and previously played development cards and then were to cross this line, then any black development cards you had played would be destroyed and placed at the bottom of the respective pile. Note that 0-Level developments, that are colored grey and purple, are never destroyed as a result of a revolution or a conversion.

EXAMPLE: Paul had already played two black development cards. He was traded a whole lot of democracy arrows and ended up flipping over to democracy. His two black developments are destroyed, though he now will be able to draw and play democracy developments.

NOTE: The Revolution/Conversion box is not a space on the track

SIMULTANEOUS vs TURN ORDER: The game is sped up by having all players resolve the bottoms of their cards all at the same time. However for the first turns for new players you may wish to resolve in turn order to make sure everyone resolves their cards correctly.

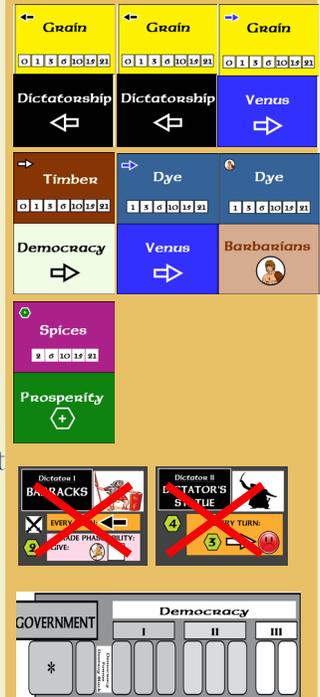
ANNOUNCE WEALTH AND RESET TURN ORDER: Players announce out loud how many VPs they received from goods that turn. All players may then turn those VP face down to keep their total hidden from the other players.

HINT: Pay attention to how much money other players are collecting to help you decide who or what to trade to other players.

DISCARDING GOODS: After goods have been resolved the cards should be placed in the appropriate discard piles. There are seven discard piles; one for each basic good, one for civic goods and one for luxury goods.



Mark's Cards:



Revolution/
Conversion Box

Crossing this line destroys opposite colored developments

Players may resolve goods simultaneously

After all players are finished, players must announce VPs earned before flipping them over. Then discard goods.

Turn Track						
	I	II	III	IV	V	VI
Peasant Revolt 		-1 Dev. Max Lvl 0	-1 Dev. Max Lvl 1	-1 Dev. Max Lvl 1	-1 Dev. Max Lvl 1	-1 Dev. Max Lvl 2
Barbarian Attack 			Lose 3 + 0-3 VP	Lose 4 + 0-3 VP	Lose 5 + 0-3 VP	Lose 7 + 0-3 VP

After a calamity, victim/s reset to START



Happiness Track

Safety Track

RESOLUTION STEP 3 - RESOLVING CALAMITIES

CALAMITY VICTIMS ARE DETERMINED: On Turns 2 - 6 a player may have a “Peasant Revolt.” If no player is below the yellow dotted line on the happiness track there is no “Peasant Revolt” that turn. Otherwise, the player (or players) who are the lowest on the track amongst all the players are the target of a “Peasant Revolt.” On Turns 3 - 6 the victim/s of a “Barbarian Attack” is determined the same way by looking at the safety track.

PEASANT REVOLT EFFECTS: The victim/s of the Peasant Revolt will be able to play one less development card and less powerful development cards this turn. (More details under “Production Phase”)

BARBARIAN ATTACK EFFECTS: The victim/s will each roll the “Barbarian Die.” They will add the result of the die the number listed on the above chart to determine the total number of victory points they must immediately give back to the general supply.

TRACK RESET: After being the victim of a calamity the affected player may immediately move his marker on the associated track back to the start space.

EXAMPLE: Gwen just has been declared as the victim of a peasant revolt. This will affect her development this turn. She moves her marker on the happiness track back to the start space.

Lowest player/s on each track will be the victim of the calamity

Peasant Revolts reduce you to one development and of a lower level

Barbarians will steal victory points from you

The victim of the calamity immediately goes back to the start space of the relevant track



Development Phase

OVERVIEW: During this phase players will draw development cards based on their progress on the tracks. After looking at their development cards each player will simultaneously choose one religion development and one government development. After all players have chosen they will reveal their choices and place the cards they did not choose back under the appropriate stacks. Development cards offer players a variety of abilities from producing more goods, to special abilities that will give players an advantage during the game. These abilities are described more in the section of the rules called “The Developments”

DRAWING DEVELOPMENT CARDS: At the start of this phase players draw one development card for each level that they are on and each lower level.

EXAMPLE: Based on the religion and government tracks Sydney is a level 1 democracy and has level 0 religion. Sydney will draw a Level 1 Democracy card, a Level 0 Government card and a Level 0 Religion card. Sydney draws the cards at right.

EXAMPLE: Kristin is a level 1 dictator and is level 2 on devotion to Mars. Kristin will draw a Level 2 Dictator Card, a Level 1 Dictator card, a Level 0 Government card, a Level 1 Mars card and a Level 0 Religion card.

CHOOSING DEVELOPMENT CARDS: Each player may choose up to one government card (Black, Grey or White) and one religion card (Red, Purple or Blue) to play each turn. All players simultaneously will decide which of the available developments they would like and place that face down under their civilization card. Each development card is double sided and they will pick which side of which card that they would like. Players may choose to (or be unable to) play either or both of their two developments in a turn.

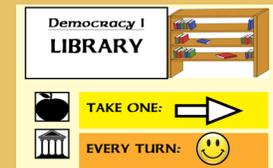
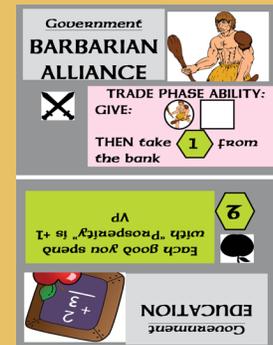
EXAMPLE: Sydney chooses to take a Library for her government development and a Venus Temple for her religious development. She puts the unused card on the bottom of the appropriate stack

PLAYING DEVELOPMENT CARDS: After each player has decided they take turns one at a time flipping their cards over and announcing their new abilities. They use their starting cards to hide the bottoms of the cards they aren't using.

EXAMPLE: Sydney tells the group, “I have a library which gives me a democracy push and a happiness every turn and a Venus Temple that gives me two Venus pushes. She then places the developments under her

PEASANT REVOLTS: If you are the victim of a peasant revolt this turn you will only play one development card instead of the usual two and the level of development card you can play is limited.

EXAMPLE: On Turn 2 the turn track states that you get -1 Development, Max of level 0. This means you would have to choose to play either a religious or a government development card and the highest level that development can be is 0. In the example above Sydney would only draw a Level 0 development of each type and could only choose one to play.



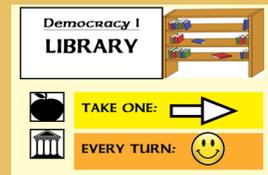
Visual of how to play development cards above your starting tokens



Civic Phase

OVERVIEW: During this phase all players simultaneously use any orange “EVERY TURN” abilities of all their buildings.

EXAMPLE: At the end of each turn Sydney uses her library to push her one space up the happiness track



Activate all civic abilities at the end of each turn,



The End of the Game

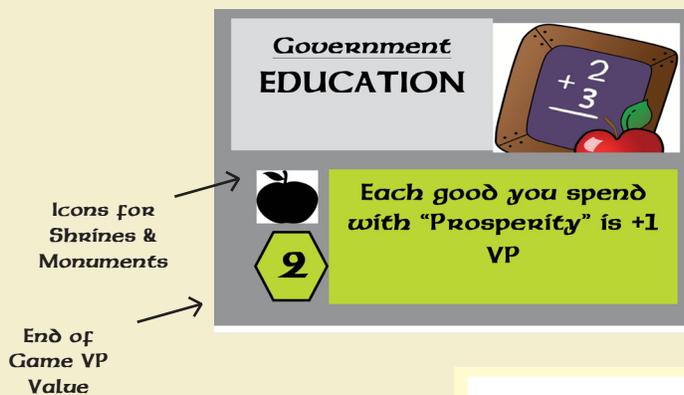
At the the end of the game the player with the most victory points is the winner of the game.

Victory Points will be totaled from three different places;

1. Your victory point chits collected throughout the game for sets of trade goods and developments
2. The victory point value of all of your developments shown in the section labeled below
3. Victory points earned from Shrines or Monuments

In the case of a tie the tied player who has more levels in government + religion wins the game. If still tied the player with the most happy faces + shields wins the game. If still tied the tied players thumb wrestle to determine the victor.

Total up victory points in hand, on developments and points from shrines or monuments and the most points wins!



The Development Cards

Production

These developments allow you to increase or upgrade your production so that will get you more and better cards each turn.



The oval indicates that you will draw that type of good each turn. Basic goods are specified by type. City icons produce civic goods. Boat icons produce luxury goods.

Through developments you can produce up to TWO of one type of basic good. You may not play a development to produce more than two of a basic good.

Some developments such as URBANIZE will cause you to lose one of your basic good producers in order to upgrade the type of good. If you cannot lose the required type you may not play the card.

Yellow Immediate Effects

Abilities in a yellow box indicate a one-time effect taken immediately and which does not recur. Even if it has no other abilities it is kept for the possible value if the icon on the card and/or end of game points.



Orange EVERY TURN Effects

Abilities in an orange box indicate a recurring effect taken at the end of every turn during the CIVIC phase. This includes the turn in which the development was obtained.

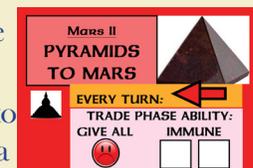
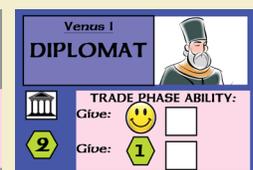


Pink TRADE PHASE ABILITIES

As mentioned in the trade phase section of the rules. These abilities usually give you abilities that you can trade or use on other players just to be mean. The target for this is chosen during the trade phase so that you can include using or not using these abilities in your negotiations.

The white box indicates that you need to place another player's cube in that box to use the ability on them. You may never place your own cube in the white box of a trade phase ability. The ability is not resolved until the resolution phase.

Some abilities such as "Diplomat" will give you two separate abilities that you can trade to different players or the same. Other abilities such as Pyramids to Mars will by default affect all players and you may trade away immunities to that ability to as many players as there are white boxes on the card.



The Developments (contd.)

Green Constant Abilities

Green abilities provide a variety of effects that affect you or the other players.



Brown DEVELOPMENT Abilities

These abilities allow you to draw extra cards from any development deck you are allowed to draw from. You must draw the cards before looking at any of your development cards drawn this turn



Monuments & Shrines

The Level III developments are only monuments and shrines. These give a player a chance to score a lot of endgame victory points. However players may only have one monument and one shrine. Most score points for each of an icon you have on developments like the "Shrine to Mars." The Monument of Strength gives 2 points for each sword icon and each spot you are above the safety line on the safety track at the end of the game.



Revolutionaries

The Revolutionary cards appear in the Level II deck. These cards reward you for flipping to the other side of the track by offering you a large one-time bonus for doing so. Don't forget to use the "Abandon" ability if you decide to take advantage of this opportunity.



The Goods

Name	Type	Values	Ideas	Bad Cards
Grain	Basic Goods	Least Valuable	Random Mix	Poverty, Depression
Wool				
Timber				
Ore				
Salt				
Art	Civic Goods	More Valuable	Promotes Democracy	Barbarians, Barbarian Fury, Zealots, Corruption, Slave Revolt
Slaves			Promotes Dictatorship	
Dye			Promotes Venus	
Wine			Promotes Mars	
Spices	Luxury Goods	Most Valuable	Random Mix	Poverty, Barbarians, Piracy
Gold				



About the Goods

BASIC GOODS: Basic goods provide the least amount of victory points, contain a random mix of ideas on the bottom and have unhappiness on the bottoms of some of the cards.

CIVIC GOODS: Civic goods provide more victory points but also they are favored to a particular idea. For example most of the dye cards contain “Venus” arrows. You will note that the color of the good matches the color of the idea that it promotes. However civic goods also contain barbarian cards and special cards such as “Zealots” which will push you the opposite direction you expect as well as make your people sad.

LUXURY GOODS: Luxury goods are the most valuable goods. There are only two types and they have a random mix of ideas on the bottom including poverty and barbarians. Also you must beware the “Piracy” card. One of the luxury goods is the “Piracy” card which allows a player to say it is a spice or a gold when it is really just a dead card that is worth nothing. Unless it is a piracy card you may not lie about the type of luxury good you are trading.

Specific Development Card Notes

Cards that refer to “Venetians” or “Democracies” - (Such as “University”) These will affect all players who are level 1 or higher of that religion or government

“Barbarian Alliance” - Must give barbarian to take point

“Civil Rights” - It is your job to help to remind the other players to take one less point whenever they play a set of slave goods.

“Education” - Multiples can be cumulative

“Foreign Envoys” - May not be used in the last ten seconds of trading to deny the player a chance to warehouse

“Freedom of Speech” - You may ask for specific ideas or tell what the bottoms of your cards are. You need not be truthful about bottoms of cards. Other players still may in no way to discuss their wants or the identities of the bottoms of their cards.

“Free Market” - You must still follow the limit of 1 different type of good per city. Declare which goods you wish to produce and draw cards until you get the desired goods with other cards being placed back on top of the deck.

“Hymns” - You must give a point to take a point.

“Industry” - You cannot score higher than boxes shown on the card

“Isolationism” - Before trading you may ask, “Does this card have any Venus Arrows?” And them must answer truthfully after which you may decide whether or not to make the trade

“Martian Brotherhood” - Target shuffles starting rural workers and gives the player one at random upon resolution

“Martian Orthodoxy” - It is your job to remind the other players to take an unhappiness whenever the play an art or dye set

“Monument of Knowledge” - You receive 2 pts for every apple, note or book icon you have on your development cards.

“Propaganda” - You must give unhappiness to take a point.

“Stability” - You still get one less development but your development level is not reduced.

“Sacrificial Altar” - To activate this ability place a cube of your color on the worker you intend to sacrifice during the trade phase.

“Slave Trade” et al - If you have at least one city keep flipping civic goods until you get at least one of the required good

“Theatre” - You must give points to another player to take points from the bank.

“Total War” - When Barbarian Attack resolves whoever is attacked must roll the die twice instead of once

“Venetian Orthodoxy” - It is your job to remind the other players to take one less victory point when they play a wine set

“Venetian Monastery” - This allows you to ignore being the target of any trade phase ability targeted on you by your opponent if you wish

“Venetian Virtue” - With this card in play you may no longer trade to any player any cards with unhappiness or barbarian icons even if they are willing to take them.