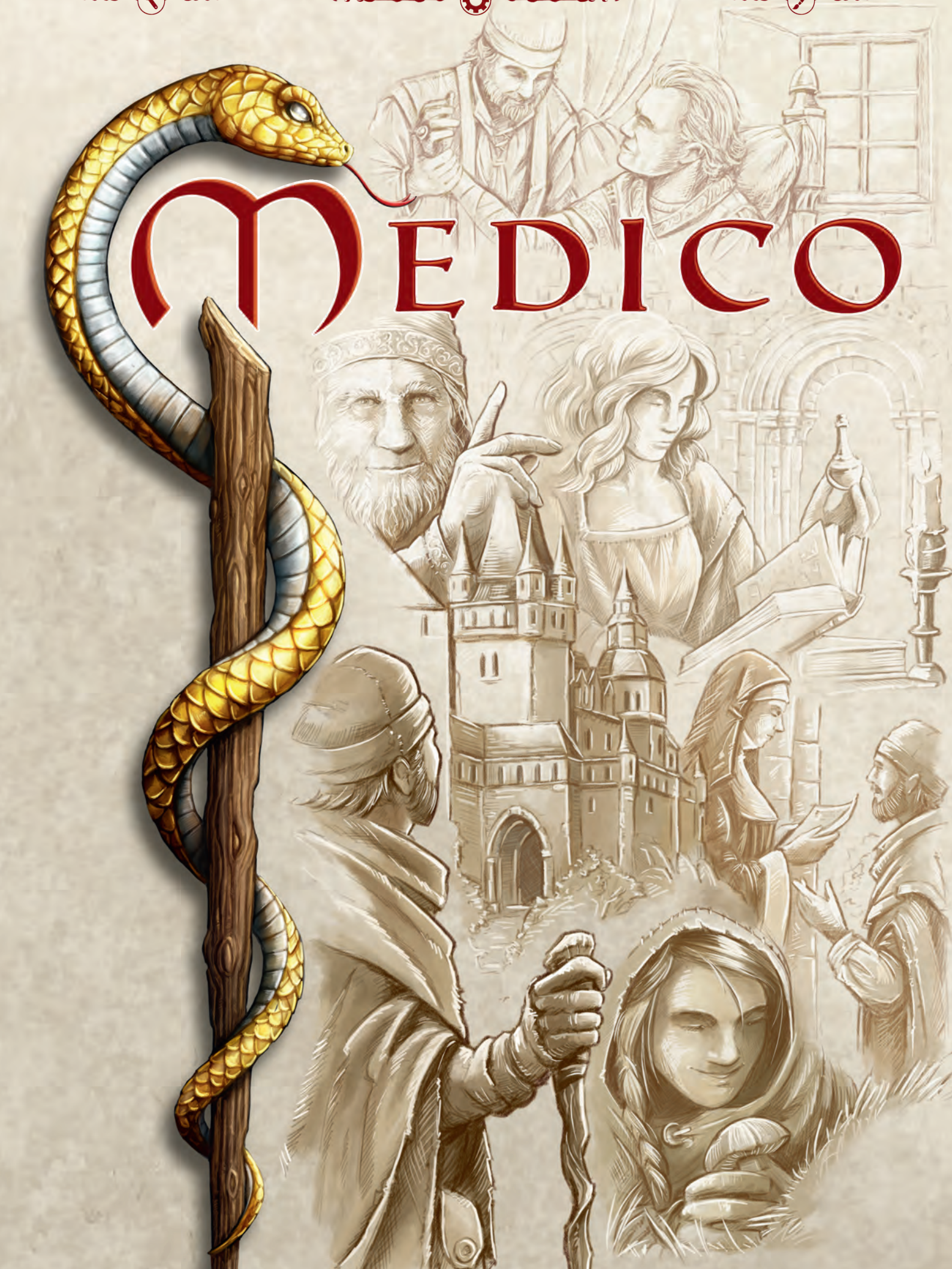
Ralph Bruhn

Stefan Feld

Dennis Lohausen

Medico



Introduction

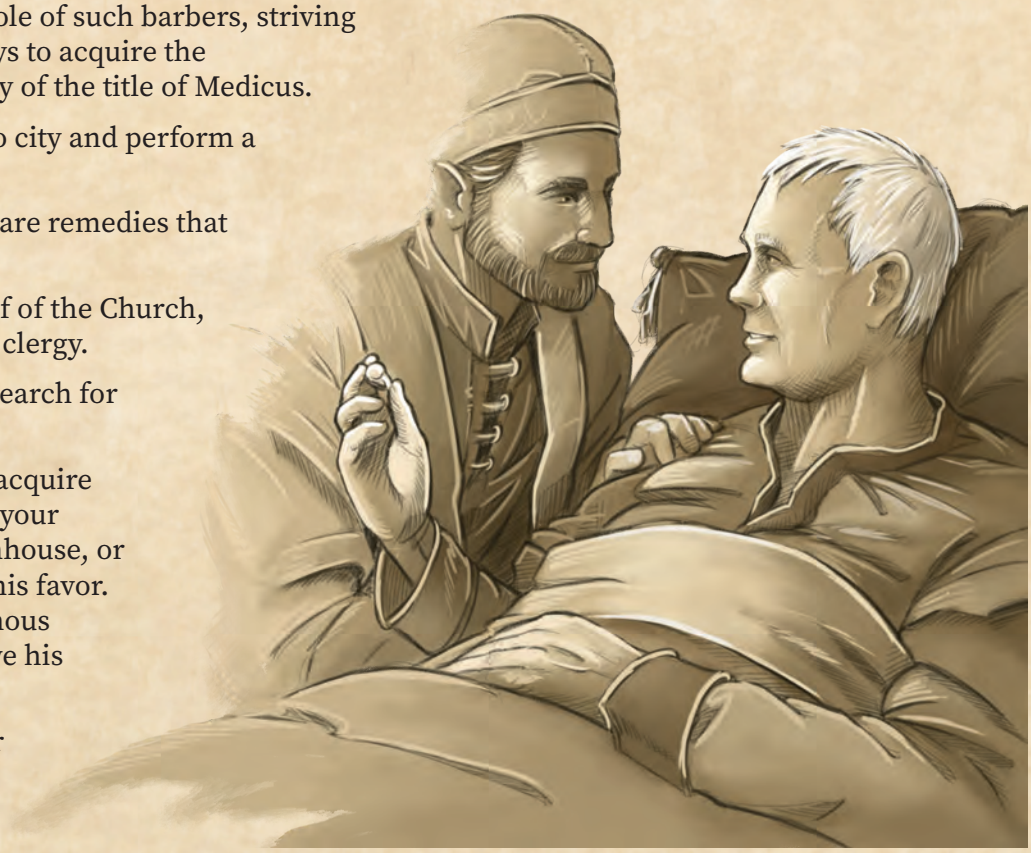
In medieval Europe, trained physicians were a rarity. Traveling barbers did their best to care for the health of the people, and more than one of them may have dreamed of one day attaining the knowledge and reputation of a learned Medicus.

In this game, you take on the role of such barbers, striving over the course of your journeys to acquire the knowledge needed to be worthy of the title of Medicus.

To do so, you travel from city to city and perform a wide variety of tasks:

- Along the way, you gather rare remedies that you can sell at the markets.
- You deliver letters on behalf of the Church, earning the goodwill of the clergy.
- In monastic libraries, you search for healing recipes.
- In the great cities, you can acquire medical instruments, send your children to train at the bathhouse, or heal the city lord and gain his favor. You may even meet the famous Medicus himself and receive his instruction.

In the end, it will become clear which of you truly has what it takes to become a Medicus!!



Rule explanations, videos, and additional information can be found at:
https://hallgames.de/en-us/spiele-medico

Imprint

Publisher and designer would like to thank everyone who helped test the game, proofread, and provided valuable feedback!

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Instructions layout: Georg Wild
Realization: Ralph Bruhn
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Playing is Passion!
www.pegasus.de/en

Shared Components



1 Modular Game Board (8 pieces)



1 Scoring Board



Front Back

28 Recipe Books



28 Market Stalls

7 Starting Market Stalls
(with different backs)



Front Back

49 Instruments



6× 5 31× 1

37 Coins



Front Back

42 Letters



Front Back

38 Favor Cards

4 Start Favor Cards
(with colored backs)



Front Back

7 Location Cards



56 Remedies
(8 in each of 7 colors)



14 Rods of Asclepius
(7 in each gold and silver)



20 Knowledge Markers



1 Medicus figure
1 Prestige marker



4 Neutral Apprentices



1 Starting Player Figure

Note: *Remedies, Knowledge markers, and Coins are not limited. If you run out, use substitute materials.*

Player Components (in player colors: blue, yellow, green, red)



4 Player boards



4 Selection dials
(Assemble the disc, arrow, and pin before the first game)



4 Extra bags



4 50/100 Marker



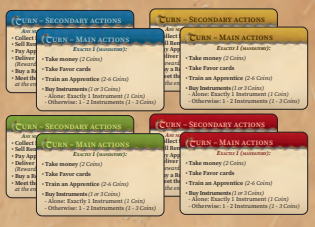
4 Barbers



24 Apprentices
(8 in each of 4 colors)



4 Score marker
4 Prestige marker



8 Overview cards

Setup

1. Assemble the **Game board** from the 8 pieces in any arrangement.

2. Place the **Scoring board** next to it.

3. Place all **Remedies** in the center of the Game board, preferably sorted by color.
   - *Holy Water*
   - *Marigolds*
   - *Leeches*
   - *Rose Quarz*
   - *Mushrooms*
   - *Herbs*
   - *Alraunes*

4. Shuffle the **Favor cards** face-down.
   - Place 3 face-up Favor cards at each Location.
   - Place the remaining Favor cards face-down next to the Scoring board.

5. Shuffle the **Instruments** face-down.
   - Place 2 face-up stacks of 3 Instruments each at every Location.
   - Place the remaining Instruments face-down next to the Scoring board.

6. Shuffle the **Recipe books** face-down.
   - Place 3 face-up Recipe books at each Location.
   - Place the remaining Recipe books face-down next to the Scoring board.

7. Sort the **Letters** by their seals.
   Shuffle each stack and place them face-up at the corresponding Locations.



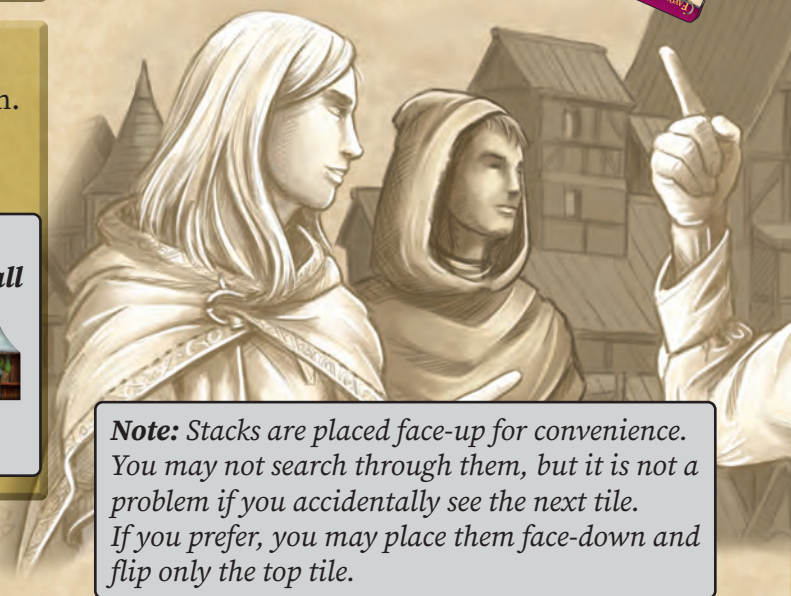
8. Shuffle the **Market stalls** face-down.
   - Place 3 face-up Market stalls at each Location.
   - Place the remaining Market stalls face-down next to the Scoring board.

Note: *For your first game, or for an easier introduction, place 1 random* ***starting Market stall*** *on each stack to ensure an even distribution of Remedies.*



Once *familiar with the game, you may ignore the starting Market stalls.*





Note: *Stacks are placed face-up for convenience. You may not search through them, but it is not a problem if you accidentally see the next tile. If you prefer, you may place them face-down and flip only the top tile.*

*Changes depending on the **player count** are highlighted in **violet**.*



9 Place 1 silver and 1 gold **Rod of Asclepius** on each corresponding space on the Scoring board, with the gold rod on top.

10 Place the **Coins** and **Knowledge markers** next to the Game board.

11 Draw the top **Location card** to determine the starting Location of the **Medicus**.

- Place the Medicus and 1 **neutral Apprentice** there (2 neutral Apprentices in a 2 or 3 player game).
- Give the Medicus 2 Prestige (place the Prestige marker on space 2 of the Prestige track).
- Return the Location card deck to the box unless playing with 2 players.



12 **Additional Setup for 2 players only**

- Add **2 more neutral Apprentices** and the **Barber** and Prestige marker of a third color. This Barber is called **neutral Barber**.
- Reveal another Location card. Place the **neutral Barber** and **2 neutral Apprentices** there. Give this Barber 2 Prestige (place the marker on the Medicus's marker).



- Shuffle the Location cards again. They form the movement deck for the neutral Barber starting in round 2.

Player Setup

13 Each player chooses a **color** and takes the corresponding components.

Place your **Player board**, **Barber**, **Selection dial**, start **Favor card** and **Overview cards** in front of you.

14 Draw 1 **Recipe book** each from the draw pile and place it to the left of your Player board.

15 Place your **Apprentices** on the corresponding spaces of your Player board.

16 Place your **Score marker** on space 0 of the Scoring board.

17 Randomly determine the starting player. That player takes the **starting player figure.**

18 Each player takes 3 **Coins**.
In a 3 or 4 player game, the starting player gives 1 Coin to the player on their right.

19 The starting player places their **Prestige marker** on space 0 of the Prestige track.

Other players place their markers on top of it in clockwise order, forming a stack.

Whenever someone gains Prestige, move the corresponding marker forward on the Prestige track.

20 Set aside your **Extra bag** and **50/100 Marker**.

21 Return unused player colors to the box.



Overview

The game is played over 8 rounds.
With 3 players, you play 9 rounds so that each player starts an equal number of rounds.

- **Before the first round:** Determine the starting positions of the Barbers.
- **At the start of each round:** Simultaneously and secretly choose your Destination on your Selection dial.
- **Turn:** Starting with the first player, reveal your Selection dial, move your Barber, perform secondary actions along the way, and perform 1 main action at your Destination.
- **End of the round:** Resolve Prestige duels at Locations with more than 1 figure (i.e. Barber/ Medicus).
- **End of the game:** Perform **final scoring**. The player with the most points wins.
  - 4: Points you gain immediately
  - 2: Points you gain at the Final scoring

Before the first round

Starting with the starting player and proceeding clockwise, each player chooses an **unoccupied starting Location** for their Barber (the Medicus's Location is not allowed).

At your chosen Location:

1. Place your Barber on the Market stall.
2. Place 1 Apprentice **for free** on the lowest-cost Apprentice space.



3. Take the Letter from that Location and place it on your Player board.

***Tip:** For your **first game**, you may reveal additional Location cards to assign starting positions randomly. Once familiar with the game, you will likely prefer choosing your own starting Location.*

At the start of each round

- **From round 2 onward:** The **Medicus** moves 1 Location clockwise and gains 2 Prestige.



- Additional Steps for 2 players **(from round 2)**
  - Reveal the next neutral Location card and move the neutral Barber there.
  - Place 1 matching Remedy on the next empty space of the Market stall. Apprentices receive income as described under **Pay Apprentices**, see page 8.
  - If the Market stall becomes full, as described under **Sell Remedies**, see page 8, return it to the box.
  - The neutral Barber gains 2 Prestige.
- All players:
  - Secretly choose a new **Destination** on your **Selection dial**.
  - You may not remain at your current Location.
  - **Reveal your dial only when it is your turn.**



Turn

When it is your turn:

1. Reveal your Selection dial.
2. Place your Barber on the Market stall of your current Location.
3. Move your Barber along the shortest path to your chosen Destination.
4. At each Station you pass, you may perform **secondary actions** (see page 8).
5. At your Destination, choose and perform 1 **main action** (see page 9).

All actions except **paying Apprentices** and the **main action** are optional.





Secondary actions

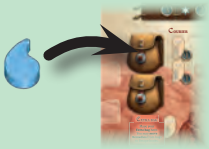


Collect Remedies

Along your journey, you gather the things you need for your work...

Along your path, you may take **at most 1 Remedy** of each type you pass, if you can place it in 1 of 2 ways:

1. Place it on an **empty bag** on your Player board.
   You may return Remedies from a bag to the supply at any time to free space.



2. Place it on a matching symbol on 1 of your **Recipe books**.
   If this is the second Remedy placed on that Recipe book, the **recipe is complete**. Immediately gain the **Prestige** shown on the Recipe book (2 Prestige for identical Remedies, 1 Prestige for different Remedies). Place the completed Recipe book face-down on the designated space of your Player board.



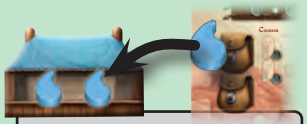
Important: *Once placed, Remedies may not be moved between bags and Recipe books.*



Sell Remedies

Every Location requires different things – hopefully, you have the right ones with you...

At your Destination, you may sell 1 or more Remedies from your bags to the Market stall by placing them on matching symbols.



Example: *You receive 1 Coin for this Remedy.*

For each Remedy sold:

- Take Coins equal to the number of empty spaces on the Market stall (1, 2, or 3).
- Place the Remedy on 1 of those empty spaces. You may continue selling as long as spaces remain.

If you fill the last space of a Market stall:



- Return all Remedies on that Market stall to the supply.
- Take the Market stall tile and place it face-down on your Player board.

If a **Knowledge marker** is present at this Market stall, you may take it if you sold at least 1 Remedy here. Place it on your Player board at the end of your turn (see page 9, End of your Turn).



Pay Apprentices

Your investment in education is paying off...

If you sold at least 1 Remedy this turn, all Apprentices at this Location except your own receive **1 Coin** from the supply.



Note: *Announce clearly who receives Coins so nothing is missed.*

Example: *Red player sells a mushroom, Blue player receives 1 Coin, Red player does not.*



Deliver a Letter

As a traveler, you agree to carry and deliver letters... eventually, anyway.

If the big Coat of Arms on the top Letter on your Player board shows the Location you are currently moving to, you deliver it:



- Choose either 1 Coin or 1 Prestige as your reward.
- Keep the delivered Letter (for the Final Score).
- Take the Letter from the Location and place it on your Player board as your new delivery target. If there are no more letters, skip this step. You can't deliver any more letters (this rarely happens)

Example: *You have successfully delivered the Letter on your Player board to the appropriate Location. As a reward, you choose 1 Coin, and you also take the Letter from the Location and place it on the Letter pile on your Player board.*



Buy a Recipe book

Learning new recipes is part of your trade – if only the books weren't always so expensive...

For 1 Coin, you may buy the Recipe book and place it on the left side of your board, if at least 1 of your 2 slots is available.

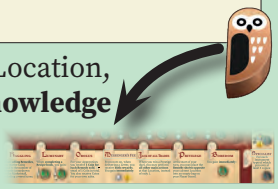




Meet the Medicus

You like to learn from the best; for you it's worth the money! Someday, you also want to be a Medicus...

If the Medicus is present at this Location, you may pay 2 Coins to take a **Knowledge marker** from the supply.



Place the Knowledge marker on your Player board at the end of your turn (see page 9, End of your Turn).

Main action



At your destination, choose exactly 1 of the 4 main actions. Place your Barber on the corresponding action space.





Take money

You let yourself be paid for the medical treatment you give.

Take 2 Coins from the supply.





Take Favor card

You have treated a noble, who grants you their favor in gratitude — often more valuable than money...

Take the face-up Favor cards at this Location and place it next to your Player board.



Unless stated otherwise, you may use a Favor card at any time during your turn, including immediately. You can have or play as many Favor cards as you like.



Train an Apprentice

Having an apprentice trained costs money, but it is an investment in the future!

Pay the cost shown on the lowest-cost Apprentice space on your Player board and move the next Apprentice from your board to that space.



Gain the Prestige shown on your Player board for that Apprentice.
You may have only 1 Apprentice at each Location.





Buy Instruments

A good set of Instruments is very useful and impresses your clientele...

You may buy instruments from the display at this Location.

- For 1 Coin, buy 1 Instrument.
- If at least 1 other figure (Barber or Medicus) is present, you may instead pay 3 Coins to buy both Instruments.
- You may not take both Instruments from the same stack.



Example: *Since the Medicus is currently at this Location, you may buy both Instruments for 3 Coins, or 1 Instrument for 1 Coin.*

Place each Instrument above your Player board, from the left to the right. Stack identical Instruments on top of each other.

For each newly placed Instrument:

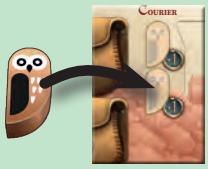
- Gain the immediate bonus shown on the Instrument (Coins and/or Prestige).
- Points for Instruments are awarded only during final scoring.

Example: *You place your 2 new Instruments. You immediately gain 1 Coin and 2 Prestige.*



End of your Turn

- If you gained any **Knowledge markers** this turn, place them now on the marked spaces of your Player board to receive additional abilities..



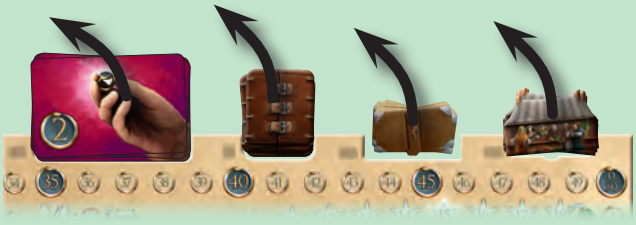


These abilities may affect the next Prestige duel but not the current turn (see page 12, Knowledge markers).

- Check whether you have fulfilled any conditions for **Rods of Asclepius** for the first time.
If so, take the corresponding Rod (gold first, then silver) and place it on your Player board.



- Refill any empty spaces for Favor cards, Instruments, Recipe books, or Market stalls from the supply next to the Scoring board.
If the supply is empty, leave the space empty.



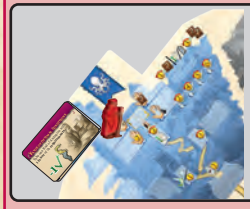
End of the Round

1. **Prestige duel:**

For your efforts, you deserve a reward! But your competitors won't like it…

After all players have taken their turns, check each Location starting with the Medicus and proceeding clockwise. If 2 or more figures (Barbers or Medicus) are present at a Location, a **Prestige duel** occurs.

- The figure with the most Prestige wins the duel. Ties are broken by the Prestige marker higher on the Prestige track.
- The winner performs **1 additional main action** at this Location, but it must be a different action than the one they performed during their turn.



Example: *You took a Favor card as your main action, so now you must choose a different main action as your reward, e.g., buying Instruments.*

- After resolving the duel, the winner (also Medicus if applicable) **loses 1 Prestige**.
- If the Medicus or a neutral figure wins a duel: Place 1 **Knowledge marker** on the Market stall at that Location.
  The next player to sell at that Market stall gains the marker.

2. **Pass the starting Player figure clockwise.**
3. **After the final round, proceed to final Scoring.**

Note: *The number of rounds depends on the player count:*

4 players: *The final round begins when the Medicus moves to the Location where he started the game.*

3 players: *Play 9 rounds; the Medicus must move 1 Location farther than in a 4-player game.*

2 players: *The Location card deck determines the 8 rounds. The final card marks the last round.*

End of Game and Final Scoring

After the final round, perform Final scoring. Record points on the Scoring board:

- Count your face-down **Recipe books** and **Market stalls**.
  Add 1 to each value. Multiply the 2 results.
- Each **Apprentice** at a Location is worth 2–6 points depending on the spaces on your Player board.
- Each **letter** is worth 1 point +1 point for each **Courier** Knowledge marker.
- Each **Instrument** is worth 1–4 points depending on its position at your Player board.
- Golden **Rods of Asclepius** are worth 4 points each, Silver Rods 2 points each.
- Every 2 remaining **Coins** and **Remedies** are worth 1 point.
- **Specialist** Knowledge marker: Each Instrument type you own at least 3 times is worth an additional 5 points.

Ties are broken by the player highest on the Prestige track.



Example *for Final Scoring:*

- *3* ***Recipe books*** *and 2* ***Market stalls*** *-> 4x3 = 12 points*
- *Sum of all* ***Instruments****: 19 points*
- *Sum of all* ***Apprentices:*** *2+3+4=9 points*
- *4* ***Letters*** *x Multiplier 3: 12 points*
- ***Rods of Asclepius:*** *4+4+2=10 points*
- *1* ***unused Favor card:*** *2 points*
- *3* ***Coins*** *and 2* ***Remedies:*** *2 points*
- ***Specialist:*** *5 points*

Total: *71 points*

Favor Cards





1. Favor of the Individual Path

Change your Destination if another player before you in the current round has chosen the same Destination.

> ***Note:*** *This is the starting Favor card each player receives during setup. The backs of these cards show player colors.*





2. Favor of the Early Bird

Perform 1 main action of your choice at your starting Location.



3. Favor of Optimal Conditions

Take 1 Rod of Asclepius with 1 fewer of its requirements.



4. Favor of the Friendly Gift

At your starting Location or destination, take 2 Coins from the supply for each **other** figure (Barber or Medicus) present.



5. Favor of the Sticky Fingers

After your Main action: Take as many Remedies as you like from the Market stall. Gain 2 points.



6. Favor of High Demand

Sell 1 Remedy at the Market stall that does not match the depicted symbol.



7. Favor of the Rich Find

When **Collecting Remedies**, choose 1 Remedy type and take as many of that type as you can store. You may fill all bags and all Recipe books that require this Remedy.



8. Favor of Free Choice

You may move along the longer path instead of the shorter one.



9. Favor of the Hard Cash

Pay 3 Coins to perform all main actions at your Destination instead of only 1.



10. Favor of the Happy Stay

Choose your starting Location as your Destination. Skip **collecting Remedies**; instead, take 1 Remedy of your choice and continue your turn from the Market stall step onward.



11. Favor of the Glorious Deed

Gain 2 Prestige immediately.



12. Favor of the Private Lesson

At the Medicus's Location, pay 3 Coins to receive 2 Knowledge markers (instead of 1 for 2 Coins).



13. Favor of the Privileged Trade

If you sell the last Remedy at a Market stall, draw 2 Favor cards from the deck.



14. Favor of Good Friendship

If 3 or more figures are present at your Location, gain 4 points.



15. Favor of Wise Foresight

When delivering a Letter, immediately fulfill the requirements of the next Letter you receive. Take the new Letter from the Location and place it on your Player board. You also receive the delivery reward for this second Letter (1 Prestige or 1 C oin).



16. Favor of Mutual Exchange

At your Destination, exchange 2 Instruments of your choice with the display. First, take 2 Instruments from your Player board back into your hand. Then place the 2 new Instruments and gain their immediate bonuses.



17. Favor of the Free Bonus

If you buy 2 Instruments, draw 1 additional Instrument* from the deck.



18. Favor of the Generous Gift

If you buy exactly 1 Instrument, take the other Instrument from the display for free (even if you are alone at the Location).



19. Favor of High Return

Sell 1 Instrument* for 5 Coins.

> ***Note:** If gaps appear because the new Instruments are placed on top of identical ones, leave those gaps as they are.*

Knowledge markers

When you gain a Knowledge marker, place it on the corresponding space of your Player board at the end of your turn. Each marker grants a permanent ability for the rest of the game unless stated otherwise.



Haggling

When selling Remedies, you receive Coins equal to the number of Remedy icons shown on the Market stall, including covered icons. This replaces the usual rule of receiving Coins equal to the number of empty spaces.

> ***Example:*** *If a Market stall shows 3 Remedy icons, you receive 3 Coins for each Remedy sold, regardless of how many Remedies are already on the Market stall.*





Luminary

When completing a Recipe book, you immediately gain additional points:

If the Recipe book shows 1 star : gain 2 points.
If it shows 2 stars : gain 3 points.



Obolus

When a player **sells Remedies** at your Location, you receive 1 Coin for each Remedy sold, instead of at most 1 Coin. You also receive Coins for your own sales.

> ***Example:*** *Red sells 2 Remedies. Since Blue and Red possess the Knowledge marker* ***Obolus****, Blue receives 2 Coins instead of 1. Red therefore also receives 2 Coins for their Apprentice, in addition to the 3 Coins for the sale of the 2 Remedies.*





Messenger's Fee

Gain 1 Prestige and 1 Coin immediately when you acquire this marker.
From now on, when delivering a Letter, you receive both rewards: 1 Prestige and 1 Coin (instead of choosing 1).



Jack of all Trades

When you win a Prestige duel, you may perform all main actions at that Location that you did not perform during your turn, instead of only 1.



Privilege

At the start of your turn, you may place the Remedy shown opposite your current Location into an empty bag on your Player board.



Boredom

Gain 4 Points immediately.



Specialist

During final scoring, gain 5 additional points for each Instrument type of which you own at least 3 copies.



Courier

Each letter you have at the end of the game is worth 1 additional point for each **Courier** marker.



Extra bag

Place your extra bag on your Player board. You may now store 1 additional Remedy. In addition, you may move Remedies from bags to Recipe books during your turn. You may not move Remedies from Recipe books back to bags.

Rods of Asclepius



You receive Rods of Asclepius by fulfilling certain conditions before other players:

- The first player to fulfill a condition receives the gold Rod (worth 4 points).
- The second player to fulfill the same condition receives the silver Rod (worth 2 points).

The conditions are shown on your Player board and on the Scoring board:

Place each Rod you gain on your Player board. They will score points during final scoring.

