

WHERE DID THE MONASTERY DISAPPEAR?

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★ Story

Mr. Sunglasses, Mr. Formal, Brother Casual, Mrs. Mini Skirt, and Miss One Piece are friends who often play board games together. Every month, Mr. Sunglasses hosts a board game convention.

That day, they played a game from the morning. Mr. Sunglasses shouted when the end of the convention approached.

One monastery tile was lost from the game "Carcassonne" he brought. Mr. Sunglasses confirmed that all components were in "Carcassonne" that morning. The monastery tile must have disappeared during this convention.

Where did the monastery tiles disappear?

In order to find it, the people who played "Carcassonne" gathered and talked about this day.

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★ Character introduction



Mr. Sunglasses

The organizer of the board game convention. He has a meticulous personality. Do not wear sunglasses when indoors.



Mr. Formal

He recently started a board game. The oldest convention participant.



Brother casual

The youngest participant. He is a genius and good at any game.



Mrs. Miniskirt

She likes party games. Her husband is going to an alumni association today.



Miss One Piece

She hates losing games and likes heavy games. Be kind to beginners.

★ Component



character cards
1 for each color
(total 6)



memory cards
one for each color
+ 2 caution cards (total 32)



answer card
+
prevention
sheet



1 floor plan



rule
book
1 (now you
are reading)

★ Overview

This game is a cooperative game that progresses in real time. All players share the purpose of finding monastery tiles. All players win the game when the player's answer matches the answer on the answer card in the envelope.

★ Preparation

- (1) Distribute the characters card
Each player sits so that they can see each other.

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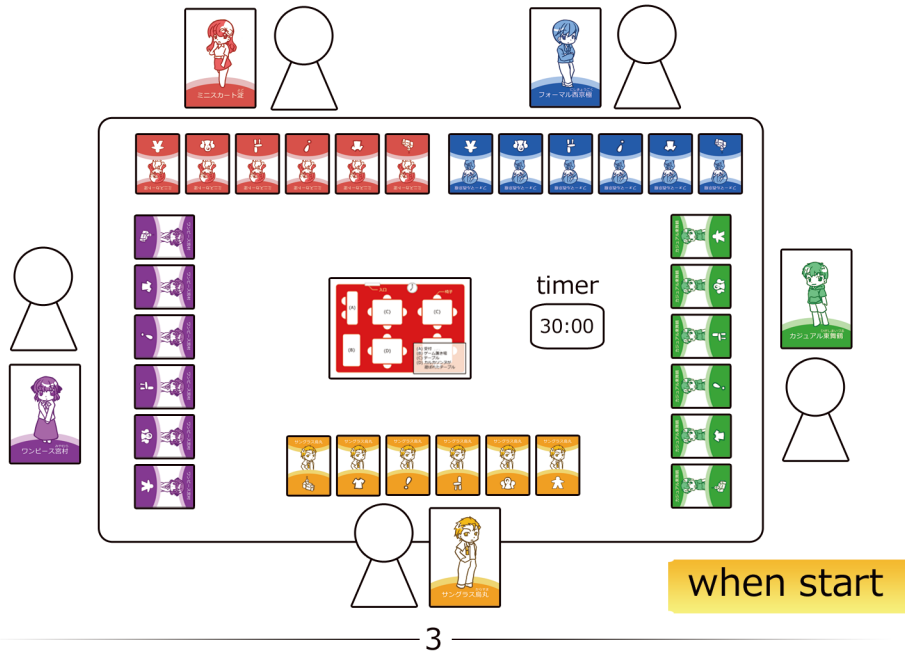
The oldest player distributes 5 character cards to each player in any way without shuffling. During the game, each player will act as the character drawn on this character card.

When playing with less than 4 players, one player should be responsible for multiple characters.

- (2) Distribute memory cards and place a floor plan
After distributing the character card, remove the caution card from the top of the deck and distribute the memory card below it to the player responsible for each character.

There are 6 memory cards per character. Place the distributed memory cards in front of you, taking care not to look at the front side where the text is written. Also, place the floor plan in the center of the table (see next page).

- (3) Preparation of timer
Please set a time limit of 30 minutes by using a timer function such as a smartphone.
After all players are ready, start the timer and start the game.



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★ Game progress

(1) How to proceed with the game

The game progresses in real time.

Any player can speak freely during the game.

With the consent of all players, any player can flip one of the memory cards that are face down. After turning the memory card face up, the player responsible for that character should read the text written aloud and share it with other players.

(2) About memory card

The memory card contains the character's memory, experience, and knowledge. By flipping the memory card, players can recognize their character and know what happened at this convention.

Once the memory card is turned over, please keep it on the table. After that, anyone can see it freely.

★ End of game

When all players agree to open the envelope, or when the time limit of 30 minutes has passed, any player declares the answer, opens the envelope, and looks at the answer card.

The player who opened the envelope reads the answer card text aloud.

If the declaration matches the text on the answer card, all players win the game, and if they do not match, all players lose the game.

After the game is over, you are free to check your memory card, even if it is face down.



★ Score attack

This game can be enjoyed in a score attack format.

The smaller the total number of flipped memory cards, the higher the title.

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Title	
👑 0-10	Master Detective
11-15	Detective
16-20	Amateur detectives
21-25	Assistant detective
26-30	Smart people
	Failure Ordinary people

★ FAQ

- Q. What are the 6 types of icons on the back of the memory card?
A. It will become clear as you progress through the game.
- Q. There are words on the memory card that I don't know.
A. During the game, each player can freely search using a smartphone or look up a dictionary.
- Q. I want to put it in the sleeve. So tell me the card size.
A. The card is B7 size(91mm x 128mm).
- Q. I don't know the rules of "Carcassonne".
A. Look at the end of this rule book. The rules are briefly described as an appendix.
- Q. Please tell me the recommended way to play.
A. If you have enough time, play "Carcassonne" first and then play this game. It will be more enjoyable.

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★ Special thanks

My wife and all the players who played for the test.

★ Credit

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★ Appendix (Brief rule of "Carcassonne")

"Carcassonne" is a tile game for 2 to 5 people with the French fortress city Carcassonne as a motif.
Players place land tiles clockwise. This will give you points when the road, city and monastery are completed.

Each player has a humanoid piece called Meeple as his piece. There are five colors: blue, yellow, green, red, and black.

There are 72 land tiles in total.
One of them is called the start tile and is placed face up in the center of the table at the start of the game.
Players take a land tile from the deck and place it on the turn so that it is connected to the tile already placed.
It is a very rare case, but if the road and city are not connected and cannot be placed, the tile is returned to the box and a new tile is drawn.

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There are 6 monastery tiles in the land tiles.
4 out of 6 are monasteries surrounded by grassland and 2 are monasteries with roads.

The rule book is published online, so if you want to know more, please search.

