

San Marco FAQ by Iain Cheyne. Amended 3 November 2002.

Alan Moon made a post to [About Board Games](#) with three of these answers. I got the rest from [news:rec.games.board](#) and [Spielfrieks](#).

In the three-player game, in what order are the two bridges placed?

The first player places one, then the second player places one, then the third player, then the first player again, etc (1-2-3-1-2-3).

In a three-player game, is the starter always the distributor and are the other two randomly selected to be first/second decision-makers?

Yes


When I use the Doge card, how many districts am I allowed to move him?

You can move him to any district on the board, if there are enough bridges.

When playing the Doge card and moving over other players' bridges, the rules state, he must pay one prestige point to the player who owns the bridge for each such bridge he uses. What does this mean?

The player owning the bridge moves one up the prestige ladder and the player crossing the other's bridge moves one back down the prestige ladder.

If I want to go move the Doge to a district that has no bridges, but there is a bridge connected to the Doge district, connecting to a third district, can I pay two points to go to the unconnected district?

You have to go over a bridge if you want to move the Doge, unless there are no bridges connecting to the Doge  current district. So, in the case described you cannot get to the unconnected district.

At the start of the game, can you go into negative points in order to move the Doge?

Yes. You can go into deficit by moving your marker back from the start space (the zero space). You can do this to move the Doge across bridges, or canals with no bridge.

What happens to the starting player order when the next starting player misses the final round in the first or second passage?

For that last round, you simply go to the next player around the table. For the first round of the next passage, continue around the table, skipping the early dropout.

The rules say that if a player is without aristocrats in his own reserve, he may use his own cards to transfer aristocrats on the board. How does this work?

Take your own pieces off the board and immediately play them back onto the board, according to the usual placement rules: they go in the area on the card, or any adjacent area connected by one of your own bridges.

How is the final passage scored?

On the final scoring in San Marco, you score every region, regardless of whether the Doge is present or not.

If everyone goes over ten limit points, no one gets any bonus points. However, if everyone goes over ten limits points does the lowest point total still get to perform a banishment?

No. All bonuses (including the banishment) to only apply to players with fewer than ten points.

Unanswered Question. The answer is my opinion.

The four-player game rules say that no more than three bridges from different players are allowed between two districts. As this has no effect upon play in the three-player game, should only two bridges from different players be allowed between districts?

Because the rules do not explicitly state this, it should be played as a variant.