

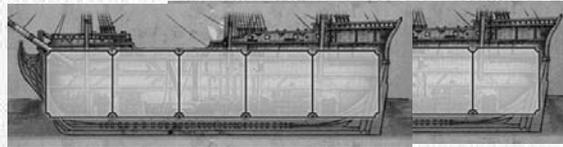


Re-live the fierce rivalry between the two most powerful Florentine merchant families of all time.

deutscher Subtitle

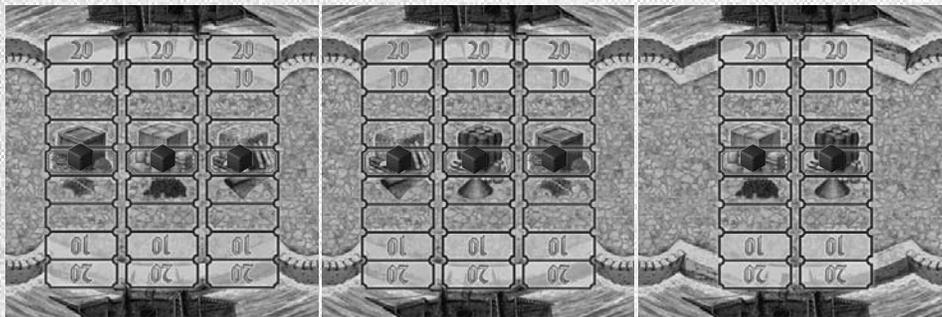
Contents

- 3 harbors
- 6 merchant ships
- 26 merchandise tiles
- 8 wooden markers (monopoly markers) 
- 48 coins (12x1, 6x5, 12x10, 18x50)
- cloth bag
- rule booklet



Preparation

- Place the three harbors between the players.
Each harbor shows two or three monopoly tracks for different types of merchandise.
 - Place one monopoly marker in the center of each monopoly track.
 - Each player chooses the three ships of one color, blue for the Medici and red for the Strozzi. The three ships have loading capacities of 3, 4 and 5 tiles.
 - Each player receives a total value of 300 in coins. Place the remaining coins to one side as the bank.
 - Shuffle the merchandise tiles into the cloth bag.
- There are four types of merchandise, each with six tiles of the values 0, 1, 2, 3, and two 4s. Also, there are two gold merchandise tiles of value 5.



Overview

The game is played over three rounds. In each round the players buy merchandise and load it onto their ships in the harbors. After each round, the players receive payouts for the ships with the most valuable loads and for monopolies in the four types of merchandise.

Playing a Round

The Medici player plays the first turn of the first round. He draws one merchandise tile from the bag and places it face up on the table. He may then decide to draw and place a second and even a third merchandise tile. Then, this player names a price for the set of tiles he revealed. His opponent must now decide whether he wants to buy the merchandise tiles for this price, otherwise the player himself must buy the tiles for this price. The player who buys the tiles pays the price to the bank and loads the tiles onto **one** of his ships. When a ship is loaded with some tiles, the ship must be allocated to one of the harbors. Each player must allocate his three ships to three different harbors, and once allocated, the ships may not be reallocated during the round. Then the player who bought the tiles takes the next turn, revealing tiles and naming a price...

The round ends when one player has loaded all his ships or when the merchandise tiles run out.

Special Cases: A player may not reveal more tiles than he can load onto one of **his** ships. A player who buys a set of tiles must place all these tiles onto **one** of his ships; he may not split the tiles between ships. Alternatively, a player may decide to discard the entire set of tiles he bought without loading them. A player may name a price of 0, which allows his opponent to take the tiles for free, to load them or to discard them. If a player runs short of money, he may take credits from the bank. Such credits should be recorded and must be paid back, without interest, at the end of the game. The effect of this is that players have access to an unlimited amount of money. This ensures that a player who gets an early lead in money is not able to outbid the other who may be temporarily short of cash.

Example: the Medici player draws and places two tiles and names a price of 7. The Strozzi player declines to buy them for that price. Therefore, the Medici player pays 7 to the bank and loads the two tiles onto one of his ships, allocating it to a harbor (if it was not already allocated by a previous purchase and loading of tiles).

Scoring a Round

At the end of each round, the players compare the total value of their merchandise tiles in the ships they allocated to the same harbor. The player with the higher total receives a payout of 20 for this harbor. Ties yield no payout.

Then the players move the monopoly markers one step in their direction for each corresponding merchandise tile they have in their ships at the respective harbors. Players move the marker two steps for value 0 tiles. Tiles of merchandise that do not have a monopoly track in the harbor and gold tiles do not affect the monopoly markers.

After adjusting all monopoly markers, the players receive a payout of 10 for each monopoly marker on their side of the harbor. Ties yield no payout. If a monopoly marker is located on a space indicating a bonus payment of 10 or 20, the player receives this additional bonus payout.

Example: the Medici player wins the ship comparison in two harbors and receives a payout of 40. The middle harbor is tied. The Medici player has four monopoly markers on his side and receives a payout of 40. The Strozzi player has three monopoly markers on his side and one of them yields a bonus payout of 20, making a total payout of 50.

Playing More Rounds

After scoring a round, all merchandise tiles are shuffled back into the bag. The monopoly markers are not reset. The players take back their ships from the harbors - they may allocate them on the same or different harbors in the next round. The Strozzi player plays the first turn of the second and third rounds.

Winning the Game

The game ends after the third round. The player with the higher total of coins wins. In the case of a tie, the players rejoice in their shared victory.

Thanks! Reiner Knizia would like to thank Sebastian Bleasdale for his significant contributions to the development of this game.

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