



Medici (1995)

2-6 Players

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Once-around auction for set collection. 3 rounds [days]. 60 minutes



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Setup

- Players take a **ship mat**  & **6 wooden player markers** in chosen color. **2p**: players also take a smaller ship mat  to extend the main one
- Players place a **player maker** on the bottom [8th] level of the 5 commodity tracks [cloth, fur, grain, dye, spice]
- Place the 5 red **commodity scoring markers**  on the matching red circles in the center of the board
- Place the 2 blue **day markers**  on top of the blue center symbol in a stack with 1 *fleur-de-lis* on top
- Place a player marker on the florins track [\$] per player count: **2p-4p**: 40 florins **5p-6p**: 30 florins
- Shuffle all **36 cards** into a face-down deck, then draw & set aside # of cards per player count:
2p: remove 18 **3p**: remove 18 **4p**: remove 12 **5p**: remove 6 **6p**: remove 0
- For each of the 5 commodities, there are 7 cards values 0,1,2,3,4,5,5. There is also 1 gold card value = 10
- Pick a start player, award the start player token . Play clockwise

End Game & Scoring

- After the 3rd day is scored, the game ends
- Most VP wins. Tie: no tiebreaker

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Game Play

- The active player draws the top card & places face-up by the deck. They can continue drawing up to 3 cards, or stop at 1 or 2, laying cards face-up in a row
- The group of 1-3 cards is auctioned off in a **single round auction**, starting to the left of the active player, bidding clockwise. Players can bid a higher \$ or pass. You only get 1 chance to bid – the auction is over after the active player bids [or passes]
 - You cannot bid more \$ than you have available
 - You cannot bid on a group that would exceed the available spaces on your ship
 - If your ship is full, you must pass for the remaining auctions for that day
 - You cannot win with a bid of 0 – must bid at least 1. If everyone passes, the card lot is discarded
- The winning player takes the won card lot & places them all face-up on open spots on their ship mat, then pays for bid by moving their counter down the \$ track
- Pass the start player token to the left for the next auction

End of Day

- When all players *but 1* have filled their ships, the last player draws cards from the deck to fill their ship at 0 cost. If not enough cards remain, that player ends the day with empty holds
- The day can also end if the deck runs out [due to passing on auctions]. Players may count # of remaining cards without looking at them any time

Scoring Day

- Total the value of the cards on your ship & receive \$ based on placement. For a tie, add together the payment of the tied player spots, divide amongst tied players [round down]

Number of Players...	2	3	4	5	6
1st place:	20	30	30	30	30
2nd place:	0	15	20	20	20
3rd place:		0	10	10	15
4th place:			0	5	10
5th place:				0	5
6th place:					0

- Move your player counters up the commodity tracks based on the # of cards of each type on their ship. You cannot move beyond the highest level. The gold 10 card does not move up any track
- The player in the highest position on each track gets \$10, the 2nd highest gets \$5 [**2p**: 2nd gets \$0]. Tie: add awards & divide amongst tied players [round down]. Players at the lowest level of a commodity can still tie for award
- Next award bonus as noted on board for players reaching the top 3 levels of each commodity. Each player receives the full bonus for these spaces, even if tied
- The red commodity scoring counters can be flipped to track which commodity has been scored, in order. Leave player counters in place for the next day

Prepare for Next Day

- Remove the round counter disc to reveal the next day #
- At the start of day 2 and 3, gather all 36 cards & shuffle, then remove the standard # of cards per player count
- The player with the least \$ becomes the start player. Tie: randomly select from tied players