

Game	Medici
Players & Time	3 - 6 / 45 min
Preparation	<p>Give everyone a ship mat.</p> <p>Every player places one of their markers at 40 florins for 3-4 players (30 for 5-6).</p> <p>Every players places a marker on top (outer edge) of each commodity.</p> <p>Starting player is determined randomly.</p>
Rules Summary	<p>The game is strictly turn-based.</p> <p>On each day other than the first, the person with least florins starts.</p> <p>At the start of each day, remove (randomly) and amount of lots from the bag* depending on the number of players: 3p = 18, 4p = 12, 5p = 6, 6p = 0.</p> <p>A turn consists of drawing 1-3 lots to form a group and then auctioning the group**. Auction starts from the person clockwise of the current player and proceeds clockwise. Players cannot bid more florins than they have, and cannot bid on groups that would not fit into their remaining open holds. A player can only bid once (the auction only has one round). Players whose holds are full are out of play until the next day. The winner of the auction puts each lot in the group into their open holds. Then the next player in clockwise order takes their turn. When only one player remains with open holds, they randomly fill their open holds with tiles from the bag (they get the lots for free but have no choice over what they get.)</p> <p>At the end of the day, players advance their marker for each commodity by the <i>number of lots</i> in that commodity (not the lot's value). Also, players sum the value of all the lots in their holds. Florins are given out based on rank in both value and commodity levels, 1st/2nd/3rd/4th/5th/6th.</p> <p style="padding-left: 40px;">Lots Value 3p = 30/15, 4p = 30/20/10, 5p = 30/20/10/5, 6p = 30/20/15/10/5 Each commidity pays 10/5***</p> <p>If two players tie for a rank, they add the payoff for the rank below it and split it, rounded down. Example: in a 4-player game, if two players tie for 2nd, each gets $(20+10)/2 = 15$. The third place guy gets nothing.</p>
End & Winner	<p>Games ends after 3 days are played.</p> <p>Winner is the player with the most florins.</p>
Notes	<p>* The players do not look at these removed tiles.</p> <p>** A player can never choose to draw more lots than <i>all</i> players can fit into their holds, eg. that nobody can bid on. But, the player can draw more lots than he/she can fit into his/her holds.</p> <p>*** When players are on the bonus tiles at the end of the day, they get the bonus (5, 10, or 20) for making it there. They <i>do</i> keep getting this on each turn if they stay there. They <i>don't</i> get all the other ones they passed to get there. They don't split these if more than one player has the same bonus.. each player gets the full bonus.</p>