World Monuments

A game by Piero Cioni for 2-4 players, ages 8 and up,
that plays in 45 minutes

Object of the Game

Each player assumes the role of a master builder. During the first phase of each game round, the players collect tokens and gems in the quarry.

During the second phase, the players add their collected tokens to the monument and are awarded points for their work. At the end of the game, the master builder who has scored the most points wins.

Game Components and Set-up

- 4 Monument game boards



- 82 Tokens



72 Construction tokens (purple, red, natural, orange)



9 Gems (blue), 1 Start Player Token (black)

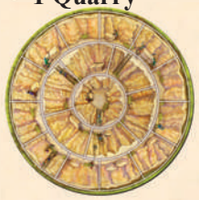
- 4 Screens – 1 per player



- 4 Scoring markers – 1 per player



- 1 Quarry



- 1 Worker token



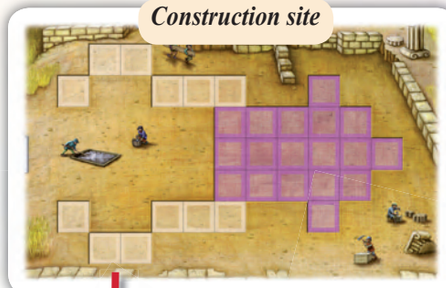
- 1 Cotton bag
- 1 Rules booklet

Scoring track

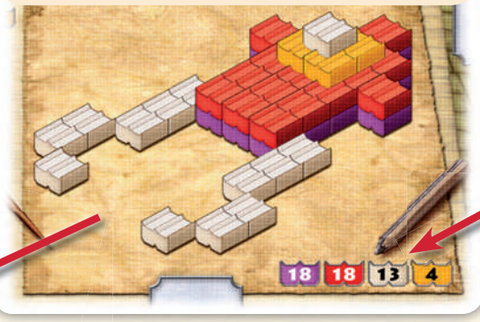


Start space: field 10

Construction site



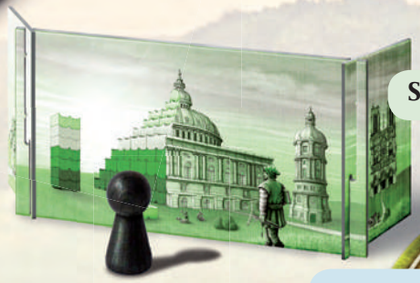
Construction plan: This shows the layout in which the tokens have to be placed.



Total number of tokens that are required to complete the monument.



Monument



Screen



Outer Ring

Middle Ring

Center Space

Quarry

Material overview: Here you can see the number of tokens for each of the 3 rounds.





Cotton bag

Construction tokens

23x



15x



23x



11x



They are needed to build the monument.

Gems

9x



They give extra points at the end of the game and will not be built.

Start player token

1x



1. The players agree on **one monument** and place that map in the center of the playing area. Return the other monuments to the box as they are not used in the game.
2. Place the **quarry** next to the chosen monument's map.
3. Sort the **tokens** by color and keep them ready for use as a general supply. Place the **cotton bag** next to it.
4. **Each player** gets a **screen** of one color and takes the **scoring marker** of that color. Each player assembles their screen and places it in front of them. All players place their scoring marker on the start space (10) of the scoring track.

Gameplay

Before starting the first game round, players determine a starting player. This player takes the **worker token** and places it **in front of their screen.**

The players take their turns in clockwise direction. **The game is played over 3 game rounds.** Each round consists of **2 Phases:**

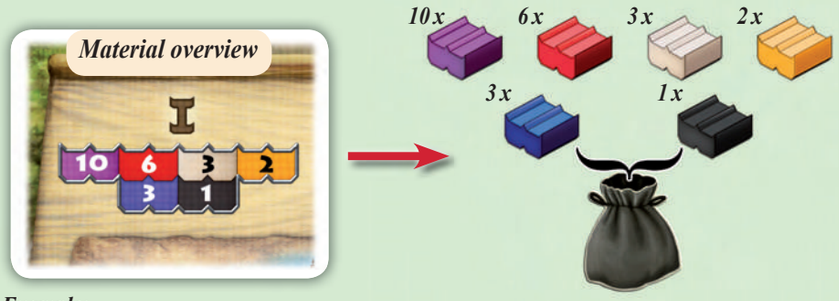
1st Phase: Quarry | **2nd Phase: Construct the monument**

1st Phase: Quarry A) Allocate the tokens to the quarry • B) Collect tokens

A) Allocate the tokens to the quarry

The **material overview** shows the **type and count of the tokens** needed for each game round.

Collect all of these tokens from the general supply, place them **in the bag,** then mix them well.

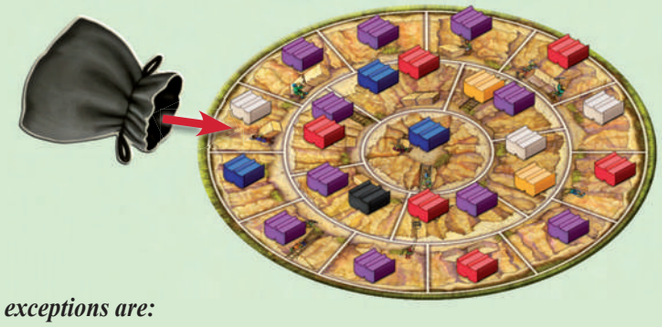


Example:

It is the first game round. Ulrich puts 10 purple, 6 red, 3 natural, 2 orange, 3 blue and 1 black token into the bag.

The start player draws **one token after another** from the bag and places them **on the quarry** as follows:

- **Outer ring:** Place **1 token** in each space.
- **Middle ring:** Place **2 tokens** in each space. *(see exceptions below)*
- **Center space:** Place **all remaining tokens**, if any, in this space.



The exceptions are:

Taj Mahal: *During all three rounds, place only 1 token in a single space in the middle ring!*

Capitol: *During the third round only, place only 1 token in any two spaces in the middle ring!*

B) Collect tokens

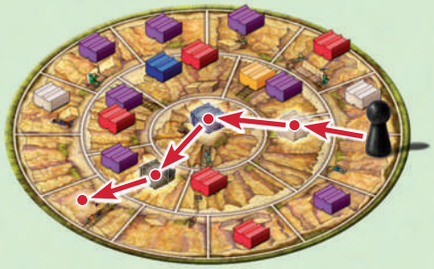
Beginning with the starting player and continuing clockwise, the players **move the worker token over the quarry** and **collect tokens** until no tokens remain in the quarry.

The following rules apply for collecting tokens from the quarry:

- The **starting player** places the worker token **on any space** of their choice of the **outer ring** and takes that token. The **next player** must move the worker token **two spaces**, the **third player** must move it **three spaces**, **then each subsequent player** must move the worker token **four spaces**.
- The active player **must take one token from each space visited**, if possible, and place it behind their screen. If the space has more than one token, the player chooses which one to take.
- The worker token may be **moved** to **any directly adjacent space**, but enter **each space only once** during a player's turn.
- The worker token must **end its movement** on a space in the **outer ring**.
- **Each player must collect at least one token** during their turn.



Example: Ulrich is third in player order and has to move the worker token 3 spaces. He collects two tokens (purple/orange) from the middle ring as well as one token (red) from the outer ring.



Example: Aline is fourth in player order and is the first one to move the worker token 4 spaces. First she collects the natural token and then the blue token from the center space. Since she wants to collect the black token, she must end her turn on an empty space.

Tip: *Try to collect different tokens while moving through the quarry to be more flexible when building the monument.*

End of the 1st Phase

Once all tokens from the quarry have been collected, the **1st Phase: Quarry** is finished.

The player who has the **black token** behind their screen immediately **receives the worker token**.

The player **returns the black token to the general supply** and immediately **scores two points**, advancing their scoring marker two spaces on the scoring track. **Then, the player places the worker token in front of their screen.**



2ND PHASE: CONSTRUCT THE MONUMENT A) Build tokens • B) Pass

Now the players construct the monument together.

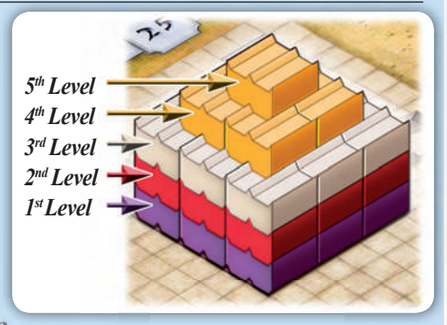
The player who has the **worker token in front of their screen** is the starting player and **begins** to construct the monument.

A) Build tokens

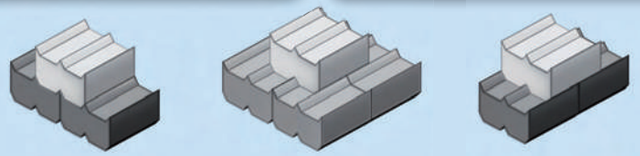
Beginning with the starting player and continuing clockwise, each player **must add exactly one construction token** to the monument.

The construction plan of the monument shows exactly **which tokens** of a specific **color** must be placed on **which level.** The tokens placed directly on the map represent the first level. The tokens placed on top of the first level represent the second level, etc.





!! Important: At higher levels, the **tokens** are sometimes **placed offset.** All the tokens of the lower level that would support an offset token must be placed first before the offset token can be built.

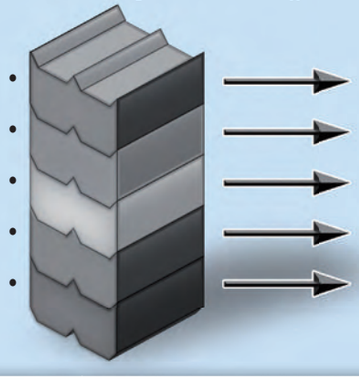


Example: Shows the different ways in which tokens can be placed offset.

After adding a construction token, that player scores points immediately and advances their scoring marker on the scoring track accordingly.
The number of points the player scores depends on the level on which the token was placed.

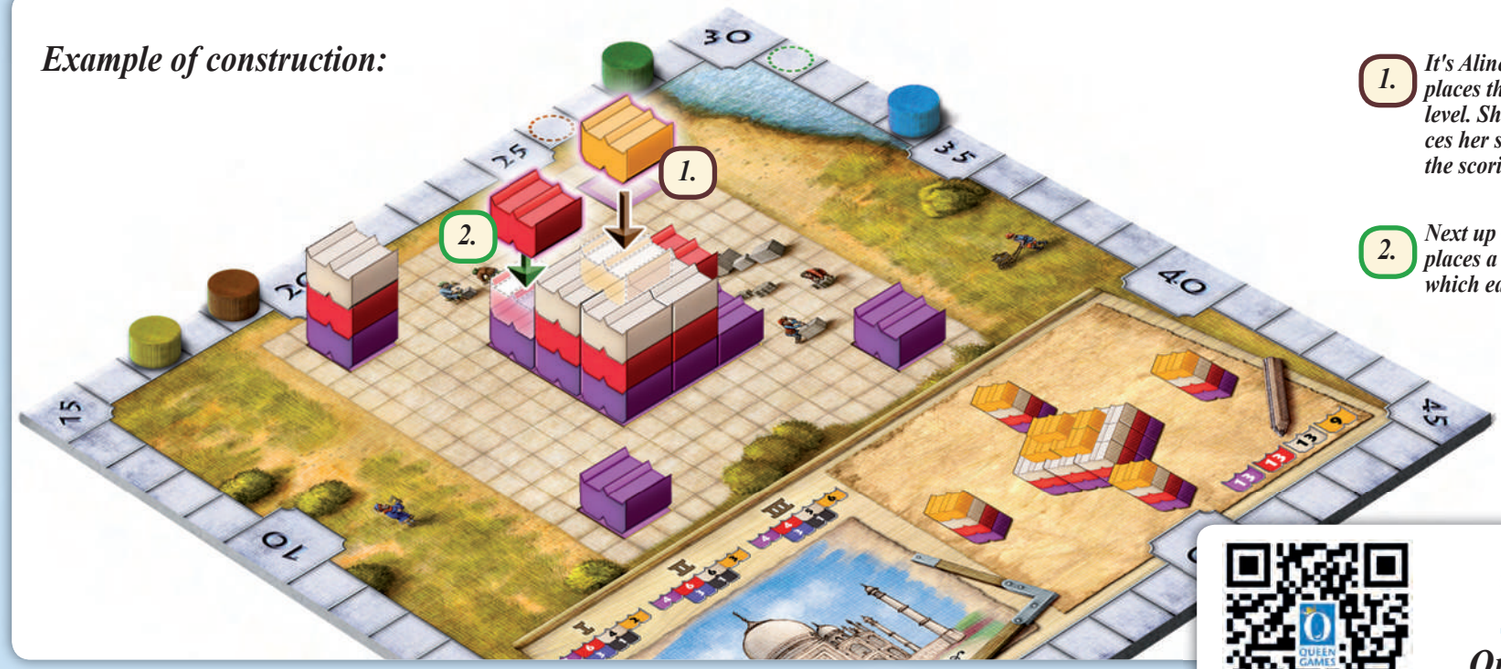
Once a player has scored more than 60 points, they start on space 1 again. At the end of the game, the player adds 60 points to their score.

After scoring, the next player takes their turn.



- **Token placed on 5th level: 9 points**
- **Token placed on 4th level: 7 points**
- **Token placed on 3rd level: 5 points**
- **Token placed on 2nd level: 3 points**
- **Token placed on 1st level: 1 point**

Example of construction:



1. *It's Aline's (brown) turn and she places the orange token on the 4th level. She gets 7 points and advances her scoring marker 7 spaces on the scoring track.*

2. *Next up is Ulrich (green) and he places a red token on the 2nd level which earns him 3 points.*

QUEEN ....DIGITALS
Queen Games Apps
Alhambra

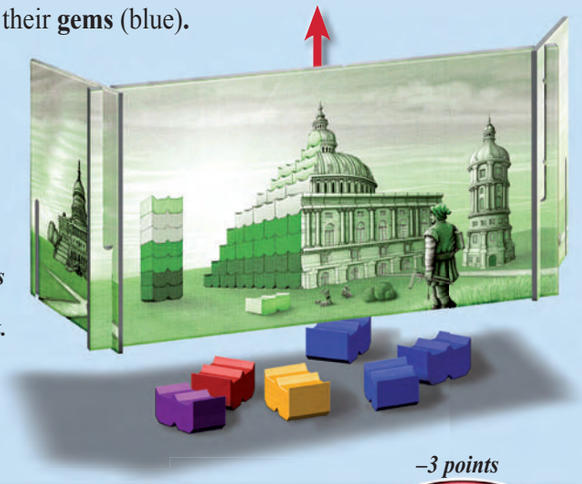
QUEEN ....DIGITALS
Queen Games Apps
Kingdom Builder

B) Pass

When a player has no more construction tokens or cannot build because they lack tokens of the appropriate color(s), then **they must pass.**

If a player has passed and still has construction tokens behind their screen, they **lose 1 point for each token.** The player lifts their screen, counts their remaining construction tokens, then moves their scoring marker on the scoring track backwards that many spaces.

They lose no points for their **gems** (blue)**.**



Example: Ulrich (green) passes and lifts up his screen.

He has 3 construction tokens (purple, red, orange) left. He loses one point for each of those and has to move his scoring marker 3 spaces back on the scoring track. He does not lose points for the 3 gem (blue) tokens.



A player who has passed is not allowed to place any construction tokens during the remainder of this construction phase.

Their construction and gem tokens remain behind their screen, and they can place these tokens in the following game round(s).

***Tip:** To avoid losing many points, try to collect tokens from different monument levels to be able to place a token more often.*

End of the 2nd Phase = End of the round

After all players have passed, the ■ **2nd Phase: Construct the monument** has ended.

All players **keep their unused tokens and gems** behind their screen for the next round.

The player with the worker token in front of their screen becomes the **starting player** for the **next game round.**

The game ends after the third game round. If the monument is finished earlier, the game ends immediately, and players do **not lose points** for construction tokens that remain behind their screens.



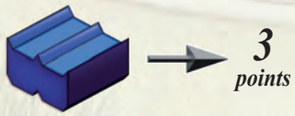
End of the Game

Once the construction of the **monument is complete or after the 3rd round** has ended, **the game ends.**

***Note:** It may happen very rarely that the construction of a monument cannot be completed at the end of the game. In these cases, the game ends nevertheless.*

Now, a final scoring for the blue gems takes place:

All players lift up their screens and show their blue gems. Each gem is worth 3 points. All players advance their scoring marker on the scoring track accordingly.



***Note:** For construction stones still behind the screen, players do not get any points.*

The player with most points is the winner of the game.
In case of a tie for the most points, the tied players share the victory.

© Copyright 2016 Queen Games, D-53842 Troisdorf, Germany. All rights reserved