

MASONS

a game for 2-4 players from Leo Colovini

Contents

- 30 wooden towers in 3 colors



- 60 wooden houses in 5 colors



- 15 wooden palaces in 5 colors



- 33 wooden walls



- 4 scoring markers



- 2 house dice



- 60 guild cards



front

back

- 1 tower die



game board



scoring track

boundary line

tower space

wall lines

landscape space

*Boundary lines and wall lines:
The boundary lines separate areas marked with different coats-of-arms (see Guild cards on page 6). Each boundary line is also a wall line.*

Preparation

Place the game board in the middle of the table. Place the walls, 3 dice, towers, houses, and palaces as supplies next to the board. Shuffle the 60 Guild cards and deal 6 cards to each player as his starting hand. Place the remaining cards as a face-down supply next to the board. Each player places his scoring marker next to space 1 of the scoring track.

Goal

The Masons try to establish cities on the game board. The guild cards each offer different building advantages to those who play them. Whenever a city is completed (completely enclosed by walls), it is scored and each player may play 1 or 2 cards from his hand to enhance his score. Sometimes, however, it is best for a player to refrain from scoring so that he can be in last place and exchange his cards. Thus, the player who chooses the right moment to spring into the lead will show himself to be a successful mason!

Playing the game

The players choose a starting player. He starts and play continues clockwise around the table. On a player's turn, he executes the following steps in the **order** shown below:

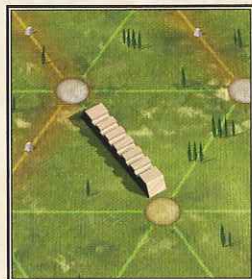
- **Build a wall:** the player takes a wall from the supply and places it on any unoccupied wall line on the game board.
- **Roll dice:** the player rolls all 3 dice. Depending on the result, he must next place 0, 1, or 2 towers as well as 1 or 2 houses.
- **Score:** if the wall placement encloses a city, players may score by playing cards. Each player draws 1 Guild card from the supply. A player may abstain from scoring by discarding 1 card and drawing 2 cards from the supply. Players in last place may swap cards.
- **Turn end:** the player hands the dice to the next player, signaling the end of his turn.

NOTE: If a player rolls the dice before he places the walls, he loses 1 point (moves his marker back 1 space on the scoring track) as a penalty. Then, he places the wall and rolls again. A player cannot move back past space 1 on the scoring track.

Build a wall

A wall may be placed on any unoccupied wall line. It need not be placed next to an existing wall, but may not be placed within a completed city!

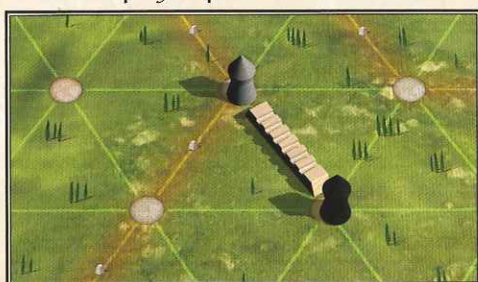
The player begins his turn by placing a wall from the supply on any unoccupied wall line on the board.




Example for a turn later in the game: the player places wall A.

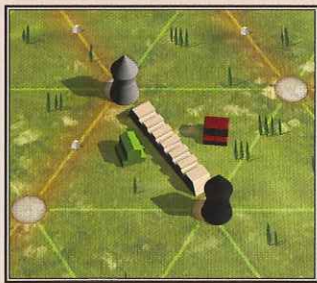
Roll dice

- **Tower:** the tower die determines which color of tower the player **must** place at an empty tower space at an end of the wall he just placed. If both ends of the just-placed wall have empty tower spaces, the player chooses freely from the supply which color of tower to place on the second end of the wall. If there are no more towers of a required color, the player may choose freely from those available in the supply. When a player places a wall between two towers, he does not roll the tower die.

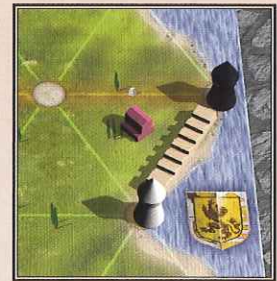


The player rolls  and places a black tower on the lower tower space at the end of the wall. He may choose freely for the tower at the other end and chooses to place a gray tower there.

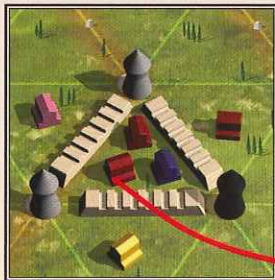
• **Houses:** the two house dice determine which house colors the player must place on the two landscape spaces next to the just-placed wall. If the player placed the wall at the edge of the board, he still rolls 2 dice, giving him two choices for the house placement in the single landscape space. When the player rolls a "?", he has free choice of house color for that die. If the house color required is not available, the player may choose the color freely from those available.



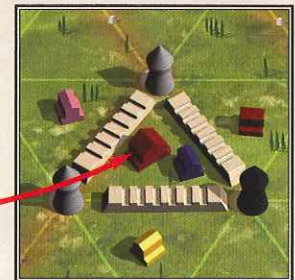
Left: the player rolls and and places a red house on the landscape space on the right side of the wall. As the second die is "?", he may choose freely the color of the house for the other side and places there a green house. *Right:* as the player placed the wall at the edge of the board, he places only 1 house.



• **Palaces:** Whenever a city is **completed**, for each set of 2 houses of the same color, the player replaces the 2 houses with a palace of the same color, returning the houses to the supply. This is done before the city is scored. If there are no more palaces of the required color in the supply, the houses remain.



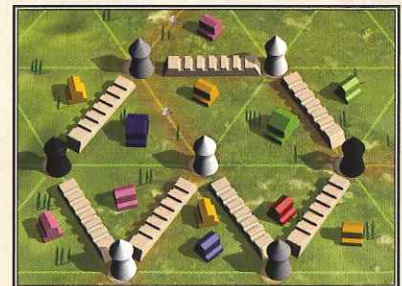
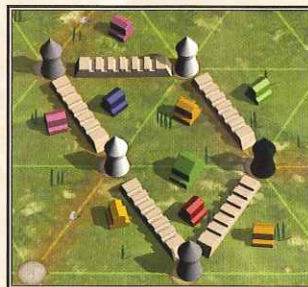
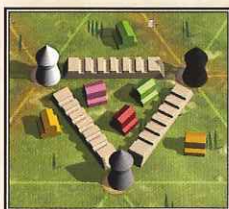
The player places a wall, completing a city. He then placed a red house on that landscape space (he rolled a red house die). As there are 2 red houses in the completed city, the player replaces the 2 houses with a red palace.



Score

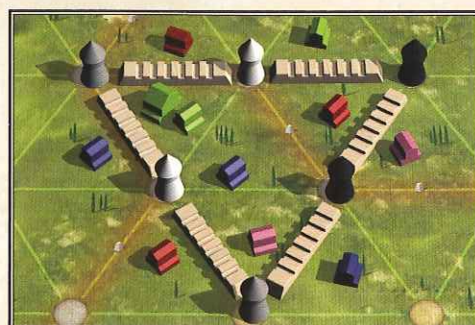
At this point in the player's turn, if his wall placement completed a city (completely enclosed one or more landscape spaces in walls), all players may score by playing cards (see page 4).

3 examples of completed cities:



Note: after a city is completed, it cannot be divided. When a completed city is comprised of several landscape spaces, players can reorganize the houses in the city to make scoring easier.

The houses for this city were arranged by landscape space for easy of scoring.



When a player completes a city, and that city shares a common wall with one or more completed cities, the player **may** choose to remove **one** common border from the just completed city. The player removes all walls the two cities have in common, returning them to the supply. The result is a larger city with the outer walls of the two previous cities. A player may not connect the new city to two or more previously completed cities.

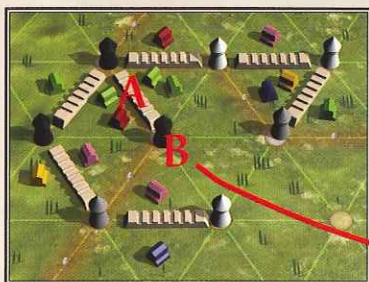


The player places wall **A** and completes city 1. He has now 3 options:

- He can connect cities 1 and 2 by removing walls **B** and **C**.
- He can connect cities 1 and 3 by removing wall **D**.
- He can leave city 1 unconnected to either city 2 or 3, leaving all walls as is.

For the sake of clarity, the houses, palaces, and towers are removed for this example!

Note: When a city is completed, remove any towers and walls completely within the city and return them to the supply.



Starting with the situation on the left, the player places a wall to complete the city. He removes wall **A** and tower **B** from the city (see right) and puts them back in the supply.



Now the players may **score**: beginning with the player who placed the wall completing the city and continuing in clockwise order, each player **must** place 1 or 2 cards from his hand on the table. Each player scores as he places cards. He then discards the card(s) face-up on the discard stack (next to the supply) and draws 1 card from the supply, adding it to his hand. This means that when a player plays 2 cards, he reduces his hand size.

Instead of playing cards, a player may discard 1 card from his hand, scoring no points, but draws 2 cards from the supply, adding them to his hand. Thus, a player increases his hand size.

When the supply is exhausted, shuffle the discard stack and place it face-down as the new supply.

Please see the scoring example on page 5. See the descriptions of the Guild cards on page 6.

When all players have scored (or chosen not to) and drawn cards, the player whose scoring marker is in last place on the scoring track may discard as many hand cards as he chooses and draw replacement cards from the supply. He chooses the cards to discard first, then discards them, then draws the replacements. If several players (even all) are tied for last place, all these players may choose to replace their hand cards (beginning with the active player and continuing clockwise).

Both yellow and green are tied for last place on the scoring track. Each may discard cards from his hand and draw replacements from the supply.



Turn end

The player ends his turn by handing the dice to his left neighbor.

Scoring example

Player A places a wall that completes city X and scoring follows for all players.



You may compare the following Guild cards with their descriptions on page 6!

Player A plays these 2 cards for scoring:



The just-completed city has 7 landscape spaces. A scores 9 points.



There are 5 towers on the game board not part of completed cities and standing on the shore. A scores 10 points.

Player B plays only 1 card:



There are 6 walls on the game board not part of completed cities. B scores 6 points.

Player C plays these 2 cards:



There are now 4 completed cities on the game board. C scores 4 points.



There are 6 rose houses on the game board not in completed cities. C scores 6 points.

Player D plays these 2 cards:



There are 7 houses in the region with the pictured coat of arms. D scores 7 points.



The just-completed city (X) has 7 towers. D scores 7 points.

Game end

As soon as the last wall, the last tower, the last palace, or the last house is placed on the game board, the game ends.

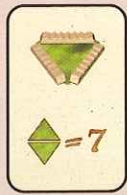
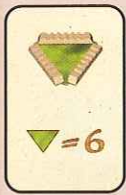
If the placement of the last wall completes a city, the players score as normal.

If no city is completed with the placement of the last piece of a kind (ending the game), each player may choose an already completed city, play 1 or 2 cards, and score. Cards played for scoring need not refer to the completed city chosen.

The player who has the most points is the winner!. If players tie with the most points, the player among them with the most cards left in his hand wins! If there is still a tie, those tied rejoice in their shared victory!

The Guild cards

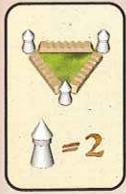
The following Guild cards refer only to the just-closed city:



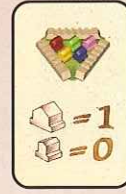
If the completed city has 1, 2, or 3 landscape spaces, the player scores 6, 7, or 8 points. Or, if the completed city has 7 or more spaces, the player scores 9 points.



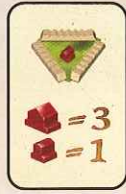
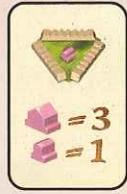
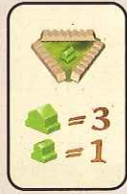
If the just-closed city has houses and palaces of 2 or 3 different colors, the player scores 4 points. If the city has houses and palaces of 4 or 5 colors, the player scores 7 points.



For each white or black or gray tower in the just-completed city, the player scores 2 points.



For each palace in the just-completed city, the player scores 1 point. For each house, the player scores no points.



For each palace in the just-completed city of the indicated color, the player scores 3. For each house in this color, the player scores 1 point.



For each tower in the just-completed city, regardless of color, the player scores 1 point.

The following Guild cards refer to houses, towers, and walls on the game board, but **not in any** completed city (also not a part of any closed city):



For each house in the indicated color, the player scores 1 point.



For each house in the indicated region, the player scores 1 point.



For each tower, the player scores 1 point.



For each white or gray or black tower, the player scores 2 points.



For each tower that stands on the shore, the player scores 2 points. For all other towers, the player scores no points.



For each wall, the player scores 1 point.

This card belongs to neither of the above two groups:



For each completed city, the player scores 1 point.

The author and publisher thank the following for their help playtesting the game: Giuseppe Baù, Fabrizio Berger, Giuseppe Borziello, Marina Canciani, Alessandro Colovini, Federico Colovini, Dario De Toffoli, Giulia Franceschini, Stefano Mondini, Karl-Heinz Schmiel, Lucio Spampatti, Massimo Spampatti, Massimo Tonizzo, Hannes Wildner, Alex Weiß, Dario Zaccariotto, Stefania Zambenedetti, Gregor Abraham and especially Dieter Hornung.



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