How to play DRAFT
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, grain from the rich fields abroad, exotic spices, colorful dyes and the finest cloth...
Inventory

Your copy of Medici: The Card Game includes:

- 50 Cardboard Coins
- 110 Commodity Cards
- 6 Player Aid Cards
The aim

*Medici: The Card Game* is set collection game that takes place over three days (rounds). Players take turns presenting goods to be loaded onto boats. Once all ships are full, each 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. After three days and three scorings, the player with the most florins will win the game.

Setting up the game

Shuffle the cards and place them as a face down deck in the middle of the table. Most of the cards are commodity cards (with icons at the top).

- There are 5 different commodities (grain, spice, fur, dye and cloth), each in a different color. Note: Some cards have green banners at the top. These work slightly differently to the other cards and will be explained soon.

- The commodity cards have the values 0, 2, 3, 4, or 5. Most of the commodity cards represent one unit (show 1 icon) of the commodity; some of the commodity cards represent two units (show 2 icons).
In addition to the commodity cards, there are neutral value cards of value 2 and of value 7, which do not show any commodities, but do increase the value of a ship’s load (see later).

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

Play the game

The game is played over 3 rounds. Each round, the start player begins, then play progresses clockwise.

On your turn, do the following:

1. **Reveal cards:** Card after card, reveal one OR two OR three cards from the deck, displaying these cards face up in a line next to the deck – this is the ‘market’. Note: 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 (the last card drawn.) In addition, you MAY take any one or two 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. Place the cards you take in a row face up in front of you – this is your ‘ship’. Your ship can never hold more than five cards (seven cards in a 2 player game.)

After you have taken one, two, or three new cards into 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, and play continues in this way.

**Important:** Any number of green cards can be loaded onto a ship, as these do not require a loading space!
**Player turn example:** Anna starts the round and reveals a Cloth 2, a Fur 4 and then a neutral (green) value card of value 7. Anna takes the neutral 7 and also the Fur 4 into her ship. Now Britta reveals a Grain 3 and Cloth 5. Britta decides not to reveal any further cards and takes the two Cloth cards from the market into her ship (one of these was drawn and left behind by Anna.) Carlos now reveals a Grain 0 and a Grain 4. Carlos decides not to reveal any further cards and takes the three Grain cards in the market into his ship.

Each of the three rounds ends once all players’ ships are full of cards. With 2 players each ship is loaded with seven non-green cards, and with 3-6 players it is loaded with five non-green cards.

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 last ship is not fully loaded.
**Scoring the day**

Players will receive florins (scoring chips) at the end of each day, both for having high value loads, and for collecting different types of commodities.

**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...

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<th>Number of Players:</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
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<td>30</td>
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<tr>
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Commodities: Then the ships are unloaded. Players move all their commodity cards into their ‘warehouse’ in front of them, where the cards are arranged in five columns, one for each commodity. Note: Green bannered cards that represent commodities (have icons in their banners) are still placed in a column with other cards of the same commodity type. These are colored green simply to show that they do not take up space on a boat.

Neutral (green) cards without commodities are returned to the box and out of the game.

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

Furthermore, each player who has at least 5 commodities of a color receives a monopoly bonus of 10 florins. In a 2 player game, each player with at least 7 commodities of a color receives this bonus.

Ties: In the case of ties, the payouts for the involved players are added together and shared. Where necessary, the shares 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! (Please see the following examples for more info.)
Example: In the first round, the following four ships were loaded:

EXAMPLE IMAGES COMING SOON

Anna has the most valuable ship and receives 30 florins. The next two ships are tied, and therefore, the payouts of 20 and 10 (=30) are shared. 30 divided by 2 is 15, so each receives 15 florins.

After scoring ships, the players score their warehouses.

In yellow, Anna and Britta have the most commodities. They share the payout of 10+5, rounded down, and both receive 5. Carlos, who is in third place, does not receive a payout for yellow. In gray, Anna has the most commodities. She receives 10. As there is no other player with grey commodities, there is no further payout for gray. In brown, Britta and Daniel have the most commodities. They share the payout of 10+5, rounded down, and both receive 5. In purple, Daniel has the most commodities. He receives 10. Britta and Carlos are tied for second and must share the payout of 5, which is rounded down to 0. In blue, Carlos has the most commodities. He receives 10, and as Carlos has acquired 5 clue commodities, he furthermore receives a monopoly bonus of 10. Daniel has the second most blue commodities. He receives 5.
Preparing for the next day

After you have scored a round, return any remaining cards in the market to the deck and reshuffle the deck. 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 round. The player with the highest sum of florins is the winner. In the case of a tie, the tied players become joint winners.

Game Variant: The players can agree that the monopoly bonus increases from 10 to 20 when the following thresholds are reached: with 2 players, for at least 10 commodities in a color; with 3-6 players, for at least 8 commodities in a color. The thresholds for the lower monopoly bonuses remain unchanged.
The 110 Cards...
> 4 sets of 5 different color single commodities with values 2, 3, 4, 5. (=80)
> 2 sets of 5 different double commodities with value 0. (=10)
> Green cards: 5 different single commodities of value 0, 5 neutral cards of value 2, and 10 neutral cards of value 7. (=20)

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Art and graphic design: 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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