

CURATORS

COLLECTION CONUNDRUM BY JACOB WESTERLUND



WELCOME TO CURATORS

In Curators, you take the role as the chief curator of a museum. Your job is to allocate the museum staff efficiently to: Create interesting exhibitions, Fulfill loan contracts and Attract visitors. If you are successful, your museum could win the prestigious title "Most visited museum of the year!"

WHAT'S IN THE BOX

- 1 Rulebook 
- 1 Solo rulebook 
- 1 Auction house board 
- 1 End game token 
- 1 Starting player token 
- 4 Museum entrance boards 
- 4 sets of 5 Employee chips 
- 26 Wing tiles 
- 72 Object tokens (3 colors) 
- 48 Visitor tokens 
- 42 \$1000 tokens 
- 20 \$5000 tokens 
- 14 Standard contract cards 
- 13 Complicated contract cards 
- 7 Advanced rule cards (Optional) 

OVERVIEW

In Curators, each player takes on the role of a museum's chief curator. During the game, you will allocate your employees, represented by the employee chips.



You will use the Carpenter  to build wings where the Restorer  exhibits objects collected by the Archaeologist  and the Collection Manager . Doing this will let you attract visitors and fulfill contracts. The Financial Manager  will allow you to collect entrance fees from your visitors to finance your endeavours.



Make sure to plan ahead, because when there are no more wings left to build, the game will soon be over.

GOAL OF THE GAME

The game ends two rounds after the round the last wing is built. At the end of the game, **the player that scores the most Visitor Points (VP) wins.**

You score VPs for:

- Exhibited **OBJECTS**



- Completed **WINGS** with VP values



- Completed **CONTRACTS**



- Unspent **MONEY**



SETUP



Two player setup



PLAYER AREAS



1. Place the **END GAME DISC** **A** face down in the middle of the table.
2. Take the **WINGS** **B** according to the box below, and place them in random order forming a spiral with the end game token at the center. These are the available wings.

2 PLAYERS: All wings except those marked and (17 wings)
3 PLAYERS: All wings except those marked (21 wings)
4 PLAYERS: All wings (26 wings)

3. Place the **AUCTION HOUSE** **C** where everyone can reach it.
4. Place one **OBJECT** **D** of each color on the bottom spaces of the auction house and on the end game disc. Leave remaining objects close to the auction house.
5. Give each player a set of 5 **EMPLOYEE CHIPS** **E** of their chosen color. Place all chips with the cog side facing up.
6. Give each player a **MUSEUM ENTRANCE** **F**.
7. Give each player \$4000. Keep the remaining **MONEY** **G** in reach of all players.
8. Give each player a **VISITOR TOKEN** **H**. Place the remaining tokens in reach of all players.
9. Shuffle the **STANDARD CONTRACTS** **I** and **COMPLICATED CONTRACTS** **J** separately and deal each player one card from each deck, face down. Keep them hidden from other players.
10. Choose a starting player and give that player the **STARTING PLAYER TOKEN** **K**.

SUGGESTION: The player who last visited a museum starts.

OPTIONAL: If playing the advanced version, shuffle the **ADVANCED RULE CARDS** **L** and draw one card. Read the new rules on the card and make sure everyone understands them before starting.

YOUR TURN

As a chief curator your job is to direct work at the museum - allocating employees to projects, creating collaborative teams and acquiring new contracts - all are important parts of your job.

On your turn, you **MUST** do a single or double allocation and take the corresponding action(s).

ALLOCATE AN EMPLOYEE

When allocating an employee you **MUST**:

1. Select the face-up action of any double-sided employee chip
2. Flip the chip and perform the action

DOUBLE ALLOCATE EMPLOYEES

If you ever have two identical symbols facing up on your employee chips, you **MAY** allocate both of those at the same time in a double allocation, flipping both chips and taking the corresponding action twice.



IMPORTANT: When double allocating you **MUST** always perform the action twice. If you are unable to do so you are not allowed to double allocate.

EXAMPLE: On Jacob's first turn he flips the Carpenter ✓.



When it's Jacob's turn again he has two of his Financial Mgr.s available. He allocates both at the same time, taking their action twice.



EMPLOYEE ACTIONS

Each side of an employee chip corresponds to an **EMPLOYEE ACTION**:

CARPENTER - Add wings to your museum.

ARCHAEOLOGIST - Get objects and add objects to the auction house.

COLLECTION MGR. - Buy objects from the auction house.

RESTORER - Exhibit objects and gain visitors.

FINANCIAL MGR. - Collect money.

All employee actions can also be found on the back of this rulebook for quick reference.

CARPENTER

The Carpenter's job is to build new wings with exciting new displays so objects can be displayed in the best possible fashion.

When ALLOCATED:

1. Choose one wing from the available wings
2. Pay for it
3. Place it in your museum

The cost of wings are based on their relative positions in the spiral at the start of a given turn. The outermost wing is always free to take, and the wings further in increase in cost by \$1000 for each wing you skip. You can take any wing from the available wings, as long as you can pay for it.



When placing wings, they have to be placed door-to-door with an exhibit on a previously placed tile or with the museum entrance. You may flip a wing to get a mirrored version of the tile. Placed wings cannot be moved.



The player taking the last wing receives one of the objects from end game token and flips it over to indicate the start of the end game.

Once in the end game phase, you can no longer take wings, but you can still allocate the Carpenter to receive \$1000 per allocation.

When DOUBLE ALLOCATED:

Pay for the wings according to their positions **BEFORE** taking them from the spiral.

EXAMPLE: Malva double allocates her Carpenters to build the first wing in the spiral as well as the fourth wing. She pays \$0 for the first wing and \$3000 for the fourth wing.

ARCHAEOLOGIST

Archaeologists study the past by excavating objects from sites of historical interest. To finance their excavations, they sometimes sell objects by auctioning them to other museums.

When ALLOCATED:

1. Take one object of any color from the excavation site and put it in your **STORAGE**
2. Take one object of the **SAME** color and put it in the auction house



Always fill the auction house from bottom to top, with one object per space.



Only put an object in the auction house if there is room for it. If there are ever more than 6 objects in your storage you must discard down to 6. You choose which objects to keep. Discarded objects are put back in the excavation site.

When DOUBLE ALLOCATED:

You **MAY** take objects of two **DIFFERENT** colors.

COLLECTION MANAGER

The Collection Mgr. is responsible for acquiring objects from other museums or collectors.

When ALLOCATED:

1. Take one or more objects of **ONE** color from the auction house
2. Pay for them
3. Place them in your storage

The cost is indicated next to the auction house spaces.

EXAMPLE: Hanna buys the two red objects, paying \$1000 for the first one and \$2000 for the second one, for a total of \$3000.



There is no limit to the number of objects you can buy from the final space of the auction house (marked \$3000). Take objects from the excavation site when buying from this space.

If there are ever more than 6 objects in your storage you must discard down to 6. You choose which objects to keep. Discarded objects go back to the auction house.

When DOUBLE ALLOCATED:

You **MUST** buy objects of two **DIFFERENT** colors.

RESTORER

The restorer's role is to discover the provenance of objects in the museum and to prepare them for viewing. As the restorer completes a new exhibition a grand opening is held, attracting visitors to the museum.

When ALLOCATED:

1. Take one or more objects of **ONE** color from your storage
2. Place them in any free exhibits of the **SAME** color
3. For each wing you complete during this action, place one visitor on your **VISITOR TRACK**



4. If the square on the visitor track you filled contains a red and black wax seal. Draw one of each color contract and choose which to keep.

IMPORTANT: Objects can not be moved after they have been placed in exhibits.

IMPORTANT: You can never have more than **9** visitors on your visitor track.

When DOUBLE ALLOCATED:

You **MUST** exhibit objects of two **DIFFERENT** colors.

FINANCIAL MANAGER

The museum's Financial Mgr. is responsible for acquiring grants and marketing of the museum to visitors.

When ALLOCATED:

1. Receive \$1000 for each visitor token on your visitor track

EXAMPLE: Lilja has three visitors on her visitor track. When she allocates the Financial Mgr. she gets \$3000.



When DOUBLE ALLOCATED:

Receive \$2000 for each visitor token on your visitor track

COMPLETING CONTRACTS

As museums across the globe struggle to attract visitors, some have resorted to renting out their most precious artifacts. Loan contracts are usually controlled by complicated rules where the renting museum agrees to display the objects in a favorable way.

You start with two contracts but can acquire more by attracting visitors to your visitor track.

To complete a contract:

1. Build wings, placing them so the exhibits match the shape and colors on the contract
2. Fill those exhibits with objects

The shape may exist anywhere in your museum, in any orientation. Empty spaces on the contracts may be filled or empty in your museum.

To fill wildcard symbols  any color exhibit can be used, as long as it has an exhibited object. Contracts may overlap meaning the same exhibit can be used for multiple contracts.

At the end of the game, contracts are revealed and checked for completion and scored according to their VP value .

EXAMPLE: Alexander has completed the contract to the right (rotated), using a black exhibit for the wildcard symbol. This will score him 5 VPs at game end.



GAME END

Each year curators compete to have the most visited museum in the world. It's a tough competition but for those lucky enough to win, there is prestige and money to be made.

The game end is triggered when the last wing is taken. Then the current round is played out and two more rounds are played, after which the game ends.

When taking the last wing, the active player:

- Chooses an **OBJECT** from the token to put in their storage
- Then flips the end game token



Once the the last wing has been built, you can no longer build wings. You may still allocate the Carpenter, but instead of taking a wing you will receive \$1000.

CLARIFICATION: If the last wing is taken as the first action of a double allocation of the carpenter the second action will give the player a \$1000.

SCORING

When the game ends, each player scores visitor points (VP) as follows:

- For every **\$4000** - 1 VP (rounded down)
- For each **COMPLETED CONTRACT** - VPs as indicated on the contract
- For every **COMPLETED WING** with a VP value - VPs as indicated on the wing
- For each **OBJECT ON A WING** - 1 VP
- If playing the advanced version: Score any advanced objectives

The player with the most VPs wins the game. In case of a tie, the player with the most money wins.

EXAMPLE: At the end of the game Per has the following: \$9000; 2 completed contracts worth 4 VPs each; 3 completed wings worth 0, 2 and 4 VPs; and 11 objects exhibited on wings.



This earns her the following VPs:

- Money: $9/4 = 2$ VPs
- Contracts: $4 + 4 = 8$ VPs
- Wings: $0 + 2 + 4 = 6$ VPs
- Objects: $11 = 11$ VPs

Giving her a total of:
 $2 + 8 + 6 + 11 = 27$ VPs

GLOSSARY

ADVANCED RULE:  p. 4, 9

ALLOCATION: The act of flipping an employee chip and taking its action p. 5

STORAGE:  p. 6, 7

AUCTION HOUSE:  p. 6, 7

AVAILABLE WINGS: Wings in the spiral p. 6

COMPLETED CONTRACT: Contract which shape (exhibits with exhibited objects) occurs in your museum p. 8

COMPLETED WING: Wing with exhibited objects on all exhibits  p. 7, 9

COMPLICATED CONTRACT:  p. 5, 8

CONTRACT:  p. 5, 8

DOUBLE ALLOCATION: The act of flipping two employee chips of the same type, taking their action twice p. 5

EMPLOYEE CHIP:  p. 5

EXHIBIT:  p. 6, 7, 8

EXHIBITED OBJECT:  p. 7, 8, 9

MUSEUM ENTRANCE:  p. 6

OBJECT:  p. 6, 7, 8, 9

END GAME TOKEN:  p. 9

STANDARD CONTRACT:  p. 5, 8

VISITOR:  p. 7, 8

VISITOR POINT (VP):  p. 8, 9

VISITOR TRACK:  p. 7, 8

WILDCARD:  p. 8

WING:  p. 6, 7, 8, 9

QUICK REFERENCE

YOUR TURN p. 5

On your turn, you **MUST**:
Single or double allocate
and take the corresponding
action(s).



CARPENTER

p. 6

1. Choose one wing from the available wings
2. Pay for it
3. Place it in your museum

DOUBLE ALLOCATED:

Pay for the wings according to their positions
BEFORE taking them from the spiral.



ARCHAEOLOGIST

p. 6

1. Take one object of any color from the excavation site and put it in your storage
2. Take one object of the **SAME** color and put it in the auction house

DOUBLE ALLOCATED:

You **MAY** take objects of two **DIFFERENT** colors.



COLLECTION MGR.

p. 7

1. Take one or more objects of **ONE** color from the auction house
2. Pay for them
3. Place them in your storage

DOUBLE ALLOCATED:

You **MUST** buy objects of two **DIFFERENT** colors.



RESTORER

p. 7

1. Take one or more objects of **ONE** color from your storage
2. Place them in any free exhibits of the **SAME** color
3. For each wing you complete during this action, place one visitor on your visitor track

DOUBLE ALLOCATED:

You **MUST** exhibit objects of two **DIFFERENT** colors.



FINANCIAL MGR.

p. 8

1. Receive \$1000 for each visitor token on your visitor track

DOUBLE ALLOCATED:

Receive \$2000 for each visitor token on your visitor track