

## Forget Venice

Forget Venice? But you just got here! I hope that this Cheat Sheet will make your stay/play enjoyable. There is also a Forget Venice (FV) Player Sheet, which shows the scoring criteria, and helps you keep track as you collect cards with the objective of maximizing your score according to these criteria.

FV is a game for three players, using the Decktet (DT). DT has six suits. In FV, the suits form three pairs:

- Moons/Wyrms: 🌙🐉
- Suns/Leaves: ☀️🍃
- Waves/Knots: 🌊🎣

Most of the cards in the FV deck are two-suited (24 of 42 cards); but the above pairings do not appear on any two-suited card. Each of the three-suited cards (6 of 42) includes one of the pairings. Each of the remaining cards (12 of 42) is one-suited.

A game of FV comprises two halves, each of which includes six rounds. The following nested lists illustrate the structure of the game.

- Game of FV
  - Two halves
    - Six rounds
      - Distribute and choose cards (details below)
      - Distributor role moves clockwise
    - Score
  - Final scoring (simple addition)

Score at the end of each half. Score for each suit pair by applying the relevant criterion to your holding. Then add together the three suit pair/criterion scores, and record your score for the half. (For an example, see the other side of this Cheat Sheet.) Your score for the whole game is simply the sum of your two half-scores (followed by tiebreakers, if necessary).

So, how do you get cards? Let's expand one of the most basic bullets in the above nest of lists.

- Distribute and choose cards
  - Distributor takes 7 cards from the top of the deck, and turns them face up
  - Distributor arranges cards into 3 piles
  - First chooser (player to left of distributor) takes one of the piles
  - Second chooser (player to left of first) takes one of the two remaining piles
  - Distributor takes the only remaining pile

Once you have taken your cards, you may keep them private. You may make private notes about your cards on your Player Sheet. But you may not make notes on the cards taken by other players.

Please send any comments on the game to me: [andrew@changingway.org](mailto:andrew@changingway.org)

Thank you for play(test)ing FV (version 0.99)!

## Example of Scoring

Here is an example of scoring. At the end of the first half, Player 2 had the holding shown in the photo.



Her Progress Table at the end of the half is shown below. Her Arabic numerals for criteria I and II would probably be tally marks (e.g., IIII representing the 4 Wyrms cards), updated each round. For these two criteria, only the suits of the cards are relevant.

For criterion III, it doesn't matter whether a card is a Sun or a Leaf; as long as it bears one of these two symbols, and a rank, it could end up in a run. Only the longest run scores (so the run of Ace/1 and 2 doesn't add 2 points to the 6 scored for the longer run).

Scoring Criterion	Holdings in suits allocated to criterion	Score
I. Lower of the two tallies	☁ 5    🍀 5	5
II. Difference between the two tallies	☁ 3    🍀 4	1
III. Longest run	🍀 1 2    🍀 4 5 6 7 8 9	6

So, at the end of first half, Player 2 has a score of 12.

Note the following points, especially the first.

Many cards score in multiple criteria: for example, the 6 🍀 🍀 scores in criteria II and III.

This example is based on a 13-card holding, showing that the 42 cards may be divided unevenly.