MONDO

A speedy tile game for 1-4 world builders, 8 years old and up

by Michael Schacht

GAME CONCEPT

Every player fashions his own world full of exotic animals and a variety of landscapes with the help of tiles and a board. While doing so, it's important to keep a sharp eye on the time and the other players, because everything happens simultaneously until the timer runs out. Whoever is able to jump out at the right time can reap a couple more bonus points. After three turns, the player who has collected the most points wins the game.

In the advanced game, scoring modifiers increase the fun.
And the expert game constantly provides new challenges through various additional tasks.

GAME CONTENTS

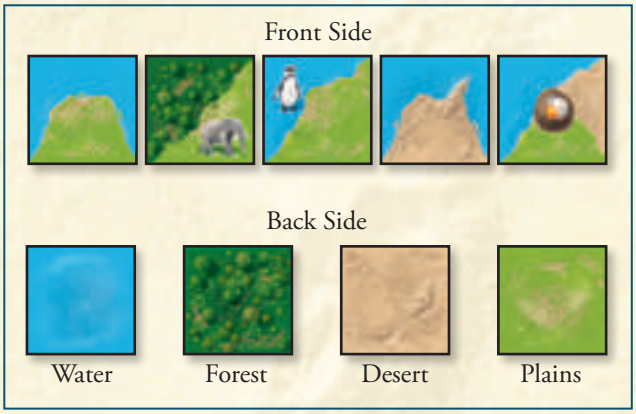
4 World Boards (two-sided)



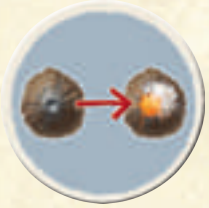
Water Side

Back Side

136 Landscape Tiles (two-sided)



1 Volcano Chip



4 Bonus Chips



5 Scoring Modifiers



12 Additional Tasks



1 Block
with Score Sheets



1 Timer



Note: In order to set the timer, always turn it one complete turn, then turn it back to the desired number of minutes!

3 GAME LEVELS

You can play Mondo on three different levels. First, we will describe the game for **beginners**. Then the **advanced** rules follow, and finally there is the sophisticated version for **experts**.

BEGINNER GAME | ADVANCED GAME | EXPERT GAME

At the end of these instructions, you will find bonus rules for **Solo Play**.

BEGINNER GAME

GAME SET-UP

Place all **landscape tiles unsorted** as a loose pile with either side up in the middle, easily reachable by all players. Sort the round **bonus chips** corresponding to the number of players by their value and stack them as follows on each other:

2 Players	3 Players	4 Players
4 2	4 3 2	4 3 2 1

Place the stack so that it's easily reachable by all players.

Each player receives **1 World Board** and places it with the **Water Side** up in front of him. In addition, each player takes **1 Score Sheet** and **1 Pen** (not included).

Place the **Volcano Chip** and the **Timer** aside, close at hand. You do not need the **Scoring Modifiers** and **Additional Tasks** in the beginner game. Simply place them back in the box.

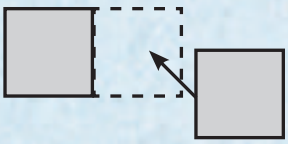
Tip: *4 spaces of your World Board are slightly highlighted. This is only significant for solo play.*

GAME PLAY

A game runs for **3 turns**. At the beginning of each turn, set the timer for **7 minutes**. Place the timer so that all players can see the time remaining. One player **counts down** "3…2…1…go!" During this countdown, all players scramble the **landscape tiles** (hereafter just **tiles**). At "go!" all the players cease shuffling the tiles, and the turn begins.

PLACING TILES

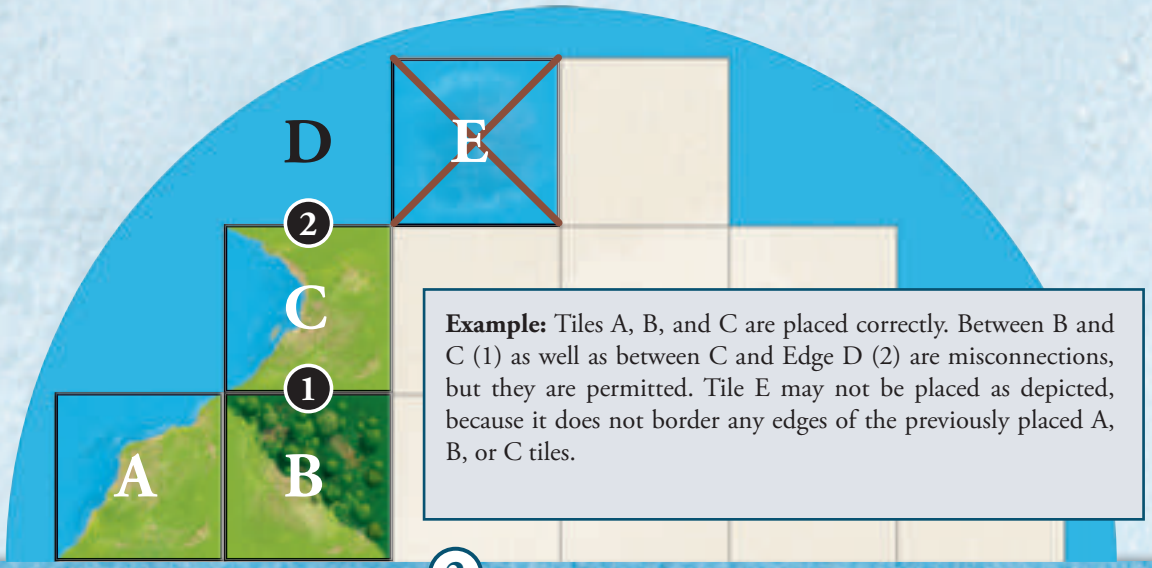
Now, you all look **simultaneously** for the tiles you want to place on your board. The first tile can be placed on **any** space of your choice. Every subsequent tile must **border at least one edge** of one or more previously laid tiles.



The **orientation** of the tiles may be **chosen** freely. (That is, the animals may therefore be facing sideways or upside down.) You **should** arrange the tiles so that as much as possible the landscapes on the edges of neighboring tiles or the edge of the board **match**: plains to plains, water to water, etc. Nevertheless, it is **allowed** to place tiles so that one or more edges do **not** match! Every two neighboring edges which do not agree, count as **1 misconnection**. Also, each edge that doesn't match the edge of the board counts as **1 misconnection**.

FURTHER PLACEMENT RULES

- Each player may use **only one hand** for looking for and placing tiles.
- You may shift the tiles in the middle of the table, but may not dig in them.
- **Turning around** tiles is permitted, because the front and back sides are always different. You may choose freely which side to place on your board.
- You may have **no more than 1 tile** in your hand at any time.
- You may place the tile in your hand either on your **board** or back in the **middle**.
- You may **not remove, rotate, or move** a tile you have placed on your board.
- You may only place tiles on **open spaces**, not on top of one another.



Example: Tiles A, B, and C are placed correctly. Between B and C (1) as well as between C and Edge D (2) are misconnections, but they are permitted. Tile E may not be placed as depicted, because it does not border any edges of the previously placed A, B, or C tiles.

JUMPING OUT

You can **jump out** of the current turn at any time, as long as the timer hasn't run out. It is permitted to do so even if you have **empty spaces** on your board. In order to jump out, simply take the topmost **bonus chip** and place it in front of you. Thereafter you may not intervene in the game play!

END OF THE TURN

A turn ends as soon as **all** players have **jumped out** or the **timer runs out**. If the timer has run out, you must end all actions. You may not take anything more (including a bonus chip) nor place anything more. If you have a tile in your hand when the timer runs out, place it back in the middle of the table. If you have a bonus chip in your hand, you may keep it and place it in front of you.
Now, you take **score**.

SCORING

See how many **points** each player has accumulated. Simply go down the **score sheet** and enter the points in the appropriate places. In the first turn, use Column A, in the subsequent turns, Columns B and C.



Every **animal** always counts as **1 plus point**.



Every **enclosed** and **mistake-free landscape** counts for **2 plus points**. **Exception: Water** landscapes score **no** points. (Tip: It's easiest to count all the landscapes of a given kind at the same time, e.g., all deserts, then the next kind, etc.)



For a **bonus chip**, you receive **plus points** equal to the number appearing on it.



Skip the **scoring modifiers** in the beginner game. (See *Advanced Game.*)



Skip the **additional tasks** in the beginner game. (See *Expert Game.*)



The player with the **most active volcanos** receives **1 minus point** for each of his active volcanos. If players are tied for the most, they each receive the appropriate minus points. **Inactive volcanos** are **not taken into account** on the first turn (see *Next Turn*).



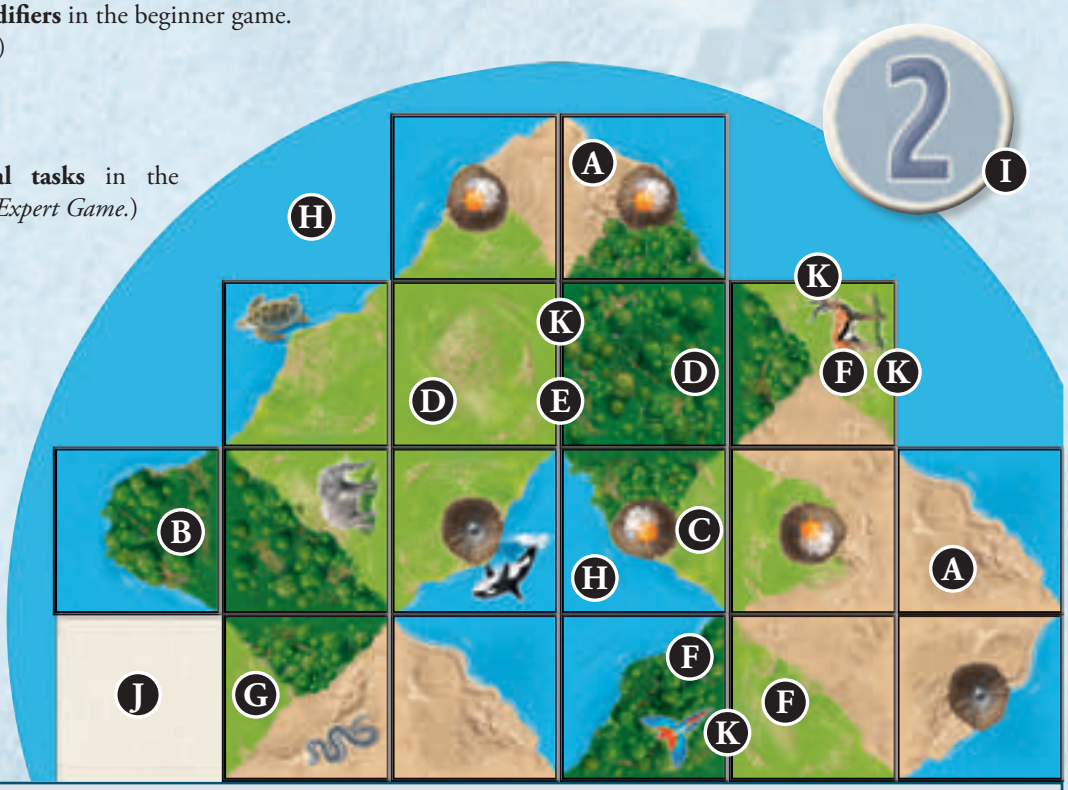
active



inactive



For each **empty space** you receive **1 minus point**. For every **misconnection** you receive **1 minus point**. Empty spaces do not cause **misconnections**, and therefore count for no more than 1 minus point.



Example: Marianne has 6 animals and therefore receives 6 plus points. Her board has 4 completely enclosed, mistake-free landscapes: 2 deserts (A), 1 forest (B), and 1 plains (C), for which she receives 8 additional plus points. The two (D) landscapes are enclosed, but not mistake-free (E). Also, the (F) landscapes contain mistakes. The plains (G) is not enclosed. Water landscapes (H) bring no points as a rule. For the bonus chip (I), Marianne receives 2 plus points.

Volcano scoring: Marianne has 4 active volcanos. (She may ignore the two inactive volcanos in the first turn.) Her fellow player Ginger has 5 active volcanos on her board (not shown). Ginger receives 5 minus points, Marianne none.

Marianne receives 1 minus point for the empty space (J) as well as 4 more minus points for the 4 misconnections (K).

NEXT TURN

The player who received **the most points** in the turn that was just scored gets the **volcano chip**. If there is a tie for most points, the volcano chip counts for all of them. In the **next** turn, this player (or players) have their **inactive** volcanos scored as if they were **active** volcanos!

In the previous **example**, if Marianne had the volcano chip, she would have had 6 volcanos counted, 4 active and 2 inactive. Then she would have had more volcanos than Ginger and would have received 6 minus points.



Place all the tiles and bonus chips back in the middle as at the beginning of the game. Set the timer back to 7 minutes, and start the next turn as before.

ENDING THE GAME

After 3 turns, add up the points in Columns A, B, and C. The player with the **most points** wins the game. In the case of a **tie**, there are multiple winners.



ADVANCED GAME

The rules of the **beginner game** apply with the following **additions**:

GAME SET-UP

Shuffle the **5 scoring modifiers** and place them **face down** as a deck off to the side. Turn over the **topmost** scoring modifier and place it **face up**.

GAME PLAY

Set the timer to **6 minutes** at the beginning of every turn.

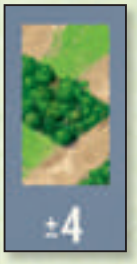
SCORING

The **scoring modifier** applies to **all** players: If one player is the **best** at fulfilling the scoring modifier, he receives **4 plus points**. If more than one player is the best, they each receive 4 plus points. If one player is the **worst** compared to the rest, he receives **4 minus points**. If multiple players are the worst, each of them receive 4 minus points. If all the players have an identical score relative to the modifier, no points are awarded.

NEXT TURN

Place the current scoring modifier back in the box and turn over a new one.

EXPLANATION OF THE SCORING MODIFIERS



Most Landscapes

The player with the most landscapes receives 4 plus points. The player with the fewest landscapes receives 4 minus points. Only enclosed and mistake-free landscapes count towards this total. Water landscapes do not count.



Most Lakes

The player with the most lakes receives 4 plus points. The player with the fewest lakes receives 4 minus points. A lake is an enclosed and mistake-free water landscape completely surrounded by land.



Most Aquatic Animals

The player with the most aquatic animals receives 4 plus points. The player with the fewest aquatic animals receives 4 minus points.



Largest Lake

All players calculate the size of their largest enclosed and mistake-free lake (water landcape) that is completely surrounded by land. It is not calculated by the size of the surface but rather the number of tiles of which the lake is composed. The player with the greatest number of tiles receives 4 plus points, the player with the smallest number (including 0) receives 4 minus points.



Largest Forest

All players calculate the size of their largest enclosed and mistake-free forest. It is not calculated by the size of the surface but rather the number of tiles of which the forest is composed. The player with the greatest number of tiles receives 4 plus points, the player with the smallest number (including 0) receives 4 minus points.

EXPERT GAME

The rules of the **beginner game** and the **advanced game** apply with the following **additions**:

GAME SET-UP

Shuffle the **12 additional tasks** and place them **face down** off to the side. Turn over **twice as many** additional tasks as there are **players**, and place them **face up** within easy reach of all players. Example: In a three-player game, turn over 6 additional tasks.

GAME PLAY

At the beginning of each turn, set the **timer** to **5 minutes**.

During the turn, you may take **up to 2 additional tasks** and place them in front of you. You keep these until the end of the turn; you may not give them up, and no one may take them away from you.

You may take additional tasks even if you have not yet fulfilled them. But you may only first take an additional task if you have **at least 3 tiles** placed on your board. It is **not mandatory** to take additional tasks. You may refrain from doing so. As soon as you have **jumped out**, you may no longer take any additional tasks.

SCORING

An additional task counts only for the player who has taken it and placed it in front of himself. If the player has **fulfilled** the task, he receives as many **plus points** as are given on it. If he has **not fulfilled** the task, he receives the corresponding amount of **minus points**.

NEXT TURN

Shuffle **all** 12 additional tasks anew and turn over twice as many tasks are there are players.

EXPLANATION OF THE ADDITIONAL TASKS



Buffalos

At least **3 buffalos** in **the same** plains landscape (enclosed and mistake-free).



Elephants

At least **3 elephants** in **the same** plains landscape (enclosed and mistake-free).



Pandas

At least **3 pandas** in **the same** forest landscape (enclosed and mistake-free).



Parrots

At least **3 parrots** in **the same** forest landscape (enclosed and mistake-free).



Snakes

At least **3 snakes** in **the same** desert landscape (enclosed and mistake-free).



Scorpions

At least **3 scorpions** in **the same** desert landscape (enclosed and mistake-free).



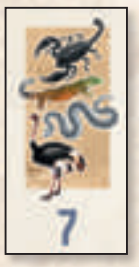
Plains Animals

All **4 different plains animals** at least once in **the same** landscape (enclosed and mistake-free).



Forest Animals

All **4 different forest animals** at least once in **the same** landscape (enclosed and mistake-free).



Desert Animals

All **4 different desert animals** at least once in **the same** landscape (enclosed and mistake-free).



Perfection

A completely **mistake-free** board within the time alloted, no empty spaces, and all edges match.



On-Time

Completely **covered** board within the time alloted, no empty spaces, misconnections are allowed.



First

First one to jump out (taking the 4-point bonus chip).

SOLO PLAY

Do you want to play *Mondo*, but there's no one to play with at the moment? Then just play **alone**! The rules of the **beginner game** apply with the following **changes**:

Game Set-Up

The **bonus chips** and the **score sheet** are not needed; put them in the box. The **volcano chip** counts in solo play; place it next to your board.

Now take **4 tiles at random** and **place them at random** on the 4 spaces of the board that are colored slightly differently from the other spaces. Use the **side** of the tiles that shows at least two different landscape types. In case you draw a tile **with volcanos** (active or inactive), **replace** them with other tiles until you have 4 tiles **without volcanos** on your board.

Scramble the remaining tiles well; they should **not be pre-sorted**. Then pick a **degree of difficulty** and set the **timer** correspondingly:

Easy	10 Minutes
Moderate	6 Minutes
Hard	5 Minutes

Place Tiles

All placement rules apply in the solo game! You can choose freely next to which of the four starting tiles you place your first tile, and also for every successive tile, you may decide anew next to which tile you place them.

Scoring

In the solo game, it is not about collecting plus points, but as **few minus points as possible**. You receive **no plus points**, neither for animals nor for landscapes. But **all minus points** count as usual for empty spaces, misconnections, or volcanos, in which every volcano automatically counts as **1 minus point**, active or inactive. You win the game when you **do not exceed** the following numbers of minus points:

Easy	3 Minus Points
Moderate	2 Minus Points
Hard	1 Minus Points

The solo game only lasts one turn. (But you can of course play as many games as you like.)

VARIANTS

Handicap

If particularly experienced players are at the table, you can ask them to take on this handicap to equalize play. You play without the volcano chip; instead, every handicapped player receives 1 minus point for every active volcano. The players without a handicap receive no minus points for volcanos. Inactive volcanos bring no minus points. You can increase the handicap further by making the inactive volcanos also carry 1 minus point each.

Back Side of the World Board

The back side of the world board offers you a further opportunity for variation. You can play any level of difficulty, including the solo game, with it. Landscapes which include the edge of the board count as enclosed on that edge. (As usual, water landscapes do not count. They also do not count as a lake if they include the water edge.)

Hidden Time

Place the timer so that no one can see the time remaining.

Shorter Time

If you've got some practice, simply shorten the time to, e.g., 4 minutes.

Children

If children younger than the recommended age are playing, use the beginner game with a longer time and simplify the scoring.

You can find further variants on the Internet at www.pegasus.de/mondo or on the author's website, www.michaelschacht.net.

TIPS

- Before the game, look over the different tiles at your leisure. They depict 1, 2, or 3 landscapes in different combinations, but they do **not** contain all possible combinations! There is no tile with 4 landscapes.
- For each landscape type there are 4 different animals, which appear 4 times each.
- If you get stuck, try advancing from another direction. The tile you're looking for may have been used by another player.
- Sometimes it makes sense to place tiles with misconnections, when the points gained outweigh the penalty.
- When the timer is running out, it's sometimes better to leave one or the other space empty and get a higher bonus chip.
- In the advanced or expert game, don't concentrate too much on the scoring modifiers and additional tasks, otherwise you may lose focus on the bigger picture.

CREDITS

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