

# IL VECCHIO

**F**lorence during the 15<sup>th</sup> century. The wealthy, yet unimportant Medici family rises to one of the most powerful dynasties of her day. Cosimo de' Medici, also known as "Il Vecchio" ("the Elder"), not only dominates politics and the economy, but he also influences the city with regard to culture and arts. By distinguishing himself as a commissioner and patron, e.g. by initiating the construction of the Cathedral's dome, he improved the city's and, of course, his own family's reputation.

The other great Florentine families can no longer tolerate this and are joining the fight for dominance over Florence...

The players slip into the role of the heads of these rival noble families striving to infiltrate the Medici empire and to become the new leader of the city.

## COMPONENTS

Game board



1x

Action over-view sheets



4x

Family members



48x

Middlemen  
*(apply stickers)*



5x

Six-sided dice



2x

Florin coins  
*(values 1 and 5)*



33x

Follower tokens



30x

Scroll tokens



12x

Carriage tokens



12x

Bishop tokens



12x

Medici crests



9x

Province tiles



18x

Florence tiles



24x

Additional cost tile



1x

Starting player tile



1x

## 1. OVERVIEW

The game board depicts the Tuscany Region. Its capital city Florence is surrounded by other towns connected with one another by a road network. Each town offers a specific action indicated by the symbol below the town's name. Three corners of the game board feature roads to outside regions.

The players' goal is to take over provinces in the outside regions, or send their family members to the city council of Florence, or enhance their noble rank. By doing so, they will gain Power points and/or useful special abilities and actions.

In order to achieve this goal, they need to recruit followers and collect money and crucial scrolls. These can be gained when traveling through the towns of Tuscany.

Yet, this is not that simple: Towns with crest symbols require middlemen in order to take the town's action. However, these Middlemen fear the anger of Il Vecchio - and so they are moving to another town after each action. Consequently, they are rarely there where you might need them. Carriages and bishops help to reduce the dependency on middlemen.

The greater the influence of the players in the outside regions and in Florence, the more Il Vecchio's power will fade - indicated by Medici crests. Once the stack of Medici crests is empty, the Medici have completely lost their power and the players will determine which family has gained the most influence in Florence and the outside regions.

## 3. FLOW OF PLAY

### ACTIONS

On your turn, you take **one action**. Some City council tiles (Appendix B) may enhance that action.

Additionally, you may use any number of your face-up Province tiles. Once used, turn the corresponding Province tile face-down. (See Appendix A for a list of all Province tiles.)

Then the next player in clockwise order takes his turn.

#### Available actions:

- a** Take a town action (collect tokens)
- b** Take over a province (gain a Province tile)
- c** Assume an office in Florence (gain a Florence tile)
- d** Reinforcement (introduce new Family members)
- e** Recovery (raise lying Family members)

The **Scoring track** will only be needed at the end of the game. (see "Scoring" on page 6)

## 2. GAME SETUP

**1** Choose **one side** of the game board. They only differ in their colors.

**2** Sort the **Province tiles** by region and put them on the corresponding spaces in the corners of the game board.

**3** Separate the **Flor-ence tiles** by City council (dark) and Nobility tiles (light) and place them face-down on the corresponding spaces on the game board.

**4** In a **4-player game**: Shuffle the **Medici crests** and place 7 of them face-down in a stack on the marked space below Florence.  
In a **2- or 3-player game**: Shuffle the **Medici crests** and place 5 of them face-down in a stack on the marked space below Florence.  
In a **2-player game**: The **Region and Florence tracks** start with **space 2**.  
There are no further dependencies on the number of players.

**5** Distribute the 5 Middlemen among towns with color-matching symbols, max. 1 Middleman per area (like depicted).

**6** Determine a **Starting player** and give him the Starting player tile. This tile serves as a reminder indicating at which player the last round will end.

**7** The Starting player collects **2 Florins**, the player to his right collects **4 Florins**, all other players each collect **3 Florins**.

**8** Put the Follower, Scroll, Carriage, and Bishop tokens as well as the Florin coins next to the game board forming the **general supply**. These tokens are not piece limited.

Each player chooses a color and takes:

- ▶ The Family members of that color,
- ▶ 1 Carriage token,
- ▶ 1 Bishop token,
- ▶ 3 City council tiles (dark border) keeping one of them and placing it face-up in front of him.

**9** Shuffle all remaining City council tiles and put them as a new stack back on the game board. Put the **Additional cost token** on that stack.

#### EXAMPLE

Red rolls a 4 and places his Family members in Empoli and Castel Fiorentino. Later, he chooses area 6 and places his Family members in Volterra and Colle.

**Note:**  
Each town may hold any number of Family members.

Finally, each player needs to place **4 Family members** in Tuscany:

Beginning with the Starting player, each player rolls the dice and adds up the roll.

**10** He then places **2 Family members** into towns adjacent to the area indicated by the **dice roll**. Each **area** depicts a number between 2 and 12. If he rolls a 7, he may freely choose the area. Once all players have placed their first 2 Family members, they take turns again to place **another 2 Family members** in towns adjacent to any one area of their choice.



## TRAVELING

Before taking actions **a** to **c**, the Family member to take the action may **travel** to the desired town. Traveling is **not** considered an action.

- ▶ Traveling along the paths between towns costs 1 Florin per town.
- ▶ You may travel to any town for free when paying a Carriage token. (Tracks are not considered towns.)

**Example:** Traveling from Sesto to Vicchio costs 2 Florins or 1 Carriage.



## 4. THE ACTIONS

### **a** Take a town action (collect tokens)

Choose an own **standing** Family member. Before taking the action, the chosen Family member may travel to the desired town (see Traveling). Collect tokens depending on the town:

#### The Family member is in a town with a crest symbol:

- ▶ Choose **one** of the following options:
  - ▶ There is a **Middleman** in that town. Move him to the next town in clockwise order that has a symbol of the same color, and lay down your Family member.
  - ▶ Pay a **Bishop token**. Do not move any Middlemen, and leave your Family member standing. A Middleman is not needed in that town.
- ▶ Collect the tokens indicated by the symbol from the supply:
  - ▶ **5 Florins** or **1 Scroll** (in brown towns)
  - ▶ **1 Follower** (in black, gray, or white towns)
  - ▶ **2 Bishops** or **2 Carriages** (in purple towns)

#### The Family member is in one of the green towns Carmignano, Ponte a Sieve, Poggibonsi:

- ▶ Lay down the Family member (or, instead, pay a **Bishop token**).
  - ▶ Collect **3 Florins** from the supply.
- Green towns do not have any Middlemen.

### **b** Take over a province (gain a Province tile)

Requires an own standing Family member in one of the **red towns** (Vernio, Vicchio, or Sovicille). If necessary, the Family member may **travel** to one of these towns before the action (see Traveling). From there, the Family member may enter the corresponding region and take over a province by following these steps:

#### ▶ Pay a number of Follower tokens

- ▶ Pay the required number of Follower tokens indicated by the Follower symbols in the entered region:
  - ▶ Repubblica di Venezia: 1 Assassin (black)
  - ▶ Ducato di Milano: 1 Knight (gray) and 1 Abbot (white)
  - ▶ Stato della Chiesa: 2 Followers of one, and 1 Follower of another color

#### EXAMPLE

The player lets a Family member travel from Carmignano to Pistoia by paying 1 Florin to the supply.



The Middleman moves on to Dicomano, and the Family member is laid down. Finally, the player decides to take a gold coin, i.e. 5 Florins.



### ▶ Pay Florins and place your Family member

Pay a number of Florins as indicated on the next free space on the Region track. Place your Family member on that space.

If the taken space depicts a Medici crest, immediately carry out an **Il Vecchio event** (see page 6).

The value below the space indicates the number of Power points you will get at the end of the game.

### ▶ Choose a Province tile (Appendix A)

Choose one of the remaining Province tiles of that region and place it face-up in front of you. Each Province tile provides a one-time bonus action.

*Hint:* The other players may proceed with the game while you are choosing your tile.

### **c** Assume an office in Florence (gain a Florence tile)

Requires an own standing Family member in Florence. If necessary, the Family member may **travel** there before the action (see Traveling). From there, the Family member may enter the “City council” or “Nobility” track by following these steps:

- ▶ Pay **2 Scrolls**.
- ▶ Place your Family member on the next free space on one of the two Florence tracks.
- ▶ Pay 3 Florins if the Additional cost token is present on the corresponding stack of Florence tiles.
- ▶ If the taken space depicts a Medici crest, immediately carry out an **Il Vecchio event** (see page 6).
- ▶ Take **5 tiles** from the top of the corresponding stack, keep one, shuffle the other tiles and put them back to the bottom of the stack. (See Appendix B for a list of all **City council** tiles, or Appendix C for a list of all **Nobility** tiles).

*Hint:* The other players may proceed with the game while you are choosing your tile.

Put a newly gained **City council tile face-down** in front of you. At the beginning of your next turn, turn it face-up to collect the depicted bonus. From now on, this tile will enhance the depicted action.

Put newly gained **Nobility tiles face-down** in front of you. They may provide Power points at the end of the game. You may look at your tiles at any time.

### **d** Reinforcement

Roll the dice and add up the roll. Place one Family member into a town adjacent to the area indicated by the roll. If you roll a 7, place your Family member in any town on the board (incl. Florence).

### **e** Recovery

Raise all of your Family members and collect 1 Florin. This reactivates Family members that have been laid down due to taking a town action.

#### EXAMPLE

The player wants to take over a province in “Ducato di Milano”. Therefore, he travels with a Family member from Prato to Vernio for 1 Florin. The player pays the required followers (a Knight and an Abbot) and pays the costs depicted on the next free space (5 Florins). He places the Family member on this space triggering an **Il Vecchio event**. After resolving the event, the player chooses one of the remaining Province tiles.



#### EXAMPLE

A Family member is in Florence and wants to join the City council. The player needs to pay 2 Scrolls and an additional 3 Florins as the Additional cost tile is present on the stack of City council tiles. He places the Family member on the next free space on the track, chooses one of the 5 topmost City council tiles, and for now, puts it face-down in front of him.



## IL VECCHIO EVENTS

The Medici crests symbolize the fading power of Il Vecchio in Florence. However, Il Vecchio will not cease his power without a fight ...

Whenever you place a Family member on a space with a **Medici crest** symbol, immediately take one such crest from the top of its stack (if available).



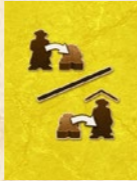
Turn it face-up and carry out the indicated **Il Vecchio event**:



**Levy:** Each player either needs to pay 3 Florins, or 1 Follower, or 1 Scroll, or 1 Bishop.



**Middlemen:** Move all Middlemen to the next town in clockwise order of matching color.



**Family member:** Each player must either lay down an own standing Family member, or return a lying one to his supply.

### Special cases

- After taking the **first Medici crest** in the game, move the Additional cost tile from the stack of City council tiles to the stack of Nobility tiles.
- After the **last Medici crest** has been taken, the **end of the game** is triggered.

## 5. END OF THE GAME

Once the **last Medici crest** has been taken, finish the current round.

Then, in a final round, each player may take a **double-turn**, i.e. beginning with the Starting player and in clockwise order, each player may take 2 actions in a row, one after another.

A player may decide to pass on his entire double-turn to gain 2 Power points at the end of the game.

### Special case

During this final round only, you may place a Family member on a full track. The costs and Power points conform with those depicted on the last space of that track. If available, gain a tile from the corresponding stack (the stacks of Province tiles will be already empty at this point).

In the final round a bonus for a new City council tile is collected immediately.

### Scoring

Put one of your Family members from your supply or the Toscana on the Scoring track. Regardless of where you take this Family member from, it is considered as being still there in case you could score it via a Nobility tile.

Each player scores:

- **Power points** for his Nobility tiles (depending on the requirements, see Appendix C)
- **3 to 10 Power points** for each of his Family members in the outside regions
- **2 Power points** for each of his Family members in the City council of Florence
- **1 Power point** for each of his Family members in the Nobility of Florence
- **5 Power points** if he has at least one Family member on each of the Region and Florence tracks
- **3 Power points** per majority on the Region and Florence tracks.  
In case of a tie, the player whose last Family member on the track has been placed the earliest breaks the tie.
- **1 Power point** per Medici crest
- **2 Power points** if he has passed on the entire double-turn

**The player with the most Power points wins the game.**

In case of a tie, the player who has more Followers and Scrolls left breaks the tie.

If still tied, the player who has more Florins left breaks the tie.

If tied again, there are multiple winners.

*The winner bans "Il Vecchio" from Florence, and from now on, he will control the fate of the city. For how long, anyway?  
The other families are already lurking ...*

## 6. VARIANT WITH LESS LUCK

If you want to reduce the luck involved in the game, incorporate the following changes:

- When reinforcing, do not roll the dice, but freely decide where to place the Family member.
- Ignore the Il Vecchio events depicted on the Medici crests.

## APPENDICES

### A Province tiles

Province tiles provide one-time special abilities. Turn them face-down after usage.

In general, Province tiles provide tokens or additional actions.



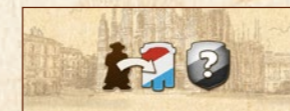
#### DUCATO DI MILANO (MILAN)



Pay 1 Scroll to collect any 2 Followers.



Collect 6 Florins.



When taking over a province, ignore the color of the required Followers, but pay the same number of them.



Pay any 1 Follower to collect 2 Scrolls.



Collect any 1 Follower.



Collect 1 Bishop and 1 Carriage.



#### REPUBBLICA DI VENEZIA (VENICE)



Collect 1 Scroll.



Collect 1 Knight.



Collect 1 Assassin.



Collect 1 Abbot.



Collect 1 Florin for each of your Family members in towns (tracks do not count).



Roll the dice and add up the roll. Place a Family member in a town adjacent to the area indicated by the dice roll.



#### STATO DELLA CHIESA (PAPAL STATES)



Re-use an already used Province tile.



Return 1 Follower or 1 Scroll to collect any 2 Followers or 2 Scrolls.



When taking over a province, do not pay any coins.



Pay 5 Florins to collect any 1 Follower and 1 Scroll.



Collect any 1 Follower, or 1 Scroll, or 5 Florins.



Place a Family member in a town of your choice (incl. Florence) without rolling the dice.

## B City council tiles

The left side depicts an action, and the right side the bonus **when its owner takes the depicted action**. The bonus is also collected when turning a tile face-up, but not during setup.



You may pay 1 Florin to collect 1 more Scroll when taking Scrolls as an action. Collect a free Scroll when turning this tile face-up.



Also collect 1 Bishop and 2 Florins when taking 2 Carriages as an action.



Collect 4 more Florins when taking Florins in a "brown town".



Also collect 1 Carriage and 2 Florins when taking 2 Bishops as an action.



Collect 2 Florins when taking 1 Follower as an action.



When taking the Recovery action, you may also roll the dice to place a new Family member on the Game board.



Collect 1 more Abbot when taking 1 Abbot as an action.



When taking the Reinforcement action, place 2 Family members (instead of 1) in towns adjacent to the rolled area. Roll and place a Family member when turning this tile face up.



Collect 1 more Knight when taking 1 Knight as an action.



Collect 1 Scroll when taking over a province.



Collect 1 more Assassin when taking 1 Assassin as an action.



Collect any 1 Follower when placing a Family member on one of the Florence tracks.

## C Nobility tiles

The left side depicts a requirement, and the right side the number of Power points (PP) awarded at the end of the game if you meet the requirement. You may use your items for multiple Nobility tiles.

The number of times you may score a given tile is depicted above the colon ( $\infty$  = any number of times).



Get 3 PP per set of 2 Family members in your supply.



Get 6 PP if you have at least 1 Family member in each of a white, black, and gray town (**standing or lying**).



Get 3 PP per set of 2 Family members in the towns (**not on tracks, standing or lying**).



Get 5 PP per set of 3 Family members in the 3 outside regions.



Get 3 PP per set of 2 Family members on the Region tracks.



Get a number of PP equal to the number of players for each pair of own adjacent Family members on the tracks.



Get 2 PP for each of your Family members on the Nobility track.



Get 8 PP if you have at least one of each left: 1 Florin + 1 Follower + 1 Scroll + 1 Carriage + 1 Bishop.



Get 2 PP for each of your Family members on the City council track.



Get 3 PP per Province tile that you have not used during the game.



Get 2 PP for each Carriage + Bishop pair in your supply – to a maximum of 8 PP.



Get a number of PP depending on the number of collected Medici crests: 3/5/7/10 PP for 1/2/3/4+ crests.