

The cover art features a vibrant, stylized illustration of a coastal town. In the foreground, a wooden pier extends into the sea, with a small boat docked. The middle ground shows several large, half-timbered buildings with steep gabled roofs. In the background, a prominent tower with a conical roof and a flag stands against a clear blue sky. The overall style is reminiscent of classic board game art, with a rich color palette of blues, greens, and browns.

Medici

Reiner Knizia

Rulebook

You are buyers for different merchant houses in the competitive (but profitable) age of the infamous Medici family. Ships sail throughout the Mediterranean and beyond in search of rare and valuable merchandise and lucrative markets for the goods you buy. Every day you go to the wholesale market where you must compete with other buyers for the merchandise available that day. There you expect to find the finest cloth, exotic spices, grain from the rich fields abroad, colourful dyes, lush furs, and, rarely, gold from mines far across the waters ...



Inventory



Game Board (1)



Large Ship Mats (6)



Small Ship Mats (2)



Ship Tokens (6)



Commodity Cards (36)



Player Aid Cards (3)



First Player Card (1)



Player Counters (36)



Commodity Counters (5)



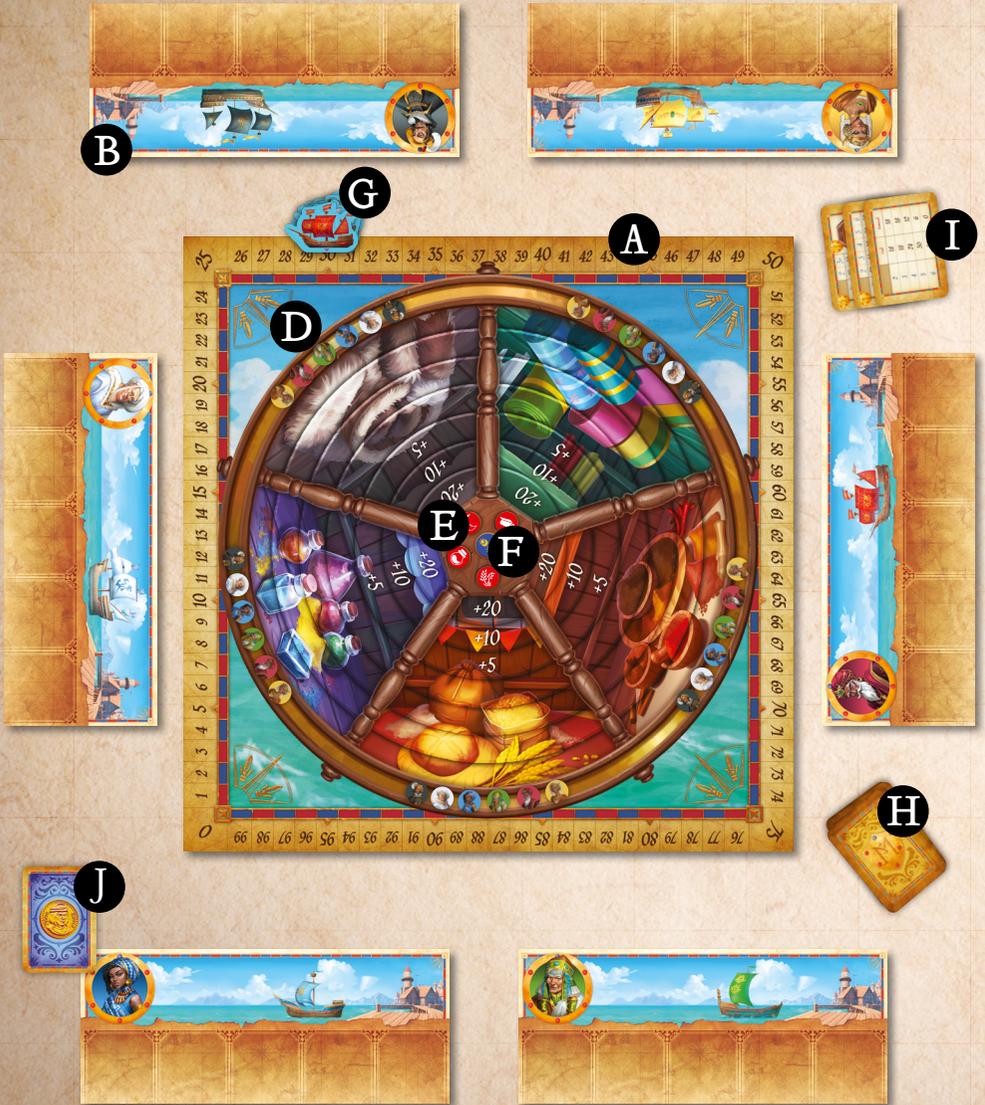
Day Counters (2)

The Aim

Medici is an auction game that takes place over three days (rounds). Players take on the role of seafaring traders, taking turns in presenting goods to be auctioned. Successful bidders will then load these goods onto their ships. Once all ships are full, or the deck of commodity cards is depleted and no more goods are available, the day ends. Players then receive florins (money) for the value of the loads in their ships, and for how much of each commodity they have bought thus far. But be careful - the money you use to bid on lots at auctions is also your end game points!

After three days, the player with the most florins wins the game.

Setting up the Game



1. Place the board **A** in the middle of the table. On the board are five commodity tracks in the shape of triangles, one for each of the five commodities (cloth, spice, grain, dye and fur).

2. Each player chooses a trader and takes the corresponding ship mat **B**, ship token and five wooden player counters in that colour. In a two player game, players also take the smaller ship mats **C**, placing them alongside the longer ones, thereby extending them.



3. All players place one of their coloured counters on the bottom (eighth) level of each of the five commodity tracks, on the gold frame **D**. As the players buy merchandise throughout the game, they will move their counters upwards to track their purchases of each commodity. Multiple players can be sat on each level of these tracks.

4. At the centre of the board is a version of the famous Medici family crest. Place the corresponding commodity counter face-up on each of the five red spaces on the crest **E**. Stack the two blue day counters on top of the blue symbol in the centre of the crest, so that the marker with one time icon **F** is on top **F**.

5. Around the outside edge of the board is the money track. This is used to record each player's florins throughout the game. The track is labelled 0-99. All players place their ship token **G** on the appropriate starting space of the money track.

Number of Players	Starting Florins
2-4	40
5-6	30

If a player's money exceeds 100, simply continue moving beyond the 99 mark, with a player counter placed beside it as a reminder that the total money is +100.



6. The 36 commodity cards represent the five commodities being bought and sold in the game. Each commodity has seven cards with the values: 0, 1, 2, 3, 4, 5, 5. In addition, there is a gold card with a value of 10. The number of commodity cards used each day depends on the number of players. Shuffle the complete deck of commodity cards, then draw the specified number to form a face-down deck **H**, setting the rest aside unseen.

Number of Players	Cards Used	Cards Removed
2	18	18
3	18	18
4	24	12
5	30	6
6	36	0

7. Place the player aid cards **I** next to the board, within easy reach of all players.

8. The players choose a starting player for the first day at random. This player places the first player card **J** in front of them. Play always proceeds clockwise.

Selecting Lots for Auction

Players take turns selecting cards to make up lots of commodities to be auctioned. On their turn, players must draw the top card from the deck and place it face-up so that all players can see it. After examining the first card, the player may draw a second and third in like manner, placing these cards next to those drawn previously. The player may stop drawing cards after one or two, but cannot draw more than three. Once the player has drawn a card, it becomes part of the lot to be auctioned. When a player completes a lot (of 1, 2 or 3 cards), it is auctioned.

Auctioning a Lot

The cards are auctioned as a lot by bidding on them using the florins indicated on the money track and cannot be auctioned separately. The bidding starts with the player to the left of the player who selected the lot. Each player, in clockwise order, gets just one opportunity to bid on the lot, choosing either to place a bid or pass. Any successive bids must exceed the previous bids. The player who selected the lot will always be the last player to bid or pass.

Loading the Ships

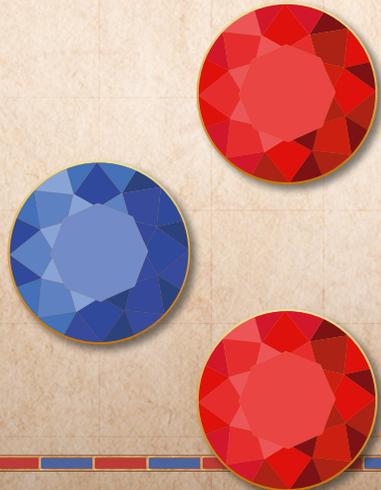
The player with the highest bid pays for the lot of cards that was auctioned by moving their ship token down the money track the same number of spaces as their bid. As a player's money may not fall below zero, a player may not bid more florins than they have (players can never borrow money). This player then takes their lot and places the cards face-up on their ship mat in the spaces provided.

It is now the next player's turn, with the player with the first player card passing it clockwise. Play continues with the new first player selecting a new lot, which is then auctioned.

Auction Rules

The following rules govern all auctions:

1. When a lot is bought, it is loaded in its entirety onto the player's ship mat; it cannot be returned, traded, split or discarded.
2. Players cannot buy more cards than their ships can hold: each player's ship mat has only five spaces that each hold one card (seven spaces in a two player game), so they cannot bid on a lot that would cause them to exceed their space limit - in this situation, they must pass.
3. A player may select a lot that contains more cards than they themselves can carry, however, they cannot present a lot for auction larger than at least one player can fit in their hold.
4. When a player's ship is full, that player is out of the game for the rest of the day and can no longer select or bid on lots.
5. A player cannot place a bid on an auction with a value of 0; all bids must be for at least 1 florin. If no one wishes or is able to bid on a lot (everyone passes), those cards are discarded and placed with any other cards that were removed from play at the beginning of the day. The first player card is then passed on to the next player as normal.



Day's End

Example

On Jenna's turn, she has three free spaces in the hold of her ship. She draws three commodity cards to auction.

Jacob only has two free spaces on his ship and Lisa has one, so both must pass on the auction.

David has space and bids 7 florins for the lot.

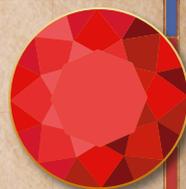
Lily passes, so Jenna bids 8 florins.

As Jenna is the last in the turn to bid, she wins the auction. She pays 8 florins by moving her ship token down 8 spaces on the money track and loads the goods onto her ship mat.

If someone were to draw three cards on the next turn, David is now the only player with room for them on his ship, meaning all other players would have to pass and he could purchase the lot for 1 florin.

The day comes to an end when all but one of the players have filled their ships. The last player then takes enough cards from the top of the commodity deck to fill their own ship. These cards cost nothing, but must be taken as they come - there are no choices. If there are not enough cards to fill the ship, draw as many as possible and the remaining holds remain empty.

A day might also end when the deck of cards runs out, after the cards that will have just been drawn to make up a final lot have been bid upon. When this happens, one or more of the ships will sail with empty holds. This occurs when too many cards are discarded during the day with no one bidding on them. *Note: Players may count the cards remaining in the deck, without turning them face up, but may never look at them until they are drawn to be auctioned.*



Scoring the Day

Use the player aid cards as a reminder of how to score florins at the end of each day.

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

At the end of each day, players earn money for the goods they have purchased.

First, all players total the values of the commodity cards on their ships by adding the numbers on the cards. The player with the most valuable cargo receives the highest payment, with further payments of decreasing value being made to players based on the value of the goods on their respective ships. The player with the lowest value ship gets nothing. The scoring table shows the amount each player receives - note that payments are dependent on the number of players.

The players' ship tokens are advanced along the money track by the amount they have been paid. If there is a draw between two or more players, the corresponding payments for those placements are added together and divided amongst those players (always rounded down).



Example 1: Payments

Jenna filled her holds with a total value of 23. She did this by having the following cards: grain 5, fur 5, cloth 0, cloth 3 and gold 10.

Jacob filled his holds with a total of 20, Lisa and David each filled theirs with a total of 16, and Lily filled hers with a total of 14.

Following the scoring table for a five player game, the players would receive the following payments:

Ship Value	Payments
Jenna 23	30
Jacob 20	20
Lisa 16	7
David 16	7
Lily 14	0

Note that Lisa and David both drew with 16 each, so they divide the third and fourth place payments: $10 + 5 = 15$, divided by 2 and rounded down equals 7 florins each.

Next, count the number of purchases each player has made in the five commodities (cloth, spice, grain, dye and fur). Each player moves their coloured counters up on every commodity track by the number of cards of that type currently on their ship. The counters cannot move beyond the highest level. The value of the cards is not considered, just the number of cards of that type. *Note: The gold 10 is not counted because of its rarity.*

After moving the counters, the commodities are scored one at a time, with the corresponding commodity counter being flipped over as scoring occurs to help players keep track of which have been scored. The player who is in the highest position on each commodity track is awarded 10 florins, and the player in the second highest position on each track is awarded 5 florins (except in a two player game where the player in the second position receives 0).

Example 2: Awards

The red trader is awarded 10 florins, while the blue, yellow and white traders - all drawing in second place - are awarded 1 florin each (5 florins, divided by 3 and rounded down). The black trader receives nothing. Once all traders have received their awards, the commodity counter for dye is flipped.



In the case of a draw, the awards are added together and then divided amongst those players (always rounded down). Players who have not purchased any of the commodity being scored can still be awarded florins if they draw for first or second on the lowest level of each track (the gold frame).

Finally, a player who has reached the top three levels of a commodity track receives a bonus of 5, 10 or 20 florins, as per their current position on the track. If two or more players are in the same position, they each receive the full bonus; it is not divided.

Example 3: Bonuses

The red trader receives a bonus of 20 florins. The blue and yellow traders - tied for second place - each receive the full bonus of 10 florins each. The white trader receives a bonus of 5 florins. The black trader still receives nothing (but might score highly on another commodity).



Once all five commodities have been scored and the players have received their payments, awards and bonuses by advancing their ship tokens on the money track, the next day begins. *Note: The player counters on the commodity tracks do not reset and should remain in place for the next day, and the commodity counters are flipped back.*

Preparing the Next Day

1. To track the rounds, remove the top counter from the day counter stack at the end of day one. After day two, the second counter is removed, revealing the three time icons  representing the third and final day of the game printed on the board.
2. At the start of days two and three, gather all 36 commodity cards together, shuffle them, and draw the correct number of cards depending on the number of players once again to create a new deck for the new day.

Use the player aid cards as a reminder of how many cards to draw at the start of each day.

3. The player with the least florins will become the new first player. In the case of a draw, select one of these players at random.

End of the Game

After the third and final day has been scored, the game ends. The player with the most florins wins! In the case of a draw, those players will share the victory with each other.

Tactics

You need not always possess the most valuable ship to win. Filling a medium value ship at low cost can be more profitable than high bids for high value cards. Also, by buying cards in just one or two commodities, you can earn a lot of money with bonuses over three days.

After drawing the first card on your turn, always consider how valuable the current lot is, both to you and to the other players. The higher the value to you and the lower the value to the other players, the better. Keep drawing if you expect to improve your situation. As you will bid last, it gives you control over the auction.

As a beginner, you should not bid too high. Only bid highly for high-value lots with commodities which will bring you bonuses. Naturally, all this changes if several lots have been discarded and the cards are short in supply. Ending up with empty holds is usually a disaster, as it leaves you with a low value ship and lower positions on the commodity tracks.





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