

MONUMENT MANIA!?: A journey through Kassel's museums

PLAYING RULES

A dice game for 2 - 4 players ages 7 and over
Duration ca. 25 minutes

Hold on a minute! *Something's missing, isn't it?*
Kassel's most famous landmark, the Hercules, is no longer in its place in the Bergpark! Now there's no time to waste because the city urgently needs a new monument. Whoever wants to claim the place of the famous statue must set off on a journey through Kassel's museums and put their newly acquired knowledge to the test!

1. PREPARATION

All players choose a game piece and put it on one of the bases. The cards are shuffled and stacked face up next to the game board. Pens and paper are also provided.

2. GOAL OF THE GAME

The goal of the game is to be the first to reach Hercules' pedestal in the Bergpark.

3. HOW TO PLAY

The game pieces are placed on the START space. The youngest person playing may start, then it goes clockwise. The player whose turn it is rolls the dice and moves their own game piece forward according to the number rolled. The other players' game pieces can be jumped over. Several game pieces may be placed on one space.



4. ACTION SPACES

If you land on a light green marked !?: space, you may draw the top card from the deck. The cards have different colours: light green for trivia questions and light red for demonstration tasks.

NOTE: The colour indicates which player may draw the card from the deck!

Trivia question (light green)



May only be drawn by and read aloud by one of the other players! The correct answer is marked in bold on the card.

If the person whose turn it is answers the question correctly, they get to keep the card. The cards can be used as tickets in the game (how this works is described in more detail in 5. MOVEMENT SPACES).

Demonstration task



May only be drawn by the person whose turn it is! According to whether it is a pantomime task (light yellow) or a drawing task (light red), you have to demonstrate the term shown on the card either by pantomime (using gestures) or by drawing. If someone playing guesses the term, you get to roll the dice again. If the term is not guessed, the card is put back under the pile and it is the next person's turn.

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5. MOVEMENT SPACES



When a person lands on an orange space, during this round all players may use their cards won in the game as tickets.

There are two ways to use tickets:

Redeem a ticket for yourself

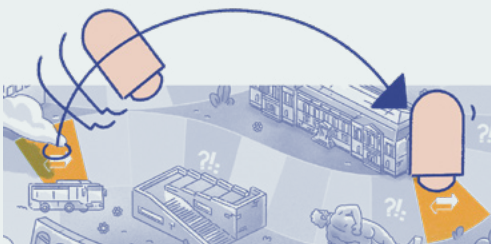
The person who lands on a movement space may use their ticket to advance one or more movement spaces – depending on how many tickets they have and want to use. The tickets must then be handed in.

Use a ticket against others

When a person lands on a movement space, the other players may use their tickets to move the person on the movement space back one or more movement spaces during that round.

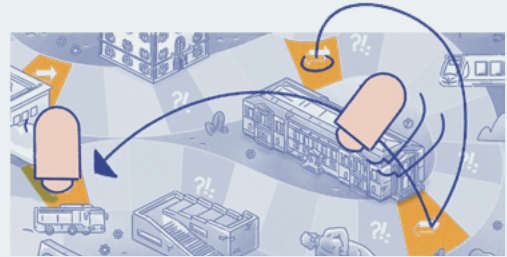
Players are allowed to use as many tickets as they have. The cards used are placed face-up next to the game board to form a discard pile.

EXAMPLE 1: Here's how it works!



The person who lands on the movement space redeems a ticket and may use it to advance one movement space.

EXAMPLE 2: Here's how it works!



The person who lands on a movement space does not have a ticket. Two other players each have a ticket, and both decide to use it against the person on the movement space during this round. That person then has to move his or her game piece back two movement spaces.

EXAMPLE 3: Here's how it works!

The person who lands on a movement space has a ticket. Another player also has a ticket. The person whose turn it is uses their ticket to advance to the next movement space. Another person uses their ticket against the person whose turn it is. This way, the person whose turn it is, must remain at his or her original movement space and cannot advance any further.

Tactical Hint

You can redeem your tickets, but you don't have to. For example, sometimes it may be better not to send another player back, but to keep the ticket and use it for yourself when you land on a movement space later on.

