# MONDO SAPIENS

GAME CONCEPT

In *Mondo*, you created a new world. Now settle it. Bring in fishermen, shepherds, and lumberjacks, and design a clever network of streets! With the help of tiles and a board, each player shapes his own world. While doing so, it's important to keep a sharp eye on the timer and the other players, because everything happens simultaneously until time runs out. Whoever is able to jump out at the right time can claim a couple more bonus points. After three turns, the player who has collected the most points wins the game.
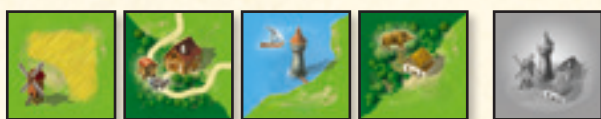
In the advanced game, village tiles increase the fun. And the expert game constantly provides new challenges with building tiles.

GAME CONTENTS

8 World Boards (two-sided)

145 Landscape Tiles (two-sided)

Front Side

Back Side

Water   Forest   Meadow
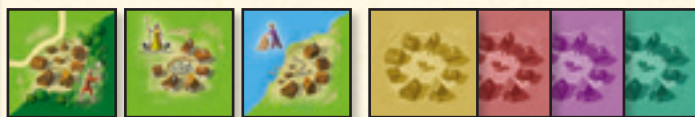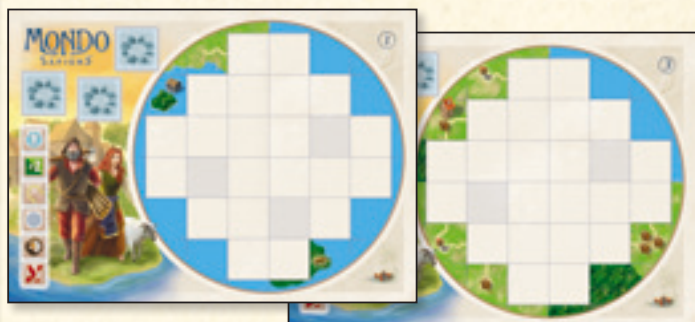
12 Village Tiles (3 of each of 4 player colors)

1 Volcano Chip

4 Bonus Chips

1 2 3 4

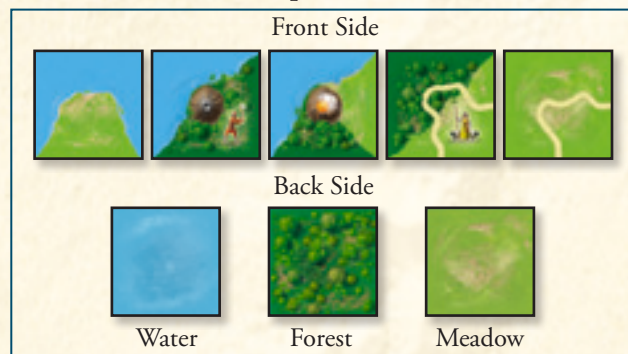**8 Building Tiles**

1 Pad with Score Sheets (two-sided)

1 Building Card

1 Timer

Note: To set the timer, turn it one complete turn, then back to the desired number of minutes.
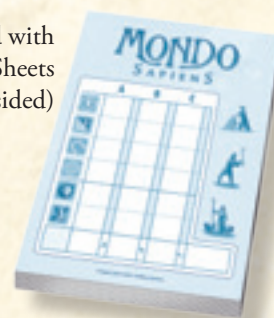
3 GAME LEVELS

You can play *Mondo Sapiens* on three different levels. We will describe the game for **beginners** first, followed by the **advanced** rules, and finally, the sophisticated version for **experts**.

BEGINNER GAME	ADVANCED GAME	EXPERT GAME

Quick Start: If you are already familiar with *Mondo*, you can acquaint yourself with *Mondo Sapiens* quickly. Simply play the first turn according to the Beginner rules, the second turn with the Advanced, and the third with the Expert rules.

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

GAME SET-UP

Place all **landscape tiles**, either side up, **unsorted** in a loose group in the middle, easily reachable by all players. Select and sort the round **Bonus Chips** with the following values, according to the number of players, and stack them as follows:

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 places **1 World Board** with the **Number 1** in the upper right hand corner in front of himself. In addition, each player takes **1 Score Sheet** and **1 Pen** (not included).

Place the **Volcano Chip** and the **Timer** close at hand, off to the side. You do not need **Village** and **Building Tiles** in the Beginner Game. Simply place them back in the box.

Tip: Some spaces on your World Board are slightly highlighted. This is not significant for the Beginner Game.

GAME PLAY

A game is comprised of **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!" While he's counting down, 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 all players **simultaneously** look for the tiles they want to place on their boards. The first tile can be placed on **any** space of your choice. Every subsequent tile must **abut at least one edge** of one or more previously laid tiles.
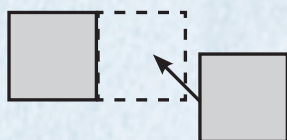

The **orientation** of the tiles may be **chosen freely**. (That is, the illustrations may face sideways or upside down, as well as right-side up.) You **should** arrange the tiles so that the tiles **match** the landscapes on the edges of neighboring tiles or the border of the board: meadows to meadows, water to water, etc. Nevertheless, placing tiles so that one or more edges do **not** match is **allowed**! Each two neighboring edges which do not agree, count as **1 misconnection**. Also, each edge that doesn't match the adjacent edge of the border of the board counts as **1 misconnection**.

You should also place streets so that they connect to the streets on neighboring tiles as much as possible. **Important:** If an edge **with a street** borders an edge **without a street** (or the border of the board), it does **not count as a misconnection**! (Landscapes which do not match, do still count as misconnections.)

Tip: All streets end only on meadows and run only in the shape of a curve.

FURTHER PLACEMENT RULES

- Each player may use **only one hand** for looking for and placing tiles.
- You may move the tiles in the middle of the table, but may not dig around wildly in them.
- **Turning over** 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.
- 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.
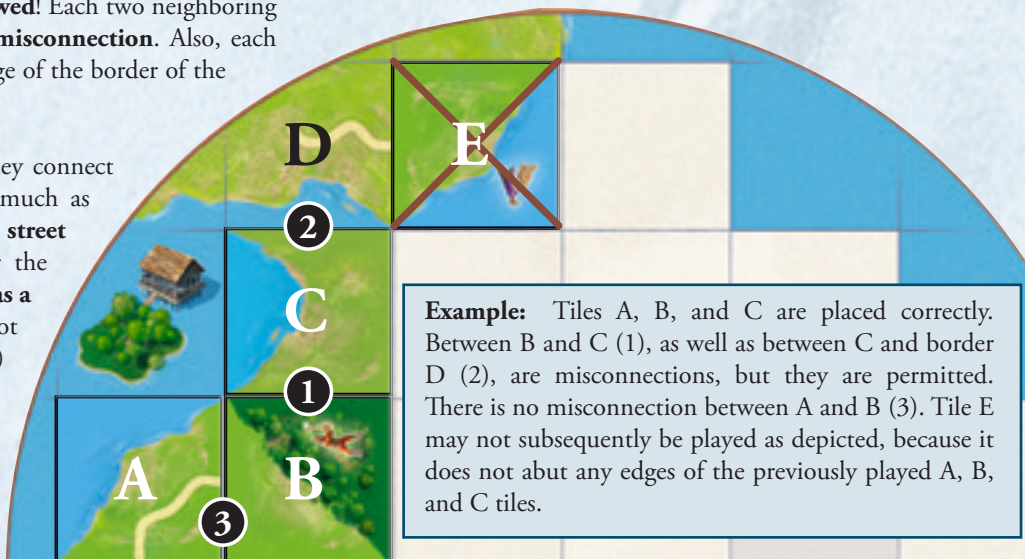
Example: Tiles A, B, and C are placed correctly. Between B and C (1), as well as between C and border D (2), are misconnections, but they are permitted. There is no misconnection between A and B (3). Tile E may not subsequently be played as depicted, because it does not abut any edges of the previously played A, B, and C tiles.

JUMPING OUT

You can **jump out** of the current turn at any time, as long as the timer hasn't run out. You may 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 act in that turn!

END OF THE TURN

A turn ends as soon as **all** players have **jumped out** or the **timer has run out**. If the timer has run out, you must end all actions. You may not take anything else (including a Bonus Chip) nor place anything else. If you have a tile in your hand when the timer runs out, put it back. 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

Each player figures out how many **points** he has accumulated. Simply go down the front side of the **score sheet** from top to bottom and enter the points as appropriate. Use Column A for the first turn, Column B for the second, and Column C for the third. (You do not need the back side of the score sheet in the Beginner Game.)

Each **worker** (fisherman, shepherd, lumberjack) is worth **1 plus point**.

Each **enclosed** and **mistake-free landscape** is worth **2 plus points**. **Exception: Water** landscapes score **no** points. Note: The little **island** on the left border of the board naturally counts as a landscape and is worth 2 plus points! Landscapes which include the border of the board count as enclosed on that border. Tip: Landscapes are **not** separated by streets.

Each tile with a **street** is worth **1 plus point**. Each **street segment** on the **border of the board** counts also **1 plus point**. For each **connected street** (including the border of the board) you receive **1 minus point** (for construction costs).

For a **Bonus Chip**, you receive **plus points** equal to the number on it.

The player with **the most active volcanos** receives **1 minus point** for each of these volcanos. If several players are tied for the most, they each receive the appropriate minus points. **Inactive volcanos** are **ignored** on the first turn (see *Next Turn*).

active   inactive

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

All other illustrations on tiles or the border of the board like ships, coaches, fields, etc., are ignored in the Beginner Game.

further plus points for them. The two landscapes at (C) are both enclosed, but are not mistake-free (D). The landscapes at (E) also contain mistakes. Meadow (F) is not enclosed. The water (G) brings no points.

Katherine has 5 tiles with streets, as well as 1 street segment on the border of the board. She receives 6 points for them. She must subtract 3 points for the 3 connected streets (H), so in total she receives 3 plus points for her streets. The ship and the coach are ignored. For her Bonus Chip (I), Katherine receives 2 plus points.

On to scoring volcanos: Katherine has 5 active volcanos. (The two inactive volcanos may be ignored in the first turn.) Peter, her fellow player, has 6 active volcanos on his board (not depicted). Peter receives 6 minus points, Katherine, on the other hand, receives none.

Katherine receives 1 minus point for the empty space (J) and a further 4 minus points for the 4 misconnections (K). There are no minus points given for the unconnected streets (L).

Example: Katherine has 5 workers (1 fisherman, 3 shepherds, 1 lumberjack) and therefore receives 5 plus points. Her board contains, in total, 6 enclosed and mistake-free landscapes: 4 forests (A, including the island on the border of the board) and two meadows (B). She receives 12

NEXT TURN

The player who received **the most points** in the turn just scored gets the **Volcano Chip**. If there is a tie for the most points, the **Volcano Chip** is applied to 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 Katherine had had the Volcano Chip, she would have had 7 volcanos in total: 5 active and 2 inactive. She would then have had more volcanos than Peter and would have received 7 minus points.
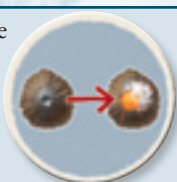
Place all the tiles and Bonus Chips back in the middle, as at the beginning of the game. Reset the timer to 7 minutes, and start the next turn as before.

END OF 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 **changes** and **additions**:

GAME SET-UP

Each player receives a set (marked by the same-colored back side) of three different **village tiles** (hereafter, simply **villages**). Place your villages face up on the 3 corresponding spaces on the left side of your world board.

GAME PLAY

At the beginning of each turn, set the **timer** to **7 minutes** as usual. During the turn, you may place your own **villages** on the right-hand part of your world board, like normal tiles. Placing a village is **not mandatory**; you may refrain from doing so.
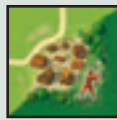
SCORING

The scoring for **workers** differs from the Beginner Game. There are now three **separate** scores for fishermen, shepherds, and lumberjacks. You only receive the points for them if you have placed the **appropriate village**. For the moment, turn over your score sheet to the back side and enter your score for the villages in the top three rows:

| Fishermen's village: Each **fisherman** is worth **1 plus point**. | Shepherds' village: Each **shepherd** is worth **1 plus point**. | Lumberjacks' village: Each **lumberjack** is worth **1 plus point**. |

The appropriate worker is always depicted on a village once, also worth 1 plus point. If you haven't placed a village, you receive no points for the corresponding worker.

Bonus: The player with the **most points** of each **kind** of workers (e.g., fishermen) receives **3 plus points** as a bonus. If multiple players tie for having the most, they each receive 3 bonus points. Circle the "+3" on the score sheet. There is never a bonus for having 0 points.

Now add up all the points for all 3 villages, turn the score sheet back to the front side and enter the sum there in the topmost space. Continue with the scoring as usual. Disregard the rest of the spaces on the back side of the sheet. They aren't required in the Advanced Game.

Katherine

Back Side — Front Side

Example: Peter has placed 4 fishermen (including fishermen's village), for which he receives 4 points. Katherine has 6 fishermen (including fishermen's village). Katherine receives 6 points for that, as well as 3 bonus points because she has the most points from fishermen. So, in total, she gets 9 points.

Katherine has 3 shepherds, but no shepherds' village. She receives no points. Peter has placed his shepherds' village and 1 additional shepherd, so that gives him 2 points. In addition, he receives 3 bonus points for having the most points from shepherds (even though Katherine played more shepherds).

Neither Katherine nor Peter placed a single lumberjack, but Katherine, at least, built her lumberjacks' village, while Peter did not. Katherine receives 1 point for that, plus 3 bonus points; Peter gets nothing.

NEXT TURN

Be sure that you have first put your **villages** back on their spaces **before** you put the rest of the tiles back in the middle!

EXPERT GAME

The rules of the **Beginner Game** and the **Advanced Game** apply with the following **additions**:

GAME SET-UP

Put the **building card** so that it's in easy reach of all players. Shuffle all **8 building tiles** (hereafter, just **buildings**), and place them to the side, **face down**. Turn over as many **buildings** as there are **players** (e.g., 3 buildings in a three-player game), and place them **face up** on the **building card**. Important: Put the building card somewhere where the buildings won't accidentally be mixed up with the rest of the tiles during the game!

GAME PLAY

At the beginning of each turn, set the **timer** to **7 minutes** as usual. During the turn, you may take **at most 1 building** and place it on your board. You may only take the building when there are **at least 3 tiles** (including villages) on your board. There is **no requirement** to take a building; you may refrain from doing so.

SCORING

Turn over your score sheet to the back side. First, score the **workers** and villages as in the **Advanced Game, bonus** included. Then enter the points for the **buildings** placed as well as those for the **stilt house** on the left border of the board (see page 5). All illustrations on **tiles** and also on the **border of the board** (ships, coaches, etc.) may be relevant to this scoring.
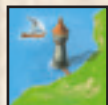
NEXT TURN

Be careful to put back your **villages** and **buildings before** you put the rest of the tiles back in the middle! Shuffle all 8 buildings again, and then, again, turn over the same number of tiles as there are players.
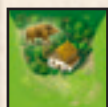
EXPLANATION OF THE BUILDINGS
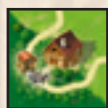
Coach Station
Each **coach** on **the same street** as the coach station is worth **1 plus point**.
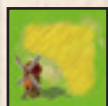
Lighthouse
Each **ship** on **the same** (enclosed and mistake-free) **water landscape** as the lighthouse is worth **1 plus point**.

Hunting Lodge
Each **wild boar** on **the same** (enclosed and mistake-free) **forest landscape** as the hunting lodge is worth **1 plus point**.

Mill
Each **agricultural field** in **the same** (enclosed, mistake-free) **meadow landscape** as the mill is worth **1 plus point**.

Stilt House
On the border of Board 1 at the top left is a stilt house. Each **island** in or on **the same water landscape** as the stilt house is worth **1 plus point**. A stretch of land counts as an island if and only if it is composed of **enclosed** and **mistake-free**

landscapes, and **completely** surrounded by water. If a stretch of land includes the outer edge of the border of the board, it does **not** count as an island.

That which awards 1 plus point is always depicted on the buildings once, also worth 1 plus point. If you haven't placed a building, you receive no points for the corresponding illustration.

Bonus: The player with the **most points** of one **kind** of illustrations (e.g., coaches) receives **3 plus points** as a bonus. If multiple players tie for most, each receives 3 bonus points. Circle the "+3" on the score sheet. There is never a bonus for having 0 points.

Tip: Pay attention to the fundamental difference between villages and buildings in the scoring. Villages always count for all the tiles on your table. Buildings only count for the specific landscape in which or for the particular street on which it stands.

Total all the points on the back side of the score sheet, turn the sheet over, and enter the sum there in the topmost space on the front side. Then continue the scoring as usual.

Example: Peter placed a hunting lodge (A) in an enclosed and mistake-free forest landscape with a total of 3 wild boars. He receives 3 points for them. Wild boars in his other forests bring no points.

No second hunting lodge was turned over, so no other player can receive points for wild boars. Consequently Peter has the most points for wild boars and receives the 3-point bonus for the scoring of wild boars, thus getting 6 points in total.

Example: The top meadow landscape (A) does not count as an island, because it includes the outside edge of the border of the board. The meadow underneath it (B) counts as an island, because it is completely surrounded by water. It is worth 1 point for the stilt house (C).

The ship (D) is **not** worth a point towards the lighthouse (E), because it is in another water landscape.

OTHER WORLD BOARDS

The four different world boards provide more variety to the game. Each board has a particular characteristic and varied degrees of difficulty. In principle, all players should always use boards with identical numbers. Note: You can of course change the number of the board after any given turn.
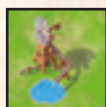
In the Expert Game, additional building scorings for Tavern and Windpump are associated with particular boards (see right).

Bonus: 3 bonus points are also provided for the tavern and the windpump.
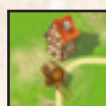
Tavern
At the upper left of Boards 2 and 3 is a **tavern**. Each **wine barrel** on **the same street** as the tavern is worth **1 plus point**.

Windpump
At the bottom right of Board 4 is a **windpump**. Any **lake** on **the same meadow landscape** is worth **1 plus point**. A **lake** is an **enclosed** and **mistake-free water landscape**, completely surrounded by land. If a water landscape includes the outer edge of the border of the board, it does **not** count as a lake.

SOLO GAME

So you want to play *Mondo Sapiens*, 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 the solo game, so put it next to your board.

Now take **at random 2-3 tiles** (depending on the world board). Use only tiles **with streets** and **without volcanos** (neither active nor inactive). If you draw tiles without streets or with volcanos, replace these with other tiles until you have 2-3 appropriate tiles. Place them, street side face up, **oriented at random**, on the 2-3 spaces of the board which are slightly highlighted.

Mix the remaining tiles well. They should **not be presorted**. Then choose a **degree of difficulty** and set the **timer** accordingly:

Easy	10 Minutes
Moderate	6 Minutes
Hard	5 Minutes

Placing Tiles

All placement rules apply in the solo game! You may freely choose next to which of the 2–3 starting tiles you place your first tile, and also for each succeeding tile, you may decide anew next to which tile you place it.

Scoring

The solo game is not about collecting plus points, but **as few minus points as possible**. You receive **no plus points**, neither for workers nor for landscapes. But **all minus points** count as usual for empty spaces, misconnections, or volcanos, in which **each volcano** automatically counts as **1 minus point**, active or inactive. If you have **1 or 2** connected streets, you score **no minus points** for them. If you have **more than 2** connected streets, **each further** connected street counts as **1 minus point**.

You win the game if 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 consists of only 1 turn. (Of course, you can play as many games in a row 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 player with a handicap receives 1 minus point for each active volcano they have. 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 inactive volcanos also worth 1 minus point each.

Shorter Time

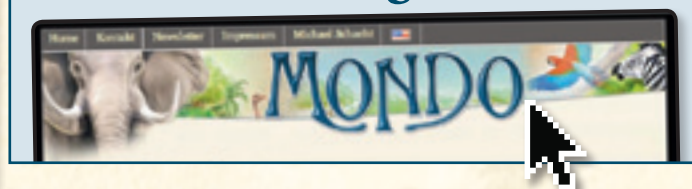Experienced players may shorten turns to 6 or even 5 minutes.

Children

If children younger than the recommended age are playing, use the Beginner Game with longer turns, and simplify the scoring.

Hidden Time

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

Further variants may be found on the Internet at

www.mondo-game.com

TIPS

- Before playing, look over the different tiles at your leisure. They depict 1 or 2 landscapes in different combinations, but not all possible combinations do exist. There are no tiles with 3 landscapes.
- All streets end only on meadows and run only in the shape of a curve.
- If you get stuck, move on to another spot. The tile you're looking for could already be on another player's board.
- Sometimes it makes sense to place tiles with misconnections, when the points gained outweigh the penalties.
- When the timer is about to run out, it's sometimes better to leave one or another space empty and grab a higher-value Bonus Chip.
- As soon as you have some experience, pay more attention to your fellow players in order to see when you've got a good chance at a bonus.
- In the Expert Game, it can be sensible to concentrate on a couple of villages and buildings to have a better chance at picking up bonus points.

CREDITS

Pegasus Spiele