



How to Play Teaching Guides:

#16 Medici

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #16 of The How to Play Podcast available at www.howtoplaypodcast.com

1 The Hook - What the Game is About

"Welcome to Medici! You are a rich merchant seeking gain the most profits over three days at market.

The goal of the game is to have the most money at the end of the game. The money in this game is simply represented by one of your tokens on a track that goes around the board. When you spend money you simply move your token backward and at the end of each round you will earn money by moving it forward, whosever bag token is the furthest forward at the end of the game wins.

In order to earn money you are going to have to spend money to buy goods tiles. You will be spending your money in participating in a series of auctions to win lots or groups of 1, 2 or 3 good tiles to acquire to fill your ship which can hold 5 goods each turn. When all players ships are full we will earn back some money, hopefully making a profit.

You earn money for those goods in two different ways. FIRST The players will earn rewards from having the highest valued goods represented by the sum of total of the numbers on the tiles. The player with the highest total gets the 1st place bonus of 30 money, next highest usually gets 20 and so on, and eventually the player with the lowest summed value of goods gets nothing. SECOND There are five different colors or types of goods and all players are rewarded at the end of the turn for having shipped the most or second most of that type of good. That is the balancing act of Medici. You want to have the most valuable goods but you are also looking to specialize in certain colors of goods as well.

In this game we have auctions for 1, 2 or 3 tiles until all players boats are full. At that point players score for the total value of their boat for this turn, compared to the value of their opponent boats. Then players score for shipping the most of each of the 5 goods colors throughout the game., players mark on the board how many of each color they have shipped. The Top 2 players will score 10 and 5 money respectively for each color. All the goods tiles go back in the bag, The markers on the board stay showing the colors you have shipped and you will try to add to your dominance in those colors in the later rounds. You will play two more complete rounds and at the the end of the third round whoever has the most money is the winner!"

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The Meat - How to Play the Game

1. The Rules of the Auction;
 - 1.1 Auctioneer draws one at a time to decide on a lot of 1-3 tiles
 - 1.2 Bidding starts to left of auctioneer
 - 1.3 “Once around” auction style
 - 1.4 If no one bids, the tiles they are tossed out - explain # extra tiles
 - 1.5 Pass the bag: Next person clockwise becomes the next auctioneer
2. Considerations during the Auction
 - 2.1 Capacity of five tiles per round - cannot bid if you dont have space
 - 2.2 Shoot for getting many of 2-3 colors and higher numbers
 - 2.3 Beware being last unfilled boat - last boat gets random tile draw
3. Scoring
 - 3.1 Score by boat “size” - numbers on tiles - reward from 30 to 0
 - 3.2 Score 10 and 5 for each color
 - 3.3 How ties are scored
 - 3.4 Bonus sections for colors
4. Future Rounds and End of Game
 - 4.1 Player with the least amount of money begins
 - 4.2 Continue until end of round for rounds two and three
 - 4.3 At the end of round three the player with the most money wins!

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The Hamster - How to Win the Game

1. Evaluate the worth of the tiles and get a good value for your lots
 - 1.1 Explain tile set in the game
 - 1.2 Talk about “market value” - par price is number on tile
 - 1.3 Also consider relative value and potential value
 - 1.3.1 Relative Value - worth of the lot changes for each player based on what they already have
 - 1.3.2 Potential Value - recognize what a lot could be worth to you

2. Take advantage of your turn as the auctioneer
 - 2.1 Decide carefully how many tiles to draw
 - 2.2 Being able to bid last
3. Balance bidding for colors and tile values
 - 3.1 Can't always come in last with the numbers on your tiles
4. Place fair bids and find good values and you can come out the winner!
5. Good Luck and Have Fun!

Credits:

Game Design: Reiner Knizia

Game Publisher: Rio Grande Games

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Teaching outline based upon How to Play Podcast Episode #16

Podcast Website: www.howtoplaypodcast.com

Email: howtoplaypodcast@msn.com

Discussion Forum: <http://www.boardgamegeek.com/guild/746>

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