

Monastery reference sheet

Sequence

Study round, toil round

- tile placement and movement for each player in turn
- scoring for each player in turn

Service round

- stand up praying monks and place in the Abbey
- elect new Abbot
- draw new tiles

Night round

- place all monks in the Abbey

Placement restrictions

1. No dead ends
2. Unconstructed side face up
3. No grey tile adjacent to a brown tile or vice versa
4. Maximum of 2 adjacent garden tiles
5. Maximum of 4 adjacent field tiles
6. Maximum of 4 connected path tiles

Movement points

Double number of standing monks

Scoring

Each fully-occupied unconstructed building

- Value of each box occupied by your monks

One monk set praying per scoring round

- Value of the tile

Each grey building occupied in a study round

- One point

Each brown building occupied in a toil round

- One point

Blessings

1-4 unspent points – take one blessing

5-9 unspent points – take 2 blessings

10-14 unspent points – take 3 blessings

15 points or more – take 4 blessings

Determining the winner

You score:

3 points per large letter in your phrase

0 points per small letter in your phrase

1 point per blessing

Deduct value of each unplaced building

When may an icon effect be used?

If constructing No

If working Yes

If about to pray Yes

If praying No

Special tiles

Feature tile: place constructed side up; score one blessing per adjacent tile immediately tile is placed.

Dual purpose tile: treat at any time as grey or brown building.

Secret way tile: costs one movement point to move to your own Secret Way tile from anywhere in the monastery.

Prison cell: after an election the new Abbot may imprison any monk there; monk must have been in the Abbey; monk is set praying.

Chapel: praying monk scores double points; monks from up to three players may pray there.

Almonry: receive one blessing.

Farm: score three points when working here in a toil round.

Scriptum: score two points when working here in a study round.

Library: switch positions of two letters on the letter grid.

Workshop: first draw one new tile, then discard any tile.

Stables: place one tile.

Abbot's house: call an election; monks in both Abbot's house and Abbey are counted.

Brewhouse:

during in a service round – any of your praying monks may choose to stand up in their present location.

during a night round – any of your monks may remain in their present location.