

Reiner Knizia's

Strozzi



Overview

It is Italy in the 1500s. Under the guidance of the commercial families Strozzi, Medici, and Bardi, ships come from all over the world to Italy with valuable goods. The wealth that follows these goods promotes arts, sciences, and architecture. Players compete to direct the ships with the best cargoes to the harbors of their choice at the right times to gain prestige and fortune.

Each time a ship approaches Italy, a player must decide immediately if this is a ship for him. If so, he hoists his flag on the ship and if no one challenges his choice, he then directs the ship to Venice, Rome, or Naples and claims the cargo destined for that port, along with possible other advantages the ship may offer. Players have limited opportunities and cannot undo a decision once made, so they must choose carefully as well as quickly.

After three rounds, the player who has earned the most money is the winner! This is the third in the Medici-Strozzi-Bardi series.

Contents

- this rule booklet
- 24 player markers (4 wood markers each in 6 colors)



- 29 ship cards



- 18 flags, 3 in each of six colors (red, green, blue, yellow, purple, and orange)



- 60 coins (18 x 5, 30 x 10, and 12 x 50)



- 36 promotion tiles (12 each in art, science, and architecture)



- 1 game board



Preparation

Place the game board in the middle of the table. Each player chooses a color, takes the 3 flags of his color and places them in his play area (the area in front of him), and takes the 4 player markers in his color and places one each on the lowest space (with the ware symbol) in each city: Venice, Rome, Naples, and Florence. Return unused flags and markers to the game box.

Place the coins near the game board as a supply.

Shuffle the promotion tiles face-down and place them as a supply stack near the top of the board. Draw 3 promotion tiles and place them face-up near the stack.

Shuffle the ship cards face-down and randomly remove the number of cards shown below, based on the number of players:

- remove 17 cards with 3 players;
- remove 14 cards with 4 players;
- remove 11 cards with 5 players; and
- remove 8 cards with 6 players.

Place the removed cards face-down to the side. They will not be used in this round.

Place the remaining ship cards as a face-down deck near the game board; this is the ship supply.

Playing the game

The game is played over three rounds. During each round, each player will have the opportunity to acquire 3 ship cards, one for each of his flags. A player cannot acquire more than 3 ship cards in a round, but may acquire fewer.

The players choose a starting player using any method they prefer. On a player's turn, he is the active player and he turns over the top-most card from the ship supply, placing it face-up in his play area. Each ship card has a sail number (1 to 8) and possibly one or more wares, scrolls, and promotion tiles displayed on it. The active player then decides whether he wants the ship or not.

Wants the ship

If the player wants the ship, he places one of his flags on the back sail of the ship card. When a player places his "pirate flag", he is claiming the card for his own and immediately takes it.



If he places either the "+1 flag" or the "ware flag", another player may take the card from him by playing a "pirate flag". Thus, in clockwise order, each following player decides whether to play his "pirate flag" on the sail to take the card or not. If a player plays his "pirate flag", he immediately takes the card and gives the previously placed flag back to the active player.



If no other player plays his "pirate flag" on the ship card, the active player takes the card with the flag he placed on it.

Does not want the ship

If the player does not want the ship, he says so. Then, the other players, in clockwise order, have the same options as the active player. If a player wants the ship, he places one of his flags on the ship card. When a player places his “pirate flag”, he is claiming the card for his own and immediately takes it.

If a player places either the “+1 flag” or the “ware flag”, another player may take the card from him by playing a “pirate flag”. Thus, in clockwise order, each following player decides whether to play his “pirate flag” sail to take the card or not. If a player plays his “pirate flag”, he immediately takes the card and gives any previously placed flag back to its owner. The player to the right of the active player is the last to decide whether to play his “pirate flag”.

Taking the ship card

The player who took the ship card, places the card along with the flag he used to take it next to one of the three ports: Venice, Rome, or Naples, on the game board. Florence is not considered a port, so the player cannot place a ship card there. Also, each player may only place one ship with his flag at each port during a round. When a player places his ship next to a port, he should place it, in sail-number-order, along with any other ship cards already there. Thus the fastest (highest numbered) ship will be at the top, and the slowest (lowest numbered) ship will be at the bottom of the group of ship cards at a port. If the player finds a ship with the same sail number at the port, he places his ship below the ship with the same sail number.

If the player used his “+1” flag to take the ship card, the ship is +1 faster than shown by its sail number. Thus, the player places it accordingly among the ship cards already there. For example, a ship numbered 4 with a +1 flag would be placed as though its sail number was 5. Players placing ship cards later in the round will also consider this ship to have a sail number of 5 instead of 4.

After the player placed his the ship card next to a port, he moves his player marker in that port upward one space for each ware symbol on the ship that matches the ware symbol on the port. Ware symbols for other ports have no impact. In addition, if the player used his “ware flag”, he moves his marker one space further. The player places his marker to the far left of the space he reaches, unless the space has other markers. In this case, he places it to the right of all other markers present when he reaches the space.

If the ship card depicts one or two scrolls, the player moves his player marker on the Florence track upward one or two spaces accordingly and positions it on that space as described for the ports above.

If the ship card depicts a promotion tile, the player chooses one of the three face-up promotion tiles and places it face-up in his play area. The tiles represent arts, sciences, and architecture. The tiles have a value of 1 or 2, which can add to a player's score at the end of the game (see below). Those with value 1 also show a ware symbol. When the player takes such a tile, he moves his player marker on the port associated with the ware upward one space and positions it on that space as described for the ports above. This is regardless of the port at which he placed the ship card on this turn. Whenever a player takes a promotion tile, he draws the top-most tile from the stack to replace the tile he took and places it face-up next to the two remaining face-up promotion tiles.

After the player has placed the ship and taken all the actions associated with that, the player to his left begins the next turn. He turns over the next ship card, and the game continues as described above. Because of this, it is likely that players will not be taking turns in normal clockwise order; this is part of the game.

If all players decide they do not want a ship card, the player who turned it over places it face-down to the side (it will not be used in this round) and turns over the next ship card. He has all the options as before and the game continues as described above.

Note: as there are only three extra ship cards for each round, when players have decided to set aside more than three ship cards, one or more players will end the round with fewer than three ship cards.

Example

Anna is the active player. She has used her “+1 flag” to place a ship card in Naples and her “ware flag” to place a ship card in Rome. She draws the top-most card from the ship supply and places the card face-up in her play area. As the card has no wares for Venice, she has little interest in it and says so. Scott is next and has placed no ship card in Rome. So he places his “ware flag” on the card to take advantage of the two grain symbols. Todd is next and, like Anna, is not interested.



Heather is next and with no card in Naples she also wants the card and places her “pirate flag” on the card, claiming the card. Scott takes back his “ware flag”. James is last, but cannot do anything as Heather claimed the card with her “pirate flag”. Heather places the card next to Naples with her “pirate flag” on it and moves her player marker on Naples up two spaces. As the ship card has the promotion tile symbol on it, Heather now chooses the art promotion tile from those available and places it face-up in her play area. As it shows the symbol for Venice, she moves her player marker in Venice up one space (even though she did not place the ship card there). She ends her turn by drawing the top-most promotion tile to replace the one she took.

James (the player to her left) now becomes the new active player and begins by drawing the top-most card from the ship supply.

End of a round

When a player has used all 3 of his flags in a round, he no longer participates in the round. From then on in the round, when his right neighbor takes a ship card and finishes his turn, the player with no flags remaining is skipped and his left neighbor turns over the next card.

The round ends when:

- 1) all players have used their 3 flags or
- 2) all ship cards have been drawn and placed or set aside.

When the round ends, the players score their ship cards and their player markers.

Ship scoring

At each port, the player with the highest positioned (fastest) ship scores 15 points. The player with the second ship in each port scores 10 points, and the player with the third ship in each port scores 5 points. There can be no ties, as the ship positions are determined during the round. The players take their points in coins. Players may keep the amount of coins they have secret from the other players.

Player marker scoring

At each port and at Florence, the players now score their player markers. The player with the highest positioned marker at each location scores 15 points. If there are several markers on a space, the marker further left is considered higher. The player with the second highest marker scores 10 points, and the player with the third highest marker scores 5 points. Again, there can be no ties as the marker positions are determined during the round. The players take their points in coins. Player markers on the starting spaces do not score, regardless of their positions.

If a player has a marker on one of the bonus spaces (5, 10, or 15), he scores these points in addition to any others he scored and takes the points in coins.

Note: players cannot move their markers beyond the 15-bonus space.

The next round

After scoring, players begin the next round. Players take back their flags. All ship cards are shuffled, the required number are removed and set aside, and the ship supply for the round is placed face-down as before next to the board. The starting player for the new round is the player whose marker is highest at Florence.

Note: the player markers remain where they were at the end of the previous round.

Game end

After the third round is completed, including its scoring, the promotion tiles are scored. The player with the highest total value in each of the three categories arts, sciences and architecture scores 30 points. The player with second-highest total scores 20 points, and the player with third-highest total scores 10 points. In the case of a tie, the tie is broken in favor of the player whose marker is higher at Florence. Thus, the players score 30, 20, and 10 points each for arts, sciences, and architecture.

The players now reveal their coins and the player with the most points in coins is the winner. If there is a tie, the tie is broken in favor of the player whose marker is higher at Florence.

Thanks

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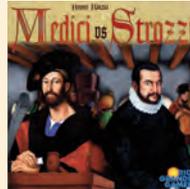
The author: Reiner Knizia lives in the UK and is one of the most prolific and successful game designers in the world

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Did you like this game and want to play the same type of game. You should try the game that started the series: Medici. Or if you want a similar game that works for just 2 players, try Medici vs Strozzi. Both other games are also available from Rio Grande Games.



If you have questions, comments, or suggestions regarding this game, please write:

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