MONASTERY

The Rules of the Game

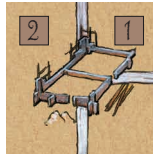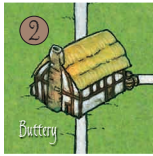Monastery is a game for two to four players, in which each player helps build a medieval monastery. Players place tiles, and move monks to construct those tiles, thus scoring points. Further points are scored by praying and for working in the monastery. Players use their points to collect letters, thereby completing a phrase ~ part of the Lord's Prayer ~ as testament to the worth of their labours.
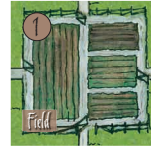
Components

The tiles

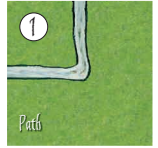The monastery is built using a set of fifty-three tiles.
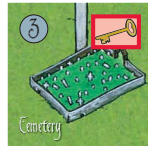
Tiles are either constructed or unconstructed.

In addition, a tile can be either *fully-occupied* or not.

A constructed tile that is fully-occupied will have a number of monks on it equal to the tile's circled value.

An unconstructed tile that is fully-occupied will have a monk in every numbered box.
 e.g. The Chapel has a circled value of 3, so it is fully-occupied if three monks are present.

A grey study tile worth 2 points and having 4 gateways

A brown toil tile worth 1 point and having 4 gateways

A path tile worth 1 point and having 2 pathways

This tile is called a Secret Way tile

This tile is called an icon tile

This tile is called a feature tile

The Abbey

The Abbey is a large sized tile that functions in most ways as any other tile. Three tiles may be placed along each of its longer edges, and two tiles along each of its shorter edges.

The letter grid

This grid shows words from the Lord's Prayer. The words are divided into four colour-coded phrases:

LIBERA NOS

QUAESUMUS

AB OMNIBUS

MALIS AMEN

"Deliver us, we beseech you, from all evil.   Amen."

A grey study tile worth 5 points and having 4 pathways

A brown toil tile worth 2 points and having 2 pathways

**A dual purpose tile worth 4 points and having 3 pathways**

Other components include:

- Four sets of five coloured monks

- Four colour-coded screens, each incorporating a letter strip showing the appropriate phrase. Letters are placed on these strips during *Scoring*.

- The Monastic hours dial which is used to record the time of day.

- Twenty blessing tokens

- A bag to hold the tiles during the game.

Setting up

1. Place the Abbey in the centre of the table.

2. Each player draws a monk to determine which colour they will play, and then sits in the following clockwise order: red - blue - green - yellow.

3. Each player:

- takes the screen showing their colour

- takes their set of monks

- places one monk in the Abbey

- places a monk on each of the four cross symbols on the letter grid

- takes the appropriate Secret Way tile and places it behind their screen

Red player
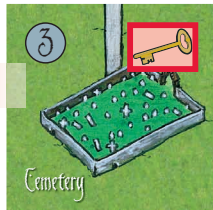
Blue player

Green player
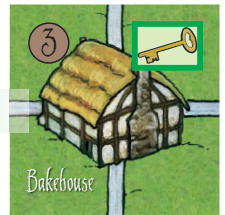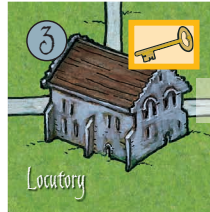
Yellow player

When playing with fewer than four players, any unused Secret Way tiles are removed from the game.

4. Arrange the letters on their spaces on the letter grid.

All letters are placed showing the large-size letter.

Do not place letters on any phrase that is not being used in the game.
e.g. If blue and green are the only players, no letters are placed on the red and yellow phrases. These letters are left out of the game.

5. During the first service round of the game, the player whose phrase is closest to the top of the letter grid will be the first Abbot.
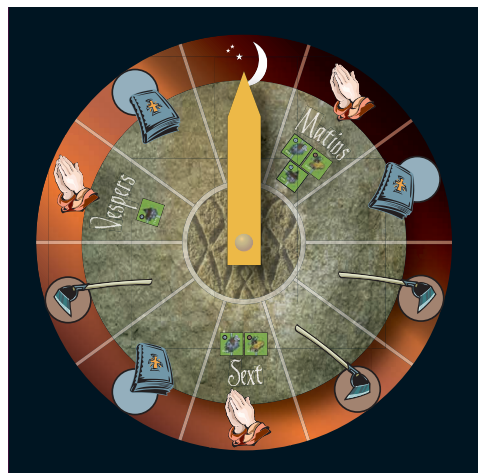
The Sequence of play

The Dial is used to show which round is in progress. It is kept in front of the Abbot who is responsible for moving the hour marker one space clockwise at the end of each round.

The Abbot is the first player in every round, with play passing to his left.

Study and toil rounds

Study and toil rounds are each made up of *Placement and movement* and *Scoring*.

Placement and movement
The first player may place one new tile (from those behind his screen) and move his monks. In turn, each of the other players does the same, until all players have finished their *Placement and movement*.

Scoring
The first player uses his monks to score points, then collects letters and monks and receives blessings. In turn, each of the other players does the same, until all players have finished their *Scoring*.

● During *Scoring* a monk may make use of icon effects.

● During *Scoring*, all unconstructed tiles that are fully-occupied are flipped over to their constructed side.

Service rounds

During service rounds, praying monks are returned to the Abbey and stood up, the next Abbot is elected and players draw new tiles.

The night round

During the night round, all monks are returned to the Abbey.

Tile placement

During *Placement and movement* a player may place one new tile. He takes the tile from behind his screen and adds it to the monastery. The new tile may be placed at any point in the player's *Placement and movement*, i.e. before, during or after movement. It may be placed in any orientation (in other words, the lettering can run in any direction).

1. The new tile must be placed unconstructed side up (with the numbered boxes showing).

2. The new tile must be placed so that at least one edge is adjacent to a constructed tile, or to an unconstructed tile that is fully-occupied.

● 'Adjacent' is defined as *touching edge to edge*. Tiles that are touching corner to corner (diagonally) are therefore not adjacent.

3. The new tile must connect to at least one other tile by either a pathway or a gateway.

Restrictions

1. A tile may never be placed so as to create a 'dead end' (where a pathway connects to the 'empty' edge of a tile).
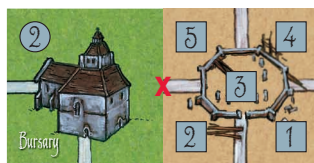
2. Field and Garden tiles have gateways. A gateway is a type of 'optional' pathway. It can be positioned so that it connects to a pathway or a gateway, or so that it connects to the 'empty' edge of a tile.
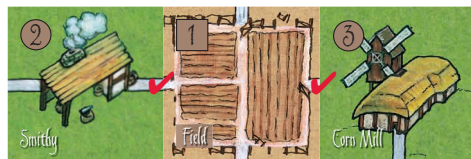
3. A grey study tile and a brown toil tile (designated by the colour of the numbered boxes or circle) may never be placed adjacent to each other. Such tiles may be placed corner to corner.

- The Abbey functions as a grey study tile. No brown toil tile may be placed adjacent to the Abbey.

- Path tiles and feature tiles are neither brown nor grey, so can be placed adjacent to both grey and brown tiles. Conversely, grey and brown tiles may be placed adjacent to Path and feature tiles.

4. There is a limit to how many Path, Field and Garden tiles may be placed in any one group.

> For Path tiles the limit is FOUR tiles.
> For Field tiles the limit is FOUR tiles.
> For Garden tiles the limit is TWO tiles

- These limits include both constructed and unconstructed tiles.

To be considered a group, each tile must be adjacent to at least one other tile of the same type. In addition, Path tiles must connect to each other (so that a monk could move from tile to tile). Conversely, Path tiles that are adjacent but not connected are not considered part of the same group.

A   B   C
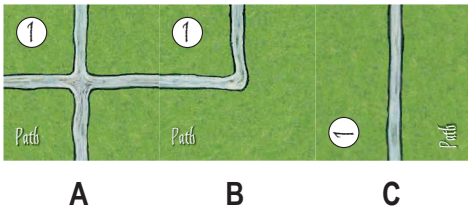
Tile C is not considered part of the group containing tiles A and B.

Field, Path and Garden tiles that are placed to form part of a group generate extra points during *Scoring*.

5. Players may never examine the face-down side of any tile placed in the monastery.

Exchanging

Instead of placing a tile, a player may *exchange* a tile. To do this, the player draws a tile from the bag and exchanges it for a tile from behind his screen. Alternatively, he may simply put the newly-drawn tile back in the bag.
Exchanging will result in a player having an extra tile.

- There is a penalty for each unplaced tile at the end of the game.

Monk movement

At any moment a player will have a number of monks in the monastery. Each monk can be either standing or praying (tilted forward).

A player has a movement allowance equal to twice the number of standing monks belonging to him in the monastery.
e.g. If a player has four standing monks, then he has a movement allowance of 8 movement points.

Monks who are praying do not count towards this movement allowance.
e.g. A player has three standing monks and two praying monks. His total movement allowance is 6 movement points.

A player may share his movement allowance between his standing monks as he sees fit.
e.g. The red player has 8 movement points available. He might move one of his monks 5 movement points and another 3 movement points. The other two monks would not be able to move.

- Praying monks may never be moved.

Monks move from tile to tile. They must move either along a connecting pathway, or through a gateway that connects to a pathway or a gateway. To move from one tile to another costs 1 movement point.

- The Abbey counts as one tile for movement purposes.

Tile Occupation

A monk may not end its movement on a tile that is already fully-occupied.

- The Abbey can accommodate any number of monks.

During movement a monk may move onto and then off:

- any constructed tile

- any unconstructed tile that is fully-occupied.

If a monk moves onto an unconstructed tile that is not fully-occupied, then that monk must be placed in one of the empty numbered boxes; the monk may not move further in that *Placement and movement*.

A monk that begins *Placement and movement* on an unconstructed tile may only leave if that tile is not fully-occupied. A monk may never leave a fully-occupied unconstructed tile.

- A monk that begins *Placement and movement* on an unconstructed tile may move to an empty box on that tile (at a cost of 0 movement points).

Encouragement

At the end of his *Placement and movement*, a player may place any number of blessings on one or more unconstructed tiles. The next player to move a monk onto such a tile receives those blessings.

Scoring

During *Scoring* a player first scores points, then uses them to collect letters and monks from the letter grid.

A player uses his monks to score points in one of three ways: by constructing, by praying or by working. Each monk may be used to score points in one way only per *Scoring*.

Constructing

If an unconstructed tile is fully-occupied, then a player scores points equal to the box numbers occupied by each of his monks.

e.g. The Kitchen is fully-occupied. The red player has monks in the 3-box and the 1-box, and scores 4 points. The 2-box is occupied by a monk belonging to the green player, who will score 2 points in his own Scoring.

An unconstructed tile that is fully-occupied flips to its constructed side during *Scoring*. However, the tile is only flipped when every monk on that tile has scored points.
e.g. The red player has two monks on the Workshop; that tile is now fully-occupied. The red player scores a total of 3 points and flips the tile over.

In the Kitchen example above, the red player would score points for his monks during his Scoring; however, the tile would not be flipped until the green player had scored points for his monk.

When flipping a tile: remove all monks, turn the tile over (making sure its orientation remains unchanged) and replace the monks on the constructed side.

- A monk that has helped construct a tile may do nothing else during that *Scoring*, whether it be praying, working or using the icon effect of a tile.

Fields, Paths and Gardens

When a monk constructs a Field, Path or Garden tile the player scores one point for a Field or Path tile, and two points for a Garden tile.

In addition, if such a tile is part of a group, then points are scored for all other tiles in the same group.

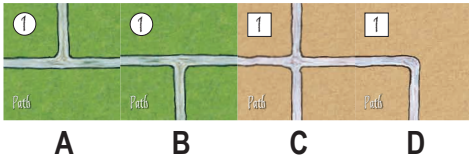

A   **B**   **C**

A monk constructs Field C, and the player scores 3 points.

- The maximum number of points that can be scored in this way is four (using four Field tiles, or four Path tiles, or two Garden tiles).

● Unconstructed tiles are not included when scoring.

A　　**B**　　**C**　　**D**

Paths A and B have been constructed, Paths C and D are unconstructed.

A monk constructs Path D; the player scores just 1 point. Later Path C is constructed and scores 4 points for that player.

Prayer

A player may set one monk praying during each *Scoring*. Such a monk must be the only occupant of that tile, and is immediately tilted forward; the player then scores points equal to the circled value of that tile.

● A monk cannot pray on an unconstructed tile, nor on a tile that has just been constructed.

● A praying monk may not be stood up until the next service round. Until then, the monk may not move, nor score further points for praying or working, nor use the icon effect of the tile.

● A monk may use the icon effect of a tile before being set praying.

● Other monks may move onto a tile where a monk is praying, but cannot work there, nor use the icon effect.

Work

If not constructing or praying, a monk can score 1 point for working, simply by occupying an appropriate tile.

During a study round, any constructed grey study tile occupied by a standing monk will score 1 point.

● Occupation of the Abbey will score 1 point.

During a toil round, any constructed brown toil tile occupied by a standing monk will score 1 point.

Work points are scored *per tile*. If a player has more than one monk on a particular tile, that player will still only score 1 point.

● A monk may not work on a tile where there is a praying monk.

● A monk may use the icon effect of a tile as well as working there.

Collecting letters and monks and receiving blessings

After totalling his points, a player uses them to collect letters and monks and to receive blessings.

The cost of letters and monks are shown along the top edge of the letter grid. A player may use his points to collect any combination of letters and monks. *e.g. The red player has 7 points to spend. He chooses a 3-point monk and two 2-point letters.*

Letters and monks can be collected from anywhere on the grid, not just from the player's own phrase.

● A player may choose to collect a monk belonging to another player and place it in the Abbey (a useful tactical ploy sometimes). The monk still belongs to the other player.

If a player has any unspent points, he will receive a number of blessings instead.

Number of unspent points	Number of blessings received
1 to 4 points	One blessing
5 to 9 points	Two blessings
10 to 14 points	Three blessings
15 points or more	Four blessings

Blessings are kept behind the screen. They are worth 1 point each and can be spent in a subsequent *Scoring* when collecting letters or monks from the grid.

Unspent blessings are used to determine the winner at the end of the game.

- If a player needs to receive a blessing and there are no blessings left, then every player immediately returns one blessing to the pool; the player then receives his blessing. A player does not return a blessing if he does not have one.

Placing monks and letters

New monks collected by a player are immediately placed in the Abbey.
New letters collected by a player are placed in an empty space on any letter strip.

If a player places a letter on his own letter strip, it is placed large-size up.

If he places a letter on another player's letter strip (to deny them points at the end of the game), it is placed small-size up.

For each letter a player places on another player's letter strip, he immediately receives one blessing.

Phrase completion

When a player's own phrase is completed (when there is a letter covering every space), his costs for collecting letters or monks are reduced; that player now uses the costs along the bottom edge of the letter grid.

- This comes into effect immediately – even partway through *Scoring*.

The service rounds

During a service round, three actions are carried out:

1. All monks who are currently praying are stood up and returned to the Abbey.

2. The next Abbot is elected. Whichever player has most monks in the Abbey becomes the next Abbot.

If several players tie for most monks in the Abbey, then the old Abbot chooses one of these players to become the next Abbot: he may never choose himself.

3. Each player draws a number of tiles from the bag as indicated on the Dial (three tiles at Matins, two tiles at Sext and one tile at Vespers).

The night round

During the night round, every monk – no matter where they are located or what they are doing - must be returned to the Abbey.

- Nothing else happens in the night round.

Determining the winner

The game ends when one of the following conditions applies:

- the last letter is collected from the grid and the final phrase is completed

- it is impossible to place any further tiles

- it is the night round of the second day.

The current round is always completed by all players.

- It may well happen that in the final round a player will be unable to collect a letter.

Players now count their testament points:

For each large-size letter in a player's own phrase
- count 3 testament points.

For each unplaced tile behind a player's screen
- deduct the circled value of that tile.

For each unspent blessing
- count 1 testament point.

- Feature tiles have no circled value, and are treated as having a value of 0.

The player with the most testament points wins the game. If two players tie for most points, then the player whose phrase is furthest from the top of the letter grid is declared the winner.

The feature tiles

There are three feature tiles: the Beehive, the Carp Pond and the Dovecote. They function in a different way to other tiles.

Feature tiles are always placed constructed side up.

Feature tiles have no pathways so must always be placed adjacent to 'empty' edges or gateways. A monk may never move onto a feature tile.

A player never scores points for a feature tile. Instead, the player receives one blessing for each tile adjacent to the feature tile.
These blessings are received at the moment the tile is placed (during *Placement and movement*, rather than during *Scoring*).
e.g. a feature tile is placed so that it is adjacent to two other tiles. The player immediately receives two blessings.

- The adjacent tiles can be constructed or unconstructed, and can include other feature tiles.

The dual-purpose tiles

There are three dual-purpose tiles: the Garderobes, the Infirmary and the Refectory. These function as both grey study and brown toil tiles.

Dual-purpose tiles can be placed adjacent to both grey study tiles and brown toil tiles. Likewise, grey study tiles and brown toil tiles can be placed adjacent to any dual-purpose tile.

A monk scores 1 point for working on a dual-purpose tile during any work round, whether it is a study round or a toil round.

The Secret Way tiles

Secret Ways allow for faster movement. A player may move a monk from anywhere in the monastery to his own Secret Way tile at a cost of 1 movement point. Any number of monks may be moved in this way during *Placement and movement*.

- A Secret Way may not be used if a monk is praying on that tile.

The Prison Cell tile

Immediately the next Abbot is elected, he may imprison one monk in the Prison Cell. The unfortunate monk may belong to any player and must be currently located in the Abbey. The monk is

immediately placed in the Prison Cell and is set praying (but without scoring any points).

The monk must remain in the Prison Cell until the next service round when, like all other praying monks, this penitent individual will be returned to the Abbey.

If the Prison Cell is already fully-occupied, then no monk may be imprisoned.

- The Prison Cell functions as a standard tile in all other ways.

Icon tiles

Each icon tile has an effect which can be used when a monk occupies that tile. Any number of such icon effects can be used, but each effect may be used only once in a player's turn. Icon tile effects are used during *Scoring*, the one exception being the Brewhouse.

- If several players have a monk on an icon tile, they may all make use of the icon effect.

Monks may use the icon effect and score points for praying or working on that tile. A monk may not use the icon effect on a tile that has been constructed during this turn nor if there is a praying monk already on the tile.

The Chapel - If a player sets a monk praying here then the player scores double points (for a total of 6 points). Up to 3 monks may pray here, although no player may set more than one of his own monks praying on this tile. The rule that a monk may only be set praying if he is the only occupant of that tile does not apply here.

- A monk may not work in the Chapel if there is a praying monk there.

- Each player may still only set one monk praying during *Scoring*.

The Almonry - The player receives one blessing.

The Farm - If one of his monks works here during a toil round, the player scores 2 extra points (for a total of 3 points).

The Scriptum - If one of his monks works here during a study round, the player scores 1 extra point (for a total of 2 points).

The Library - The player may switch the positions of two letters on the letter grid. After being switched, the letters are flipped to small-size up. Once a letter has been flipped it may not be switched again, nor may it be flipped back to large-size up whilst on the grid. However such a letter can still be placed large-size up when a player places it on his letter strip.
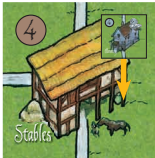
The Workshop - The player draws one tile from the bag. He must then put one tile back in the bag (the one just drawn or one from behind the screen).

The Stables - The player may place a new tile, just as he would during *Placement and movement*.
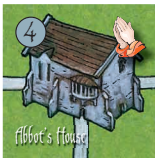
The Abbot's House - The player may insist that the next Abbot is elected at this instant. The next Abbot is elected in the usual way; however, all monks in the Abbot's house are counted, as well as any monks in the Abbey.

The Brewhouse is not used during *Scoring*; it is used instead at the times specified below.

During a *service round*, a player may stand up any number of his praying monks in their current locations, rather than return them to the Abbey.

During a *night round*, a player may decide to leave any number of his monks at their current location, rather then return them to the Abbey. All praying monks may be stood up irrespective of location.

Miscellaneous

The four-player paired game

The basic game has been designed for players to play as individuals. However, why not try the paired game?

Unless stated below, all rules remain in effect.

1. The red and green players play as one team, the blue and yellow players as the other team.

2. A player may make use of his partner's Secret Way tile as well as his own.

3. If a player places a letter on his partner's letter strip, it is placed large-size up. The player does *not* receive a blessing in this instance.

4. At the end of the game, each player counts their own testament points (as in the individual game), and then adds that total to their partner's. The team having most testament points wins the game.

The simpler game

Monastery is not a complex game. However, for less experienced players, we suggest that in their first game they omit using any of the icon tile effects.

The vow of silence

As an option, players may agree that they will only discuss the game position during service rounds. As soon as the Abbot moves the Dial to the next round, all communication must cease.

Game credits

Game Design

Led by Steve Kendall.
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Game Testers

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Elen, Carol, Tamsin, Emily, Lisa, Jackie, Andrew,
Tom, Paul, John, Sue, Pete, Daniel, Simon, Kevin,
Pam and Mervyn.
And the Ragnars; J, Steve Slade, Roger, Ian, Dave.

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Design notes

Design notes for Monastery can be found on the
Ragnar Brothers website along with any rule
clarifications that may become necessary.
For more information, visit:

www.ragnarbrothers.co.uk