

Medici (Amigo 1995)

A game for 3-6 players by Reiner Knizia. Condensed rules by Eric Postpischil, <https://edp.org>.

Setup

Put the board on the table.

For each player:

- Put 1 marker on the wealth track, starting on 40 florins for 3-4 players or 30 florins for 5-6 players.
 - Put the other 5 markers of the same color on the bottom row of the tracking pyramid for each ware.
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Play

Choose a start dealer for the first round. In later rounds, the player with the least wealth starts.

- If there is a tie, choose among the tied players.

Play 3 rounds.

Start Round

Shuffle all 36 ware cards.

- (Note: The 36 ware cards have 35 cards in 5 suits [wares] and 1 card of value 10 with no suit. In each suit [metal, porcelain, fabric, dye, and spice] the 7 cards have value 0, 1, 2, 3, 4, 5, and 5.)

With 3 / 4 / 5 / 6 players, set aside 18 / 12 / 6 / 0 cards. Put the other 18 / 24 / 30 / 36 cards facedown as a draw deck. (Each round, a player may acquire up to 5 cards for their warehouse.)

Play Turns

The dealer reveals 1-3 cards from the deck, 1 at a time. After each draw, they may decide to stop.

Once around the table clockwise, starting to the left of the dealer, each player may bid on the cards as a set or pass.

- Each subsequent bid must be higher than the previous bid.
 - (It is not stated in the rules, but presumably the first bid must be more than 0.)
- No player may bid more than their wealth or may bid on a set of cards that would give them more than 5 cards.
 - (The dealer may reveal more than they can bid for. But there must be at least 1 player who can bid for them.)
- The dealer is last to bid or pass.

The high bidder pays by moving their wealth marker down and takes the cards.

- If nobody bids, the cards are discarded.

After each auction, the next player clockwise without a full warehouse (5 cards) takes a turn as the dealer.

End of Round

When the deck is empty or all players but one have filled their warehouses (have 5 cards), the round ends.

- (Players may count cards remaining in the deck.)

In the latter case, the remaining player draws cards (if available) to fill their warehouse without paying for them.

Score total ware card value:

- For each suits, add the values of their cards, ignoring suits.
- With 3 players, give the player with the highest total 30 florins and the 2nd player 15.
- With 4, give the 1st / 2nd / 3rd player 30 / 20 / 10, respectively.
- With 5, give the 1st / 2nd / 3rd / 4th player 30 / 20 / 10 / 5, respectively.
- With 6, give the 1st / 2nd / 3rd / 4th / 5th player 30 / 20 / 10 / 10 / 5, respectively.
 - (Later editions of *Medici* use 30 / 20 / 15 / 10 / 5.)
- For ties, sum and split the awards of the corresponding ranks, rounded down.
 - Example: For a 3-way tie for 1st with 5 players, divide 30+20+10 by 3.

Score the positions in each ware:

- Advance each player's marker 1 row in the pyramid for each card they have of that ware in this round.
 - Ignore card value. Do not advance beyond the top position.
- Give the player with the highest marker 10 florins and the 2nd player 5.
 - For ties (even on the bottom row), sum and split the awards of the corresponding ranks, rounded down.
- Award each marker in the top row 20 florins and each in the second row 10.
 - (Do not split these for ties; give each tied player the full amount.)
 - (Later editions of *Medici* also award 5 for the third row.)

Return all cards to the deck. (Leave the markers in place; they are not reset between rounds.)

Game End

The wealthiest player after 3 rounds wins. (There is no tiebreaker.)