

# CURATORS

Solo Rulebook



# INTRODUCTION

*After having studied for several years, you have a burning desire to become the top Curator in the world. But looking for your first job has proven harder than you first thought. None of the famous museums has even replied to your application. You will have to prove yourself before you can take those top jobs. Fortunately you have heard about a local museum that might just give you a shot at getting some experience under your belt.*

In Solo Play, you advance in your curator career by taking on jobs from different museums, in the form of missions. You have to complete the level objective within the number of allocations indicated.

## RULE CHANGES

### Setup

**STARTING CONTRACTS** are based on missions

Setup of **AVAILABLE WINGS**:

1. Take all wings
2. Organize them into four columns depending on the size of the wing: 1, 2, 3, and 4 exhibits

### Your turn

You can not draw new contracts. You can track the number of allocations you do with the tracker on the backside of the Museum entrance boards.

### Employee actions

When allocating the Carpenter

1. Choose any wing
2. Pay \$0, \$1000, \$2000, or \$3000 depending on its size



### Game end

**GAME END TRIGGER** is based on number of allocations (see each mission).

### Stars

**STARS** are awarded when you complete a mission. Depending on the amount of VP you have accumulated you receive a different star rating.

Only the best Curators can complete all missions with a three star rating.

# MISSIONS

Solo Play offers you a more and more difficult set of puzzles. To advance from one mission to the next, you need to complete the objective listed under that mission. Usually in a fixed number of allocations.

When playing Solo Play Missions, where the objective is to complete specific contracts, you start with those contracts.

## LOCAL MUSEUM



*The local museum has not gotten much attention in the past few years. Fortunately, they still have some money left to reorganize. As its new curator, you have been given a shot at getting the museum back on its feet.*

**OBJECTIVE:** Score 17 VPs for the museum.

**RESTRICTIONS:** 18 allocations; No contracts.

## STATE MUSEUM



*After the success at your local museum, the state museum has offered to hire you. The museum has struggled with securing finances and is looking for your help to regain its footing.*

**OBJECTIVE:**

- Score 25 VPs for the museum.

**RESTRICTIONS:** 18 allocations; No contracts. Use the advanced rule card "Largest of a kind".

- After allocation 5 pay \$5000.
- After allocation 10 pay \$5000.
- After allocation 15 pay \$5000.

## LVR-LANDESMUSEUM, BONN, GERMANY

*The LVR-LandesMuseum is the Rhineland State Museum. It was founded in 1820 and holds a collection of more than 4 Million objects, from archeological findings to modern art. Its permanent exhibition presents a 300000 year journey through the region's cultural history from the Neanderthal man to the present day.*

## RESTORATION PROJECT



*The museum has offered you an interim position. You will oversee the museum's restoration of some of its more important objects.*

**OBJECTIVE:**

- Complete the contract "The neanderthal man".
- Complete the contract "Fritzdorf gold beaker".
- Complete the contract "The dicetower of a Roman soldier".

**RESTRICTIONS:** 18 allocations; Start the game with the contracts from the objective.

## DR. ???



*With your success on the previous mission the museum has asked if you could help introduce their new archaeologist, Dr. ???*

### **OBJECTIVE:**

- Build a 2x4 section using only black exhibits.
- Fill all your exhibitions with objects.

**RESTRICTIONS:** 18 allocations.

**SPECIAL ACTION:** Once when allocating the archaeologist, put 2 objects, in the color of your choice, into the auction house instead of one.

## RIKSJMUSEUM, AMSTERDAM, THE NETHERLANDS

*The Riksjmuseum is the premier museum of the Netherlands. In 2013, an entirely renovated Riksjmuseum opened its doors to the public.*

*They are greeted by a stunning building, amazing interior design, wonderful exhibitions, lively events, and many fine amenities for young and old.*

## EXPANSION



*Dr. ??? helped you get in contact with Riksjmuseum who needs help with a gallery expansion and completing a restoration project.*

### **OBJECTIVE:**

- Build a museum with a 3x1 courtyard (empty spaces surrounded by exhibition tiles).
- Complete the contract "The Night Watch".

**RESTRICTIONS:** 18 allocations; Start the game with the contracts from the objective.

*Thank you for having a look at curators solo version. If you want more check out the game on Kickstarter.*

<https://www.kickstarter.com/projects/worldshapers/curators>