



MONKEY PALACE RULES

A long time ago, an impressive palace was erected in the Jungle. It lay abandoned for many years, until...



Now it's up to all of you to rebuild the Monkey Palace.

THE AIM OF MONKEY PALACE

In the game Monkey Palace, you compete to build the best staircases for the Monkey Palace. The aim of the game is to score as many Banana Points 🍌 as possible.

The higher the staircase you build and the more arches you use in your staircase, the more building bricks and most importantly the more Banana Points 🍌 you will get.

The game ends when there are no more building bricks.



The winner is the player with the most Banana Points!



CONTENT LIST

BUILDING BRICKS

- 80 arches
20 x 6441766 20 x 4550323
20 x 6310832 20 x 6177697

- 80 bricks
20 x 6254484 20 x 4113915
20 x 6001824 20 x 4211242

- 16 columns
4 x 6397875 4 x 6057517
4 x 6310988 4 x 6177699

DECORATION BRICKS

- 32 bamboo leaves & 16 golden bricks
16 x 6175572 16 x 6270003 16 x 6060800

ANIMALS

- 1 monkey
1 x 6343797
- 1 butterfly
1 x 6370534
- 1 frog
1 x 6395622

OTHER BRICKS

- 4 corner bricks
4 x 4125281
- 1 base plate
1 x 11023

CARDS

- 67 Monkey Cards
- 14 Bonus Cards
- 3 Trophy Cards

OTHER COMPONENTS

- 4 Player Boards
- 1 Brick Tray
- 2 sheets with 4 Ground Maps (1-4)

Scan the QR code to watch the **video rules** and to find rules in other languages:
dottedgames.com/monkeypalace

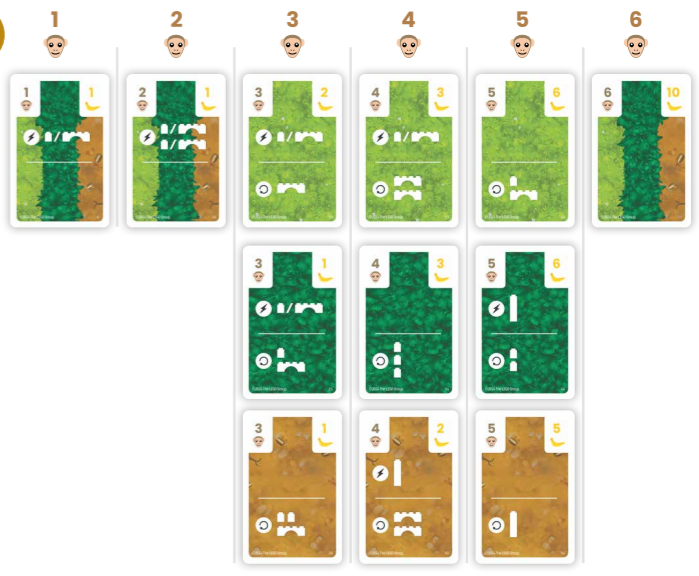



HOW TO SET UP THE GAME

- Place the **building bricks** in the corresponding compartments of the **Brick Tray**.
- Place the four **corner bricks** on the base plate as shown here.
- Choose one of the **Ground Maps** and place it on the base plate. For your first game, we recommend playing with Ground Map 1 (see the number in the corner).

- Place **one brick and two arches** of any color in the white marked area on top of the Ground Map. You have now built a starting staircase. Place a **golden Decoration Brick** at the end of the staircase.
- Place the **Decoration Bricks** on the table or have fun building a cool jungle with them around the Ground Map, until the Decoration Bricks are needed for play.
- Place the **yellow Bonus Cards** in one pile.
- Place the **Monkey** on the **Monkey Trophy Card**.
- The **Butterfly** and the **Frog** are micro expansions that add even more fun and variety. We suggest that you play a couple of games before you include them in the game. If you choose to play with one or both of them, place the Butterfly on the **Butterfly Trophy Card** and the Frog on the **Frog Trophy Card**.

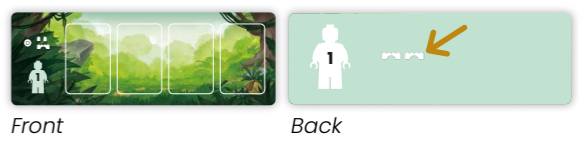
MONKEY CARD SETUP



- In the upper left corner of the **Monkey Cards** you can see their value (Monkey Credits). Sort the Monkey Cards by value and color **as shown on the photo above**.
Place the multicolored Monkey Cards worth **1 and 2 Monkey Credits** in two separate piles. Place the Monkey Cards worth **3, 4 and 5 Monkey Credits** in nine separate piles divided by color (light green, dark green, and gold). Place the multicolored Monkey Cards worth **6 Monkey Credits** in one separate pile.



- The player who last ate a banana takes **Player Board 1** along with the building bricks shown **on the back** of the Player Board. You can choose building bricks of different colors or the same color.



Flip the player board to the **front** and place it in front of you.
Going clockwise, the next player takes Player Board 2 and the building bricks shown on the back and flips their Player Board, and Player 3 and Player 4 do the same.

You are now done with the setup!

OVERVIEW OF A TURN

The game is played in rounds, and in each round every player has a turn. On your turn, you must follow the steps below. Each step is explained in detail on the following pages.

1 BUILD ONE STAIRCASE

Use your building bricks to build one staircase for the Monkey Palace. Note the ground color of the starting point of your staircase.



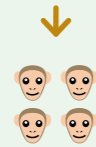
2 DECORATE YOUR STAIRCASE

At the end of your staircase, place a Decoration Brick corresponding to the starting point color.



3 COUNT MONKEY CREDITS

Count the number of arches that you have placed in your staircase. You get as many Monkey Credits as arches. Add one Monkey Credit if the Decoration Brick in your staircase is the highest of that color.



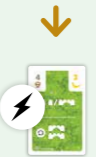
4 TAKE MONKEY CARDS

Spend your Monkey Credits to take Monkey Cards of the same color as your Decoration Brick. The Monkey Cards give you building bricks and Banana Points.



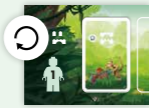
5 TAKE ONE-TIME DELIVERY

Take the One-time Delivery of building bricks.



6 TAKE RECURRING DELIVERY

Flip the Monkey Cards to the Monkey Side and place them on your Player Board. Take the Recurring Delivery of building bricks.



7 TAKE A BONUS CARD

If a part of your built staircase has a height of at least five bricks, take a Bonus Card.



8 TAKE TROPHY CARDS

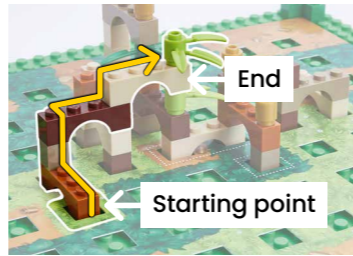
If you have triggered any Trophy Cards on your turn, take the Trophy Card(s).



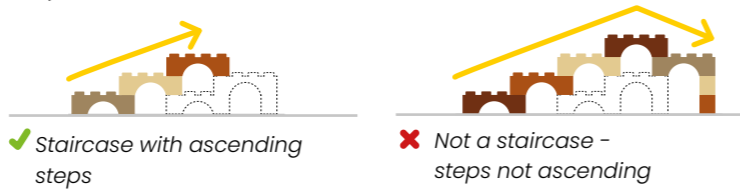
Your turn is over.
The player to your left takes their turn.

1 BUILD ONE STAIRCASE

A staircase consists of **one or more arches** and in many cases also of supporting bricks and columns. The arches make up the steps in the ascending staircase. A staircase must make a **direct path** from the Ground Map, so a staircase has a **starting point** and an **end**.



In the staircase you build, **each arch you place must be higher** than the previous one and make a direct path to the top with ascending steps.



Bricks and columns can be used to support or extend the staircase.



You may **use any number of your building bricks** to build a staircase. The color of the building bricks does not matter. Any building bricks you do not use on this turn can be saved for future turns.

Example: On Player 1's first turn, they can build this staircase with their two arches.



Example: On Player 2's first turn, they can build this staircase with their two arches and one brick.



BUILDING RULES

A. STARTING POINT

A staircase **must** start from an open knob on the Ground Map.



B. STARTING BRICK

A staircase may start with any building brick.



C. END BRICK

A staircase **must** end with an arch.

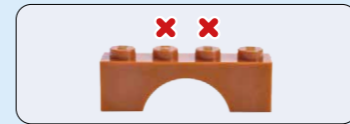


D. BUILD ON ANY BRICKS

You may build on any bricks that have an open knob, **including Decoration Bricks**.

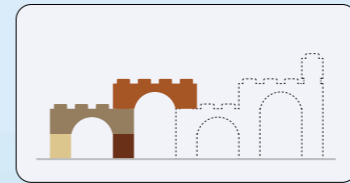


But you may not build on the **two center knobs** of the arches.



E. ATTACH THE STAIRCASE

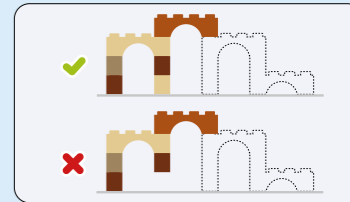
A staircase **must** attach to at least one of the bricks already on the Ground Map.



Very rarely, a player is not able to attach their staircase to the existing build on the Ground Map. In such cases the player takes their Recurring Delivery of building bricks and waits until the next round.

F. SUPPORT THE STAIRCASE

Each building brick in your staircase must be fully supported.



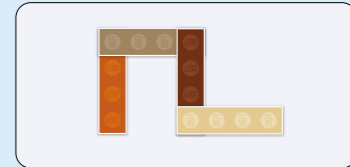
G. ARCH ON ARCH IS NOT ALLOWED

You may not place an arch directly on top of another arch.



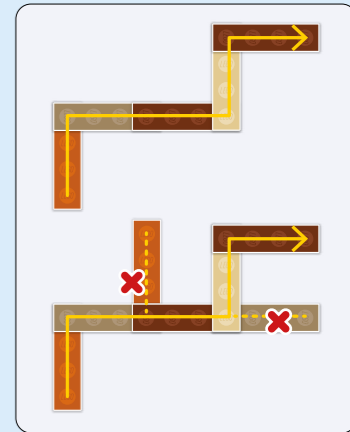
H. DIRECTIONS

A staircase may turn 90 degrees.



I. USE ARCHES ONLY AS DIRECT STEPS

A staircase must make a direct path from the Ground Map to the Decoration Brick. Every arch you place must be a direct step up toward the end of your staircase.



Therefore a player cannot place arches as supporting bricks branching off from the direct path.

TIP: You may turn the game board to view from different angles, and you may start over if you realize while building that there is a better place to build elsewhere on the Ground Map.



2 DECORATE YOUR STAIRCASE

Once you have built your staircase, you must add the Decoration Brick corresponding to the color of the starting point of your staircase.

Place the Decoration Brick at the end of your staircase.



3 COUNT MONKEY CREDITS

Count the number of arches in your staircase. You get **1 Monkey Credit for each arch** that you have placed in the staircase you have just built. If the Decoration Brick in the staircase you just built is currently the **highest of that color**, you get **1 extra Monkey Credit**.



Player 1 has built a staircase with 3 arches (3 Monkey Credits) and has placed the highest light-green Decoration Brick (1 Monkey Credit). Player 1 therefore gets a total of 4 Monkey Credits.

4 TAKE MONKEY CARDS

Spend your Monkey Credits to take Monkey Card(s). The Monkey Cards that you take **must match the color of the Decoration Brick** at the end of the staircase that you just built.



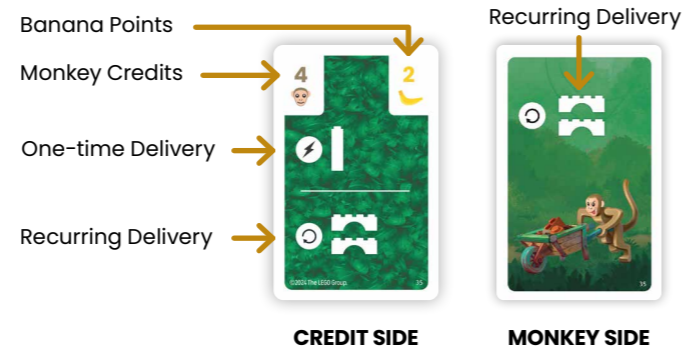
However, you can take the **multicolored cards** no matter what color the Decoration Brick on your staircase is.



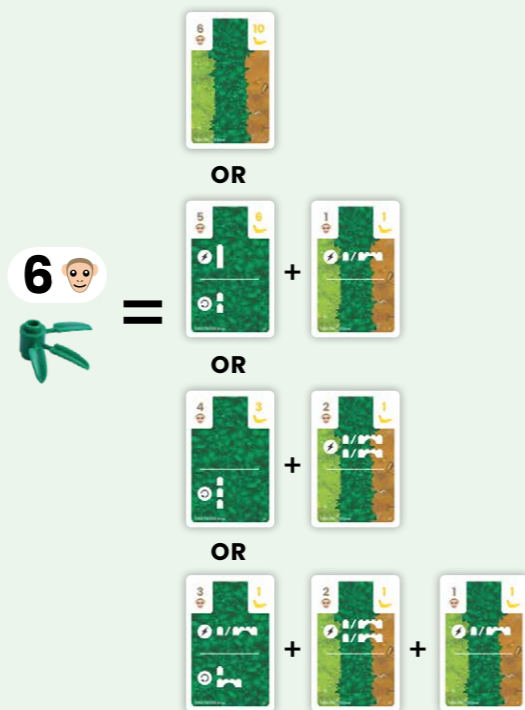
You may take **one or more Monkey Cards** for your Monkey Credits, but you may only take **the top card from each pile on each turn**. Card piles can run out of cards.

You don't have to use all your Monkey Credits, but you **cannot save Monkey Credits** for your next turn.

The Monkey Cards have a **Credit Side** and a **Monkey Side**:



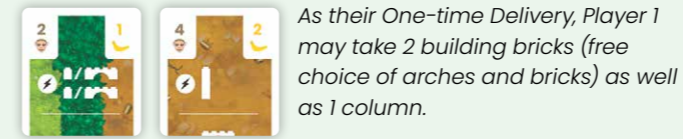
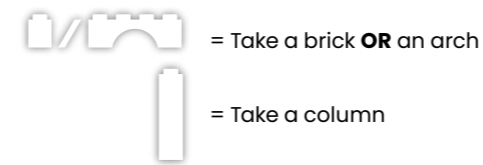
Example: From a dark green starting point, Player 2 has built a staircase with 6 arches and has placed a dark-green Decoration Brick which is not the highest dark-green. Therefore, they have 6 Monkey Credits to spend and can choose to take:



At the start of your turn pay attention to the color of the starting point of your staircase. It determines which Monkey Cards you can take.

5 TAKE ONE-TIME DELIVERY

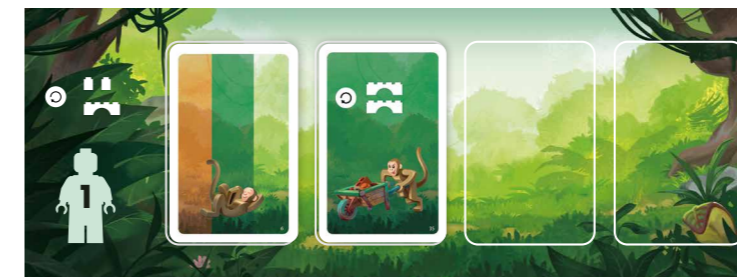
Take the One-time Delivery shown on the Credit Side of the Monkey Card(s) you took on this turn.



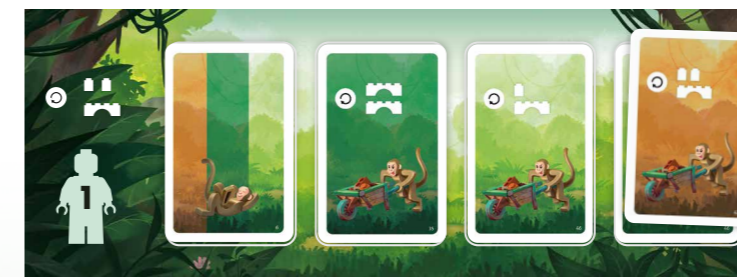
As their One-time Delivery, Player 1 may take 2 building bricks (free choice of arches and bricks) as well as 1 column.

6 TAKE RECURRING DELIVERY

Flip the Monkey Card(s) to the **Monkey Side** and place it/them on the empty spaces on your Player Board.

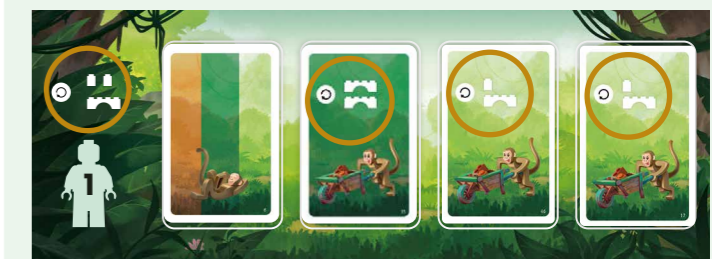


There is room for **four visible Monkey Cards** on your Player Board. When you have more than four Monkey Cards, you must **place the new Monkey Card(s) on top of the existing Monkey Cards** on your Player Board.



If you take **several Monkey Cards in one turn** and your Player Board is full, you may place these new Monkey Cards on top of each other on the Player Board.

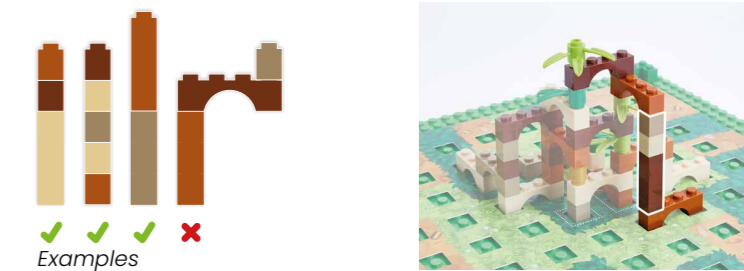
Take your Recurring Delivery, as shown to the left on your Player Board AND on all the top Monkey Cards on your Player Board.



As their Recurring Delivery, Player 1 may take 5 arches and 4 bricks.

7 TAKE BONUS CARDS

On your turn, if part of your staircase is **the height of at least five bricks**, you may take a Bonus Card. Note that a column counts as three bricks AND that arches cannot be included in the count:



The Bonus Card gives you **4 Banana Points**. You may only take **1 Bonus Card per turn**. Place your Bonus Card next to your Player Board so all players can see it.



8 TAKE TROPHY CARDS

The Trophy Cards and the Monkey, the Butterfly, and the Frog are elements linked to different player actions. The Trophy Cards can move from player to player during the game, and the player who has the specific Trophy Card at the end of the game either gets or loses Banana Points 🍌.

The Butterfly and the Frog are optional, and we recommend playing a couple of games before introducing them.

The Monkey

If you have placed a **golden Decoration Brick** on your turn, you must place the Monkey on an open end knob of an arch in **any staircase** to block your opponents from building there. Take **the Monkey Trophy Card** worth 2 Banana Points 🍌 from the middle of the table or from the player currently holding it. Place the card next to your Player Board.



Possible placements of the Monkey

The Butterfly (optional)

If you have placed **the tallest Decoration Brick of any color** (no ties), you must place the Butterfly on top of that Decoration Brick. Take **the Butterfly Trophy Card** worth 2 Banana Points 🍌 from the middle of the table or from the player currently holding it. Place the card next to your Player Board.



Placement of the Butterfly

The Frog (optional)

During your turn, you may take **the Frog Trophy Card** that allows you to immediately take an extra column from the Brick Tray. Only when you **take** the Frog Trophy Card from the middle of the table or from the player currently holding it, can you take the extra column. The Frog Trophy Card is worth **-3** Banana Points 🍌.



Placement of the Frog

Take the Frog Trophy Card, place it next to your Player Board and place the Frog on **the lowest open end knob** in the staircase you just built.

HOW THE GAME ENDS

The endgame is triggered when there **are not enough building bricks of one kind** for a player to take at the end of their turn. However, play continues for the remainder of the round, so all players have an equal number of turns.

Once the final round is completed, each player **turns over all the Monkey Cards** on their Player Board and counts their Banana Points 🍌 on the Monkey Cards as well as on the Bonus Cards and the Trophy Cards (Monkey, Butterfly, Frog).

The winner is the player with **the most Banana Points** 🍌!

In case of a tie, the winner is the player with the Monkey Trophy Card. If none of the tied players have the Monkey Trophy Card, the tied players will share the victory.



HAVE FUN PLAYING!



Game concept by: David Gordon & TAM

Illustrations by: AMEET and Matthieu MARTIN

LEGO, the LEGO logo, the Minifigure and the Brick and Knob configurations are trademarks and/or copyrights of the LEGO Group. ©2024 The LEGO Group.