
How to play

Reiner Knizia

MEDICI

The Card Game

Designed by: *Reiner Knizia*
Illustrated by: *Vincent Dutrait*

For 2-6 players
Ages 10 and up
30-45 minutes to play

You are buyers for different merchant houses in the competitive but profitable age of the infamous Medici family. 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 lush furs, exotic spices, colorful dyes, the finest cloth, and grain from the rich fields abroad...

Inventory

Your copy of Medici: The Card Game *includes:*



110 commodity cards



12 player aid cards



54 coins



The aim

Medici: The Card Game is a set collection game that takes place over three days (rounds). Players take turns presenting goods to be loaded onto ships. Once the ships are fully loaded, each day ends. Players then receive florins (money) for the value of the loads in their ships, and for how much of each good they have bought thus far. After three days and three scorings, the player with the most florins will win the game.

Setting up the game

Shuffle the commodity cards and place them as a face down deck in the middle of the table. Most of these cards represent the different goods available in the game.

> There are five different goods in the deck (grain, spice, fur, dye, and cloth), each in a different color. Some goods cards have green banners. These work slightly differently to the other cards, as will be explained later.
> The goods cards have the values 0, 2, 3, 4, or 5.
> Most of the goods cards represent one unit (show 1 icon) of a good; and some of them represent two units (show 2 icons).

> In addition to the goods, there are green cards of value 2 and black cards of value 7, which do not show any goods, but do increase the value of a ship's load.

Place the florins (coins) within reach.
Each player is handed two player aid cards to remind them how to earn florins during the game.
Randomly select a starting player.

Playing the game

The game is played over 3 days (rounds). The starting player begins, then play progresses clockwise.

On your turn, do the following:

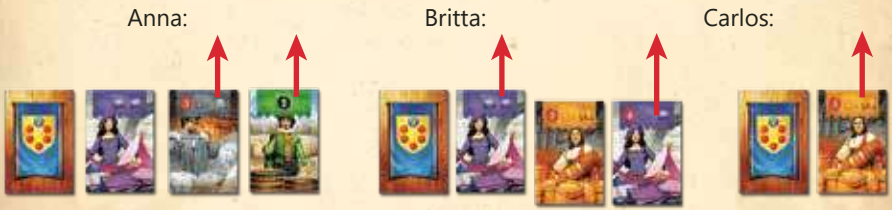
1. **Reveal cards:** Card after card, reveal one OR two OR three commodity cards from the deck, displaying these cards face up in a line next to the deck – this is the 'market'. **Exception:** If there are already cards in the market (from a previous turn), you can also decide NOT to reveal any new cards!

   Recommendation: Place the new cards you reveal during your turn in a slightly lower position to cards already in the market. This helps to remember how many new cards you have already revealed.

2. Take cards: Now you MUST take the last card from the market. In addition, you may take one or both of the previous two cards from the market. You can never access any cards beyond the last three positions in the market. If necessary, push the remaining cards back to fill any occurring gaps. After you have taken one, two, or three cards from the market, place the cards you take in a row face up in front of you – this is your 'ship'.

Once you have loaded your ship, announce the total value of your current load: this is the sum of all card values in your ship. Then it is the next player's turn.

Player turn example: *Anna starts the round and reveals a Cloth 0, a Fur 3 and then a neutral (green) value card of value 2. Anna takes the green 2 and also the Fur 3 into her ship. Now Britta reveals a Grain 5 and Cloth 4. Britta decides not to reveal any further cards and takes the two Cloth cards from the market into her ship. Carlos is next and decides not to reveal any new cards. He takes the Grain 5 card still in the market and ends his turn.*



Ship capacities:

With 2 players each ship is fully loaded with seven cards, and with 3-6 players a ship is full with five cards.

However, any number of green cards can be loaded onto a ship, as these do not require a loading space!

In other words, green cards do not count towards a ship's capacity.

Players with a fully loaded ship do not take any further turns in the round. If there is only one player left who does not yet have a fully loaded ship, this player gets one final turn. Then the round ends, even if that player's ship is still not fully loaded.



Scoring the day

Players will receive florins (coins) at the end of each day, both for having high value loads, and for collecting many goods of the same type.

Ship values: First, compare the total values of the ships by adding up the numbers on every card in each ship. The player with the most valuable ship (highest total value) receives the highest payout, and so on. The player with the lowest value ship receives nothing. The payouts depend on the number of players in the game...

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***

Warehouses: Then the ships are unloaded. Players move all their goods cards into their 'warehouse' on the table in front of them, where the cards are arranged in five columns, one for each good type. Cards with green banners that represent goods (having icons in their banners) are still placed in a column with other cards of the same good type. The green banners merely indicate that these cards do not take up space on a ship, which is no longer relevant in the warehouse. Cards without goods (the green 2 and the black 7) are not stored in the warehouse, and so are returned to the box and are out of the game. As a reminder, these cards have a black seal around their printed values, instead of the usual red seal.

Now each of the five types of goods are scored one at a time...
Players must count the number of icons (not number of cards) they have for each good type in turn. The player with the most goods (icons) of each type receives a payout of 10 florins, the player with the second most goods of each type receives 5 florins.

Furthermore, in a 3-6 player game, every player with at least five goods of each individual type receives a bonus payment of 10 florins. In a 2 player game, the requirement for this bonus is at least 7 goods of a type.

Ties: In the case of ties, the payouts for the involved players are totalled and shared. Where necessary, the totals are rounded down. **Note:** As 5 is the smallest payment unit, you must round down to the nearest 5 when tied. It is possible not to receive any money when you tie! (See the following examples.)

Example 1: *At the end of the first round, Anna, Britta, Carlos and Daniel, added the values of all the cards in their ships. Their total values were:*

Anna: 20 Britta: 16 Carlos 16 Daniel: 13

Anna has the most valuable ship and receives 30 florins. The next two ships are tied, and therefore, the payouts for 2nd and 3rd places (20 and 10 florins) are shared. 20+10=30, so, dividing this between them, each receives 15 florins. The ship with the lowest value receives nothing.

Example 2: *The following three players score their warehouses:*

Simon



Jen



Phil



In blue dye, Simon and Jen tie, so share 1st and 2nd place between them, (10+5=15 florins) rounded down to 5 florins each. Phil receives nothing for 3rd place. Jen has the most grain and receives 10 florins, Simon and Phil are tied for 2nd and share 2nd and 3rd place (5+0=5 florins), rounded down to 0 each. Simon receives 10 for having the most fur, Phil receives 10 for having the most cloth.

Preparing for the next day

After you have scored a round, return any remaining commodity cards from the market to the deck and reshuffle it. Do NOT return cards from your warehouse to the deck – these cards stay in front of you for the entire game and the amount of cards you collect will grow.
The player with the lowest sum of florins starts the next round. (If there is a tie, randomly choose one of the tied players.)

Note: *With six players it is possible that the deck is used up during the third round. In this situation, no new cards can be revealed. However, there will always be enough cards in the market so that players can continue to take turns and fill their ships in the usual manner.*

Game End and Winner

The game ends after the scoring of the third day. The player with the highest sum of score chips is the winner. In the case of a tie, the tied players become joint winners.

Game Variant: The players can agree that the bonus increases from 10 to 20 florins when the following thresholds are reached: with 2 players, for at least 10 goods of each individual type of goods; with 3-6 players, for at least 8 goods of a type.

Also available:



Game design: Reiner Knizia
Illustrations: Vincent Dutrait



Dr. Reiner Knizia is one of the world's most successful and prolific game designers. More than 600 of his games and books have been published worldwide in over 50 languages and have won him numerous international awards.

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GRAIL™ GAMES
www.grailgames.com.au
info@grailgames.com.au
PO Box 4 Ashfield NSW 1800
AUSTRALIA

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