

- MATTHEW DUNSTAN -

MONUMENTAL™



RULEBOOK

1. AIM OF THE GAME

In Monumental, each player leads a unique civilization. How will you shape your destiny, and how will history remember you? Dare you succeed as a warmonger, as a pioneer of cultural and scientific progress, or an architect of a great city and remarkable Wonders?

The aim of the game is to develop your civilization, by constructing new buildings and wonders in your city, improving your scientific knowledge and cultural development, and using your military power to conquer new provinces. The player with the most points wins.

2. SETUP

• MAP

1. Assemble the map using the correct layout for the number of players from the proposed **SCENARIO BOOK**. You may also create your own layout (See Create your own map below p.4).
2. Place Barbarians and Free Town tokens face down, with the number showing.
3. For each Market, choose one set of five tokens with the same City name. Randomly select a number of these tokens equal to the number of Players, returning the rest to the box. Place them as a face-down stack on the board as in the proposed set up.
4. Place one Production token on each tile (except Capital tiles, Water tiles and tiles with a market).
5. Place the unused Barbarian, Free Town, Market and Production tokens in the box. You won't need them during the game.
6. Place all the Gold and Culture tokens beside the play area as a common stock.
7. Place all the Resource counters (Production, Military, Science) and Wonder Construction counters beside the play area as a common stock.

3. DEVELOPMENT CARDS AND BASIC BUILDING CARDS

• DEVELOPMENT CARDS

Sort the Development cards by era (I, II, III) and shuffle each era separately. Cards are detailed at the end of the rules (See Cards description p. 14).

Then stack these 3 piles into a face-down Development deck.

Put the Modern cards on the bottom, the Medieval cards in the middle, and the Classical cards on top with the Era Separation cards (I, II, III) on top of each of the corresponding Era's cards.

These Separation cards are discarded from the game when revealed.

Do not shuffle this deck.

Place the Development deck beside the play area.

The game also comes with three alternative Wonders for Eras I, II and III (one for each Era). You may swap each of them for any other Wonder of a matching Era when preparing the Development card stacks.



Colossus of Rhodes



Notre Dame



I.S.S

For a longer game, you can include the Renaissance Era. To do so, shuffle the 12 Renaissance Era development cards separately, place the Renaissance Era separation card on top of the face-down stack, and insert this stack in between the Era II and Era III cards.

The game has two complementary Modules (Heroes and Monsters) which can be played alone or together (Heroes see p. 12 and Monsters p. 13) to bring more variety in the game. We recommend not to use them during your first plays

• BASIC BUILDING CARDS

Sort the Basic building cards by type (Workshops, Laboratories, Archery Ranges). Place these 3 separate piles in a row face up above the Development deck.

• CITY SET UP

You may choose to play as one of five civilizations: the Chinese, Danish, Egyptian, Greek and Japanese. Each Civilization has a deck with cards common to all civilizations and several specific cards (1 Knowledge card, 1 Warlord card, 1 special Building, 5 Cultural Policies). Cards are detailed at the end of the rules (See Cards description p.14).



Renaissance Cards (R)

The Civilizations



Greece



Egypt



Japan



China



Denmark



An Egyptian card

Choose a civilization and take the corresponding components:

- 15 Civilization cards
- 5 Cultural Policy cards
- 1 Warlord card
- 10 Units: 1 Warlord and 9 Soldiers
- 2 Explorers
- 2 Outposts
- 14 coloured bases of the same color (Deluxe edition)



Civilization Cards



Unit Tokens
(Classic Edition)



Unit Miniatures
(Deluxe Edition)



Colored Bases
(Deluxe Edition)

Return the components for any unused civilizations to the box.

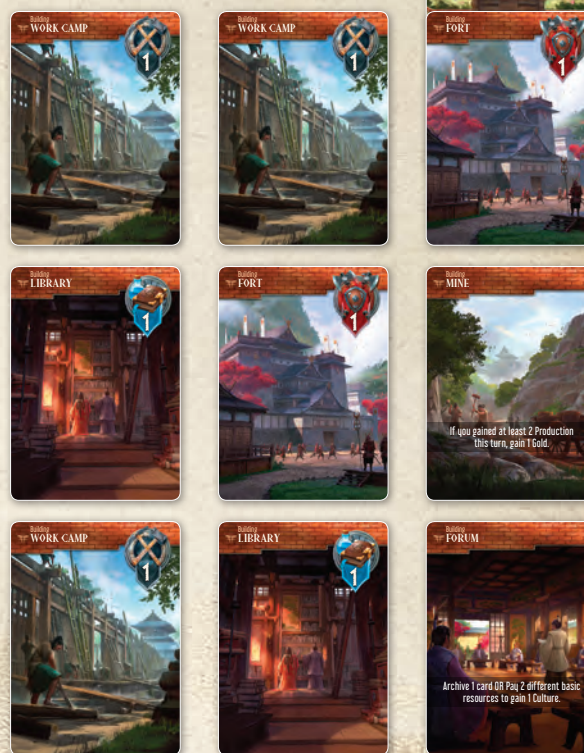
Shuffle your 15 Civilization cards.

Deal out a grid of 9 face-up cards in 3 rows of 3 cards: this is your City.

Deal the cards one by one, from the top left corner to the bottom right corner, left to right and top to bottom.

If you deal out a Knowledge card, immediately deal a second card on top of it (overlay the cards so that the effect of the Knowledge card remains visible).

Knowledge card



A player's Starting City

Place your remaining Civilization cards face down beside your City: this is your City deck. Leave space beside your City deck for a discard pile.

Place your Warlord card face up beside your City.

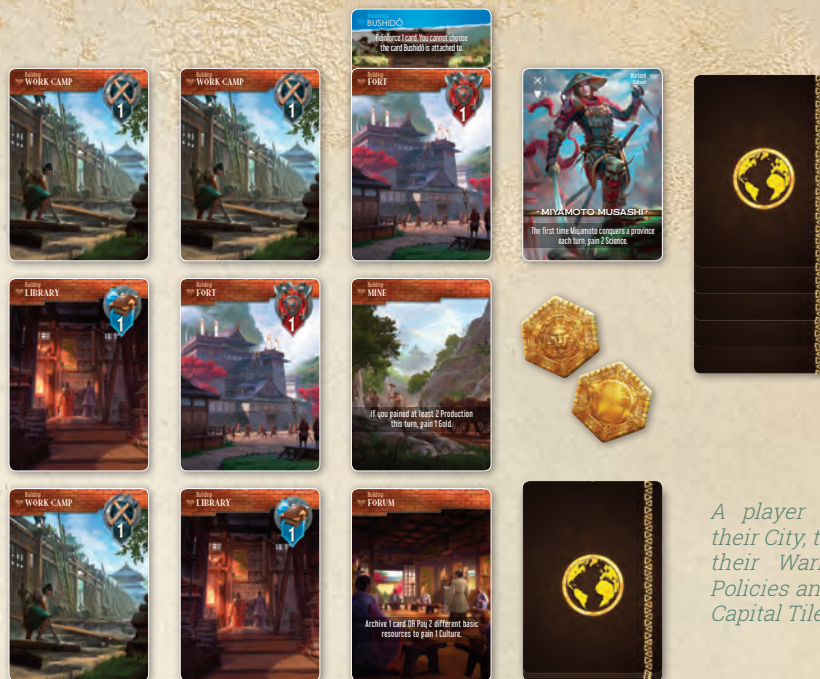
Place your Cultural Policy cards face down beside your City: this is your Culture deck. You may look at the cards in your Culture deck at any time.

Take 2 Gold and put them in a supply beside your City.

The player who most recently visited another country becomes the Starting player and takes and keep the Era Separation card I.

Starting from the last player in turn order and proceeding counterclockwise, each player chooses a capital tile.

Place your Warlord and all of your Soldiers and Explorers on your Capital tile. Place your Outposts in a supply next to your Capital tile.



A player full setup includes their City, their Deck, their Gold, their Warlord, their Cultural Policies and their Units (on the Capital Tile)

• LA PISTE DE DÉVELOPPEMENT

Draw the top 6 cards of Development deck. Put them face up in a row beside the deck, to create the Development Display.



Starting Development Track

In a 2-player game, instead create two rows of 3 cards each.



*Starting Development Track
– 2 players*

• CREATE YOUR OWN MAP

You can create your own map with the tiles in the box.

You must follow some instructions:

1. Take 1 Free Town for each player and place them randomly on the map (except on the Capital and Water tiles).
2. Randomly place 1 Barbarian token face up (with the number showing) on the other tiles (except Water tiles and Capital tiles).
3. The value of the Barbarian tiles surrounding each Capital tile must be the same for each player (value 1 or 2 only).
4. Place 1 market per player randomly on the board. For each market, take as many tokens as there are players and place them in a face-down stack on the Market token. e.g. In a 3-player game you'll have 3 Market tokens with 3 tokens on each.
5. Place 1 Production token on each tile except Water tiles and tiles with a market.

4. HOW TO PLAY

The starting player goes first. Players then take turns clockwise.

On your turn, complete the following four phases in order:

1. **ACTIVATE CITY**
2. **TAKE ACTIONS**
3. **REPLENISH CITY**
4. **REPLENISH DISPLAY**

4.1. ACTIVATE CITY

When you activate your City, choose **ONE COMPLETE ROW** and **ONE COMPLETE COLUMN** of cards to use this turn. Declare the cards you are activating to the other players, and rotate each activated card by 45 degrees.

If you activate a card attached to a Knowledge card, you activate both the Knowledge card and the card dealt on top of it.

*An activated City
(with an activated line
and column – here, a
Knowledge Card has
been activated along the
Building it is attached to).*



You immediately gain the resources that are shown in the top right corner of each activated card.

Effects on activated cards can be used in phase 2 of your turn: Take Actions.

• **BASIC RESOURCES**

There are three basic resources: Production, Science and Military.

PRODUCTION is used to build Buildings and Wonders. It can be gained by cards, by the Production tokens on the map, by Market tokens and by Free Town tokens.

SCIENCE is used to acquire new Knowledge cards. It can be gained by cards, by Market tokens and by Free Town tokens.

MILITARY is used to move Units (inside your Provinces or to conquer) and Explorers. It can be gained by cards, by Market tokens and by Free Town tokens.

During your turn, when you gain Production, Science and Military resources, take the corresponding counters from the common stock and place them in a personal supply beside your City. You must use the Production, Science and Military resources you gain on the turn in which you gain them: **BASIC RESOURCES CANNOT BE SAVED FOR LATER TURNS** and any unused basic resources are lost, and the Resource counters are placed back in the common stock at the end of your turn.

When you gain Production or Market tokens from the board place them in a personal supply beside your City. You may use them during your turn or in a later turn.

• **ADDITIONAL RESOURCES**

There are two additional (non-basic) resources: Culture and Gold.

CULTURE is used for acquiring Cultural Policies.

GOLD can be used in place of any basic resource (Production, Science or Military), but not in place of Culture.

When you gain Gold or Culture, take the matching tokens from the stock and put them in your personal supply. You may use them at any time during the current or any later turn.

3.1. TAKE ACTIONS

You may take any number of the following actions in any order and combination you want as long as you have enough resources.

Unless the text of a card says otherwise, the effect of a card **CAN ONLY BE USED** once during the turn it is activated.

If you gain the effect of your Warlord and a Barbarian or a Free City token at the same time, you may choose in which order to resolve the effects.

You may look through your own discard pile, but not another player's discard pile.

THE FOLLOWING ACTIONS CAN BE PERFORMED :

- Acquire Development card or Basic building
- Complete a Wonder
- Develop Cultural Policy
- Conquer Province
- Military maneuver
- Construct Outpost
- Play Explorers
- Use the effect of an activated card in your City or active Cultural Policy
- Scientific progress

REMEMBER: You may use Gold in place of a basic resource (Production, Science or Military), but not in place of Culture.

REMEMBER: Return unused Basic Resource counters to the common stock at the end of your turn.

• ACQUIRE DEVELOPMENT CARD OR BASIC BUILDING

In order to enhance your City, you can obtain new Building, Knowledge or Wonder cards, either from the Development display or from the stock of Basic Building cards.

The cost to acquire a card is shown on its bottom left corner (See Card description p. 14).

• BUILDING CARD

When you acquire a Building card (Basic Building or Building from the Development display), pay the cost in Production shown on the card. Then take the card and place it **ON TOP OF YOUR DECK FACE-DOWN**.

You can acquire a Basic Building card while cards of that type remain in the stock.



• KNOWLEDGE CARD

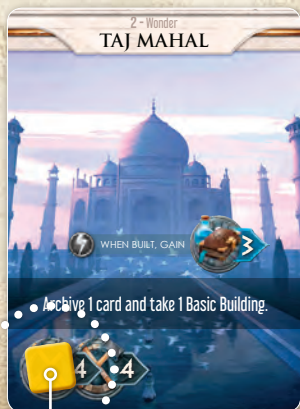
When you acquire a Knowledge card from the Development display, pay the cost in Science shown on the card. Then take the card and place it **ON TOP OF YOUR DECK FACE-DOWN**.



• WONDER CARD

When you acquire a Wonder card from the Development Display, pay the cost in Production shown in the left-most circle on the card. Place the card **BESIDE YOUR CITY** and place a Wonder Construction counter over the left-most circle. You have built the first stage of the Wonder.

IMPORTANT: You may only work on building a single Wonder at any one time. If you acquire another, you must choose which one to keep. Remove the other card from the game.



Construction counter

• COMPLETE A WONDER

You may complete a Wonder you have previously begun constructing by paying the cost in the rightmost circle at the bottom of the card.

You may acquire and complete a Wonder in the same turn.

When you complete a Wonder, immediately gain the completion bonus shown on the card (taking resources as necessary). Place the Wonder card **ON TOP OF YOUR DECK**. Return the Construction token to the common stock.

Then take the matching Wonder token and place it on a province you control, including your Capital tile. You may have only one Wonder per Province/Capital. Wonders add 2 the defense value of the Province.

If you cannot place the Wonder token (because your Capital and all Provinces you control already contain a Wonder), then you cannot take this action to complete a Wonder.

• DEVELOP CULTURAL POLICY

Developing Cultural Policies gives you new actions or capacities.

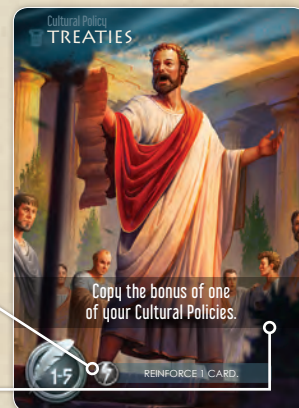
You may develop a Cultural Policy card of your choice from your Culture deck by paying Culture tokens from your personal supply. The amount of Culture tokens paid increases as you develop more policies. Your first Cultural Policy costs 1 Culture, the second Policy costs 2 Culture, and so on.

When you develop a Cultural Policy, place the chosen card **FACE UP BESIDE YOUR CITY**. Immediately gain the One-off effect of the card (shown on the bottom of the card).

Cultural Policy cards provide you with an ongoing effect, which remains active until you develop another Policy.

When you develop another policy, place the new Cultural Policy card face up on top of the previous Policy card, keeping just the bonus of the previous Policy card visible.

When you develop a new Cultural Policy, also immediately gain the bonuses on all previously developed Policy cards.



• CONQUER PROVINCE

At the beginning of the game, you have 10 Units (1 Warlord and 9 Soldiers) on your Capital tile. Your Explorers do not count as Units.

You may attack any Province tile which is adjacent either to your Capital or to any Province tile you already control by paying Military resources. You may move ONE Unit into the attacked Province for each Military resource you pay.

You must move into the attacked province a number of Units equal to the defense value of the Province (depending on the type of province attacked, see below).

These units can come from any Province (including your Capital) as long as they can reach the attacked province by moving through Provinces you control.



The Japanese player (red) must use 3 Military Units to conquer the Greek's province (white) because of its defense value of 3 (terrain value = 1, number of units = 2).

If some of your Units are in a Province tile that is cut off from other Provinces you control (for example, by a Province controlled by another player), those units can only be used in conquests of Provinces that are adjacent to them or connected through other Provinces you control.



The Japanese player uses units from 2 different provinces to invade the Greek's province that is in the middle.

You may use the same Units to perform several attacks during your turn as long as you pay 1 Military resource for each Unit each time it is used for an attack.

You may **NEVER** move your Units in such a way that a Province you control (with the exception of your Capital Tile) is left with none of your Units or Outposts on it.

You may not attack Water tiles or another player's Capital Tile.

You control a province as long as you have at least one Unit or Outpost in it.

• CONQUERING A BARBARIAN PROVINCE

The defense value of a Barbarian Province is equal to the terrain value of the Province plus the value of the Barbarian token on it.



This Barbarian province has a total defense value of 3 (terrain value = 1, Barbarian Token value = 2)

EXAMPLE: If a Barbarian token with defense value 2 is on a Province with a terrain value of 1, the cost to conquer it is 3 Military resources.

When you conquer a Province with a Barbarian token:

- Move into the attacked province a number of Units equal to the total defense value of the Province.
- Take the Barbarian token and immediately choose one of the two benefits shown on the back of the token. Keep this token face up beside your City.

• CONQUERING A FREE TOWN PROVINCE

The defense value of a Free Town Province is equal to the terrain value of the Province. You must also pay the resources shown on the Free Town token.

EXAMPLE: If a Free Town token with Science value 2 is on a Province with a terrain value of 1, the cost to conquer it is 1 Military and 2 Science.

When you conquer a Province with a Free Town token:

- Move into the attacked province a number of Units equal to the terrain value of the Province.
- Pay the required resources.
- Take the Free Town token and immediately choose one of the two benefits shown on the back of the token. Keep this token face up beside your City.

• CONQUERING AN OPPONENT'S PROVINCE

You may wish to conquer a Province controlled by another player.

The cost in Military resources is equal to the terrain value of the Province plus the total defense value of all Units and Structures in the Province.



EXAMPLE: A Province with a terrain value of 2 which has 3 Soldiers and a Warlord on it has a total defense value of 7 (2+1+1+1+2).

When you conquer an opponent's Province:

- Move into the attacked province a number of Units equal to the total defense value of the Province.
- The opponent returns all of their Units to their Capital tile. They also return any Outposts on the conquered tile to their supply.

• MOVING YOUR WARLORD

Each time you wish to conquer a Province, you may choose your Warlord as one of the units required to move into the attacked Province. If you do, once each turn, you immediately gain the benefit on your Warlord card.

Warlord add 2 the defense value of the Province.

• MILITARY MANEUVER

Military Maneuver is the capacity to Move as many Units as you can inside the Provinces you already control.

By spending **ONE** Military resource you may move **ONE** Unit (Soldier or Warlord) from one Province to another Province, as long as you control both Provinces, and they are connected to each other through Provinces you control.



This player may spend 1 Military to move one unit from the left province to the right province, as they control both of them.

• CONSTRUCT OUTPOST

At any time in your turn, you may construct an Outpost for free. To do that you must have 3 or more Units (Soldiers or Warlord) on a Province. Return 3 Units from the Province to your Capital tile and place one of your Outposts from your supply onto the Province.

You must follow certain restrictions:

- You may only have one Outpost per Province
- You may only have 2 Outposts at any one time.
- Once built, an Outpost cannot be moved.

Outpost add 3 the defense value of the Province.

IMPORTANT: If a province you control with an outpost is conquered by another player then the outpost is returned to your personal supply.



Replacing 3 units with an Outpost (units go back to the player's supply).

• PLAY EXPLORERS

Explorers are used to collect resources from the map.

Pay **ONE MILITARY RESOURCE TO MOVE ONE** of your Explorers to an adjacent Province, regardless of who controls it. An Explorer can move multiple times in a single turn, as long as you pay one Military resource each time.

Each turn, each of your Explorers may perform **ONE** of the following two actions:

- If your Explorer is in a Province with a Market, you may take the Market tokens, look at them, and select one to keep, placing it face up in your personal supply. Return the other tokens face down to the Province. You can only have **ONE** Token from **EACH** Market in the entire game.
- Take a Production token from the Province your Explorer is currently in and place it in your personal supply.

The Market or Production tokens gained can be used this turn or saved for a later turn but remember that any Basic resources gain when using a token must be used that turn or they are lost.

Place used Market tokens face down, but do not discard them, as they remind you of which Markets you have already taken tokens from.

IMPORTANT: As an Explorer is not a Unit, they can't conquer or control a Province.

• USE THE EFFECT OF AN ACTIVATED CARD IN YOUR CITY OR ACTIVE CULTURAL POLICY

Some cards have effects that are always active or take place whenever another effect occurs (as detailed in the card's text). These are static effects and are considered to be active as long as the card has either been activated in your City this turn, or is your active (topmost) Cultural Policy card.

Choose one card in your City that you activated this turn, or an active Cultural Policy, and use its effect. Unless otherwise specified, each card can only be used once during your turn.

FOR EXAMPLE: *Warrior Culture (a Danish Policy) states 'Spend 2 Military to gain 1 Culture. Gold cannot be used.'* If this policy is your active (topmost) policy, you may use its effect once on your turn, at any time.

It is never mandatory to use an effect.

• SCIENTIFIC PROGRESS

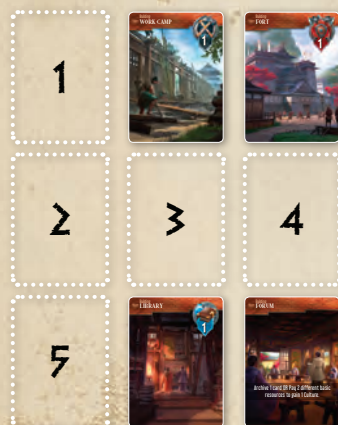
Pay 2 **SCIENCE** to draw and use the top card of your deck. Once you resolve all of its effects, discard the card.

4.3. REPLENISH CITY

• ADD NEW CARDS

After you complete your actions, pick up all of the cards you activated in your City and put them into your discard pile.

Deal out new cards from your City deck to fill the gaps in your City. Always deal new cards one by one, filling the spaces in your grid from left to right, and from top to bottom.



Once the activated cards are discarded, the player draws as many cards as necessary from their deck, and places them in their City (left to right, top to bottom).

If you deal out a Knowledge card, immediately deal a second card on top of it (overlay the cards so that the effect of the Knowledge card remains visible).

If you deal out multiple Knowledge cards for the same space then choose one of the Knowledge cards to keep and discard the others.

• SHUFFLING YOUR DISCARD PILE

If you ever need to draw or deal out a card from your deck but it is empty, shuffle your discard pile and place it face down as your new deck.

If your discard pile is also empty, simply leave any remaining spaces in your City grid unfilled. This may cause a Knowledge card to have no Building or Wonder card attached to it. In this case, the Knowledge card remains in your City and can be activated by itself.

In the rare case that you only have Knowledge cards in your discard pile, do not shuffle them, and leave any remaining spaces in your City Grid unfilled.

4.2. REPLENISH DISPLAY

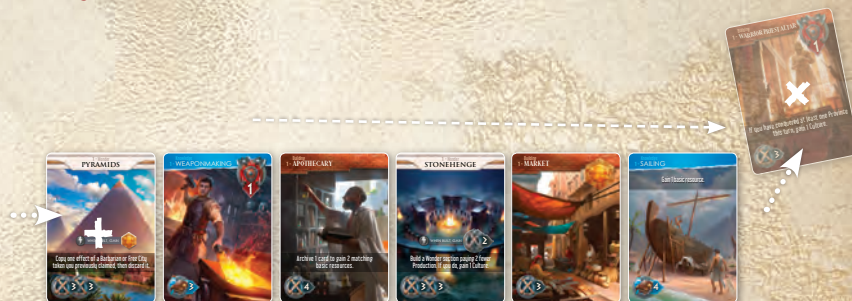
IF YOU ACQUIRED AT LEAST ONE CARD FROM THE DEVELOPMENT DISPLAY during your turn, shift the remaining cards to the right to fill the gap. Then deal new cards from the deck up to 6, no matter which Era it is.



All remaining cards from the Development Track are moved to the right. New cards are drawn to replace them (up to 6 cards).

IF YOU ACQUIRED NO CARDS FROM THE DEVELOPMENT DISPLAY, take the card furthest from the Development deck and place it in a discard pile. Shift the remaining cards to the right away from the deck and deal one new card to fill the gap on the left.

IMPORTANT: Replenishing is only done at the end of the Turn. Do not fill the gap during the Turn.



The rightmost card is discarded. The other cards are moved to the right. A new card is drawn to replace the discarded card.

• 2-PLAYER GAME

In a 2-player game, consider each row of the Development Display separately.

IF YOU ACQUIRED AT LEAST ONE CARD FROM A ROW of the Development display during your turn, shift to the right the remaining cards in that row away from the deck to fill the gap. Then deal new cards up to 3 in that row.



The player took two cards from the upper track. The remaining card is moved to the right and 2 new cards are drawn. No one took any card from the lower track: the rightmost card is discarded, while the remaining cards are moved to the right. A new card is drawn to replace the discarded card.

IF YOU ACQUIRED NO CARDS FROM A ROW of the Development display, discard the card furthest from the deck in that row. Shift the other cards along and deal one new card to fill the gap on the left.

IF YOU ACQUIRED NO CARDS during your turn, discard the card furthest from the deck in both rows. Shift the other cards along and deal one new card to fill both gap on the left.



Since no card was taken, the rightmost card of each track is discarded, while the remaining cards are moved to the right. In each track, a new card is drawn from the deck.

5. END OF THE GAME

The end of the game is triggered when the last card of the Development deck is dealt into the Development Display at the end of a player's turn.

Play continues until the player seated to the starting player's right has taken a turn. Then all players take one additional and final turn. That way, all players have played the same number of turns.

If the end of the game is triggered at the end of the turn of the player seated to the right of the start player, then each player simply gets one additional and final turn.

Each player scores points for their achievements as follows: (tableau ?)

Each **KNOWLEDGE CARD: 1 POINT**

Each **WONDER CARD: 2 POINTS**

Each **CULTURAL POLICY DEVELOPED: 2 POINTS**

Each **PROVINCE CONTROLLED: 1 POINT**

Archived cards do not count towards a player's score, and neither do the starting Knowledge cards of a civilization.

• DOMINANCE

In addition, the player who has the highest achievement in each of these four categories:

Most **KNOWLEDGE: 3 POINTS**

Most **PROVINCES: 3 POINTS**

Most **WONDERS: 3 POINTS**

Most **CULTURAL POLICIES: 3 POINTS**

If two or more players are tied for greatest achievement in any category, all tied players receive 3 points.

The player with the most points wins.

If there is a tie, the tied player with the most remaining Gold wins. If there is a still a tie, the tied player with the most remaining Culture wins. If there is a still a tie, all tied players share victory.

6. AUTOMA MODULE

The Automa cards is composed of 20 cards (15 Action cards and 5 Civilization cards) that can be used to add an additional civilization into the game which is controlled by the game. For instance, a 2-player game can be played between a human-controlled civilization and an automa-controlled civilization.

6.1. SETUP

Set up as for a normal game, but with the following modifications.

Choose the Automa's civilization and take the Warlord and Cultural Policy cards of that civilization (returning the rest of the Civilization cards to the box). Place their Warlord card face up in their play area, and the Cultural Policy cards in a pile face down. Place all their Units in their Capital as normal. They also start with 2 gold.



Setup of a civilization, as suggested by the Automa.

Prepare the Automa's deck: take the one card matching the Automa's civilization and shuffle it with the 15 Automa Action cards to form a face-down deck, placing it in the Automa's play area.



The Automa civilization always plays last

6.3. GAMEPLAY

The game is played with the same rules as a normal game, except the Automa deck determines its actions.

On the Automa's turn, draw and reveal the top two cards of the Automa's deck, one at a time. For each card, in the order they are drawn, carry out each action as described on the card, completing each action before moving onto the next. Some actions tell you to draw a card, and this is considered to be in addition to the two drawn normally.

Some actions are specialized actions, denoted by the action starting with Architectural, Cultural, Economic, Aggressive or Technological. These actions are only carried out if the specialization matches the one denoted on the Automa civilization's Warlord card. If it does not match, simply skip the action.



The second Action Card (on the right) unlocks the specific action because Musashi's type is Cultural, which matches the card.

If the Automa cannot carry out an action (for example, it tries to gain Knowledge cards but there are none in the Development display) it gains 2 gold.

At the end of the Automa's turn, refresh the Development display as in a normal game.

6.2. ACTIONS

• GAINING A DEVELOPMENT CARD

If the Automa gains a card from the Development display, it is placed face up in their play area. The effects of this card never activate, and the card is only considered for scoring.

IMPORTANT: If there is ever a choice of which card to gain, the one furthest from the Development deck is chosen. If both cards are an equal distance from the deck, the one whose name begins with the letter closest to the beginning of the alphabet is chosen.



The Automa must take a Building Card. It automatically takes the rightmost Building: here, a Market.

• BUILDING A WONDER

If the Automa completes or acquires a new wonder, it always completes a wonder under construction first. When the Automa acquires a new wonder, it chooses the one with the lowest cost (if there is a choice, apply the rule in "Gaining a development card" above). Take the card of the wonder and place a Wonder Construction Token on the first stage.

When built, the Wonder token is placed on any available provinces of the Automa. If there is ever a choice of which Province to place the token, the one with the lowest terrain value is chosen. If there is still a choice, the player to the right of the Automa chooses on which one of the Automa's provinces the token is placed.

If the Automa controls no Provinces or already has a Wonder in all of their Provinces, place the Wonder token on the Automa's Capital.



The Automa has 1 Wonder Token for each province. It places its new tokens on its Capital.

• GAINING A CULTURAL POLICY

If the Automa gains a Cultural policy, take the top one from its face-down stack and place it face up. None of the card's effects activate.

• CONQUERING A PROVINCE

If the Automa conquers a Province, take its Warlord from its current location and one Soldier from its Capital and place them both on the conquered province. If the Automa has no Soldiers left in its Capital, take and place an Outpost instead. If there are no Soldiers or Outposts in its Capital, then the Automa cannot conquer more provinces.



If there is ever a choice of which Province to conquer, the one with the lowest terrain value is chosen. If there is still a choice, the player to the right of the Automa chooses which province the Automa conquers.

If the province has a Barbarian token, reveal it, giving the Automa player the Gold value printed on it, and then place the token in the Automa's play area. Do the same for Free Town tokens, except the Automa gains 2 gold instead of 1 culture.

• MOVING EXPLORERS

If an action instructs the Automa to move each of its Explorers, the first Explorer moves to an adjacent Province in a direction towards the nearest Market whose token the Automa doesn't already have, and the second Explorer moves to an adjacent Province in a direction towards the second closest. If there are two equally valid choices as to which province to move into, the province with a Production token is chosen. If there is still a choice, the player to the right of the Automa chooses which province the Explorer moves into.

If the province has a Production token, the Automa claims this token. Whenever it has 2 Production tokens, these are discarded to gain one Gold. If the Province has a Market, the Automa claims the top token, revealing it and gaining Gold equal to the number of resources on the token. For example, if the token shows 4 Military, the Automa gains 4 Gold. Whenever the Automa has a Market token from all Markets on the board, immediately discard all its Market tokens, and return both Explorers to their Capital. They may move and collect Market tokens from all Markets again.

6.4. SCORING

The Automa scores in each category as usual, and can gain Dominance in any category if it has achieved the most. The Automa also scores an additional point for every 3 Gold it has at the end of the game. The player or Automa with the most points is the winner.

7. HEROS MODULE

Add powerful Heroes from across history into Monumental with this module. Heroes lend their aid in return for Gold, and offer powerful effects to players who call on them.

The Heroes Module is compatible with all other Core Box and Lost Kingdoms components.

Each Hero has a different effect depending on where it is deployed. The card describes the effect and when the Hero is returned.



7.1. SETUP

Randomly select one (1-3 players) or two (4-5 players) Hero cards from each Era and then shuffle them into their respective Era decks.

7.2. REVEALING A HERO CARD

Whenever a Hero is revealed from the Development deck, place it face up in a row above the Development display (below the Basic Buildings). Take the matching token or figure and place it on the card. Immediately draw another card from the Development deck to fill the empty space in the Development display.

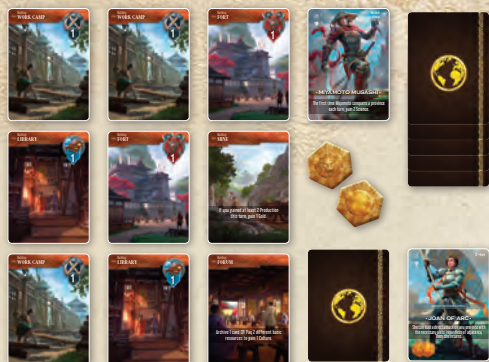


The Hero Card is placed above the Development Track (above the leftmost card). Hero Cards «follow» the Development Track, moving along the other cards. Place the Hero Token (or Miniature) on the Hero Card.



7.3. ACQUIRE A HERO CARD

ONCE PER TURN, a player can acquire an available Hero card by paying its cost in Gold (shown in the bottom left hand corner of the card). They take the card and place it face up next to their City and take the matching figure or token. When a player acquires the Hero they immediately deploy it as directed, placing it on the chosen location.



If a Hero is deployed onto a Province, it is considered to be similar to a Warlord, in that it adds 2 Defense to that Province.

If the Hero has an Attack value, they can be used towards conquering a province like a Warlord or Soldier and count as 1 Unit.

7.6. RETURNING A HERO CARD

When a Hero is returned place its card and token or figure back in the row above the Development display.

IMPORTANT: A player can only have **ONE HERO AT A TIME**. If they acquire a new Hero, the previously acquired Hero card and its matching token or figure are returned to the row above the Development display.

8. MONSTRES MODULE

Add terrifying creatures from the different civilizations' myths and legends with this module. Monsters unleash terrible attacks upon the players, destroying units and even Wonders or Knowledge cards! Only the strongest civilizations will manage to defeat these beasts, gaining wondrous benefits for their efforts.

The Monster Module is compatible with all other Core Box and Lost Kingdoms components.



Name **MOGWAI**

ATTACK:
For each province with a single Soldier (and no Outposts or Warlords), that Soldier is destroyed.

• *Effect of the Attack*

DEFEAT:
Pay 4 Gold.
Gain the bonuses of all your cultural policies.
Claim this card.

• *Victory Condition and Effect when the Monster is defeated.*

7.4. SETUP

Choose how many monsters you wish to use in a game. We recommend no more than 3. Randomly select the chosen number of Barbarian/Monster tokens (value 2 Barbarians with a specific monster on the other side), and shuffle them with the other Barbarian tokens for the selected map. Place the tokens as normal, taking care not to look at their fronts.



Example: Barbarian Token that triggers the Mogwai's arrival.

7.5. REVEALING A MONSTER TOKEN

Whenever a token with a monster is revealed (as a result of that province being conquered), the conquering player immediately receives 1 Culture and then takes the matching Monster token or figure. Places it on the same province, with the exception of the Kraken, which is placed in the nearest Water tile.



*That Barbarian Token triggered the Mogwai.
The Monster Token (or Miniature) is placed on the matching province.*

The arrival of the Monster immediately destroys half (rounded up) of the total number of Units on that province, returning them to their Capital tile.

Place the corresponding Barbarian/Monster token below the space of the Development display matching the number of players, plus one, counting from the front (furthest from the deck). For example, in a four player game, the token would be placed below the 5th card from the front of the Development display.



4-player game with the Monster Token placed under the 5th card.

The presence of a Monster does not affect who controls that province, and it can still be conquered as normal, and have Explorers move to and from it.

If a province becomes empty due to the effect of a Monster, it can be conquered again. In this case, the cost is equal to the Terrain value of the tile.

8.1. MONSTER ATTACKS

At the end of every turn, each Barbarian/Monster token moves one space further down above the Development display (to the right). This movement is independent of how many other cards were taken from the Development display. Whenever the Barbarian/Monster token moves off the end of the track, the Monster attacks, and the effects of its Attack ability is resolved. Whenever an ability requires a choice between two or more possible outcomes, the player who controls the Province where the Monster is located makes the choice.

NOTE: Some monsters also have an ongoing special rule that is described before its Attack, and is always considered to be in effect.

At the end of the attack, the Barbarian/Monster token is placed below the fourth card of the Development display. As long as the Monster is not defeated, he attacks every 3 turns.



• 2-PLAYERS GAME

When the Barbarian/Monster is revealed, place it under the third card of the first row and when it moves at the end of the turn, place it under the first card of the second row. The Monster attacks when the Barbarian/Monster token moves off the end of the last card of the second row. At the end of the attack, the Barbarian/Monster token is placed below the third card of the first row of the development display. As long as the Monster is not defeated, he attacks every 3 turns.

8.2. DEFEATING MONSTERS

To defeat a Monster, on their turn a player must have one of their Explorers in the same Province (or an adjacent province for the Kraken), and then takes an action to defeat the Monster, paying the cost as detailed in the Defeat ability.

When they do, they immediately gain the benefit as described on the card, and then claim that Monster card, placing it next to their City. The matching token or figure is removed from the board and the Barbarian/Monster token is removed from the game.

8.3. SCORING

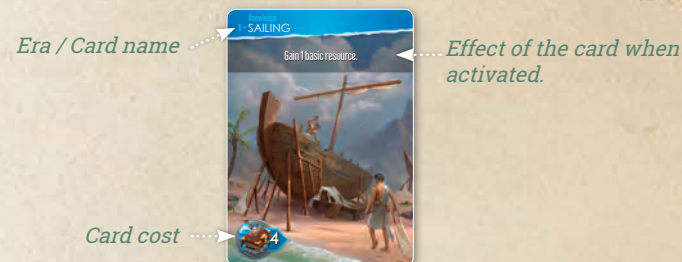
At the end of the game, each Monster card is worth 1 point.

9. CARDS DESCRIPTION

DEVELOPMENT DISPLAY BUILDING



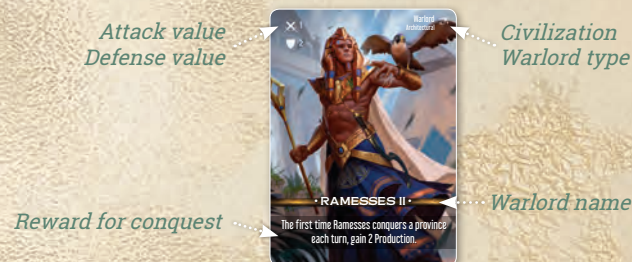
DEVELOPMENT DISPLAY KNOWLEDGE CARD



CULTURAL POLICY CARD



WARLORD CARD



WONDER CARD



11. TERMINOLOGY

ACTIVATE: turn a card 45 degrees, and immediately gain any resources it gives (top right-hand corner). You may also use its other effects this turn. You can never activate a card that was previously activated this turn.

ACTIVE CULTURAL POLICY: The topmost Cultural policy, ie. the policy a player most recently developed.

ARCHIVE: When you archive a card, choose any card in your City that you did not activate this turn, and remove it from the game. If you archive a card that has a Knowledge card attached, the Knowledge card is discarded. Place the archived cards under your Warlord card.

BASIC BUILDINGS: Workshops, Laboratories and Archery Ranges.

BASIC RESOURCE: Production, Science and Military are basic resources. Gold and Culture are not basic resources.

BONUS: The effect at the bottom of a cultural Policy, which is immediately gained when that policy is developed, and whenever any future policies are developed.

COASTAL PROVINCE: Any province that is adjacent to a Water tile.

COMPLETE A WONDER SECTION: You may finish a section on a Wonder that you already have under construction or complete the first section of a Wonder from the Development display, moving it next to your city.

CONTROLLED PROVINCE: A province that has any number of Warlords and/or Soldiers on it.

COPY: Use the effects of another card, even if that card has already been activated this turn. Any resources given by the card (top right-hand corner) are gained again. You can only copy effects of cards in your city, or Cultural Policies you have already developed.

DESTROY: Destroyed units are moved to their owner's Capital tile.

DISCARD: When you discard a card, choose any card in your City that you did not activate this turn and put it in your discard pile. This should not be confused with the discard pile of the Development display (see Replenish Display below).

DRAW A CARD / DRAW X CARDS: Draw the specified number of cards from the top of your City deck. If you ever need to draw a card from your City deck but it is empty, shuffle your discard pile and place it face down as your new City deck. If your discard pile is also empty then you may not draw any more City cards.

DRAW X CARDS AND USE Y: Draw the specified number of cards from the top of your City deck and choose the specified number of cards to use. For each card you choose, use all of its effects, including generating any resources. Once all chosen cards have been used, place all drawn cards in your discard pile.

GAIN: Take the matching resources from the common stock and place them in a personal supply beside your City. Resources can be gained by cards, by the Production tokens on the map, by Market tokens and by Free Town tokens. Some cards (such as the Mine) require you to have gained specific basic resources to use the card's effect. Gained basic resources are considered to be those in your personal supply. The resources required for these effects (such as the Mine) are not consumed and can be used for other purposes.

MOVE: Move the specified Warlord, Soldier or Explorer from their current province to an adjacent province. Units can never move into water or Capitals tiles.

PAY: Some effects require you to pay resources. These must be taken from your personal supply and returned to the general supply.

REINFORCE: At the end of your turn, keep a card you activated in your City and do not discard it. If you reinforce a card that has a Knowledge card attached, the Knowledge card is discarded.

SPEND: Some effects (such as the Forum) require you to spend resources to gain other resources or effects.

TAKE: Take a Development card or a Basic Building card (as indicated by the ability), and put it on the top of your deck, ignoring its cost.

TERRAIN VALUE: The printed number on each province tile, between 0 and 4.

12. COMPONENTS

- **CARDS**
- 105 Civilization cards:
 - 75 Civilization cards (15 card deck for each civilization: 5 Work Camps, 3 Libraries, 3 Forts, 1 Forum, 1 Mine, 1 Special Building and 1 Knowledge)
 - 25 Cultural Policy cards (5 for each civilization)
 - 5 Warlord cards (1 for each civilization)
- 54 Development cards:
 - 16 Classical Era cards (I)
 - 13 Medieval Era cards (II)
 - 9 Modern Era cards (III)
 - 12 Renaissance Era cards (R)
 - 4 Era Separation cards (I, II, III and Renaissance)
- 30 Basic Building cards:
 - 10 Workshop cards
 - 10 Laboratory cards
 - 10 Archery Range cards
- 20 Automa cards:
 - 15 Action cards
 - 5 Civilization cards
- 24 Hero & Monster cards:
 - 12 Hero cards
 - 12 Monster cards
- **TILES**
- 40 Terrain tiles:
- 4 Capital tiles
- 36 Province tiles
- **TOKENS**
- 20 Wonder tokens
- 50 Exploration tokens (Barbarians and Free Town)
- 25 Production tokens
- 20 Market tokens (5 of each of the 4 Markets)
- 50 Gold tokens
- 20 Culture tokens
- 12 Barbarian/Monster tokens
- **COUNTERS**
- 39 Resource counters: 12 Production (black), 15 Military (red) and 12 Science (blue)
- 5 Wonder Construction counters (orange)
- **CLASSIC EDITION TOKENS**
- 5 Warlords tokens (1 for each civilization)
- 45 Soldiers tokens (9 for each civilization)
- 10 Explorers tokens (2 for each civilization)
- 10 Outposts tokens (2 for each civilization)
- 12 Heroes tokens
- 12 Monsters tokens
- **DELUXE EDITION FIGURES**
- 5 Warlords figures (1 for each civilization)
- 45 Soldiers figures (9 for each civilization)
- 10 Explorers figures (2 for each civilization)
- 10 Outposts figures (2 for each civilization)
- 12 Heroes figures
- 12 Monsters figures
- 56 coloured bases (14 per civilization)

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THANKS FROM THE DESIGNER:

I would like to thank Terezie Křížková for her love and support in everything, without her this game (and all of the others!) would simply not be possible. I would also like to thank Professor Clare Grey for allowing me to follow this crazy sideline hobby while still being part of her laboratory, her generosity and trust is gratefully appreciated! I would also like to thank Sukrit Silas for his enthusiasm in all aspects of Mughal culture as an inspiration for their inclusion in the Lost Kingdoms expansion. I would like to thank my family: Catherine, Paul, Damien and Chris for their constant support and enthusiasm. Thank you also to all the folks at Funforge who had a vision for this game and executed it so beautifully: Philippe, Claude, Charlotte, Thomas, Gersende, Charles and Antoine. Finally, thank you to all of the Kickstarter backers who made this project a reality, and for their trust in us to produce a game that I hope they will enjoy and love!

A WORD FROM THE AUTHOR:

It is fitting that the game you hold in your hands is titled Monumental; indeed its 6 year journey from initial concept to final product was quite the trek! From its humble beginnings as a homage to Carl Chudyk's Innovation (one of my favourite games), the game went through many different versions, including a CCG-esque card game and role-selection city builder amongst others. However: its core always remained – the 3x3 grid representing your city, and the choice of which rows and columns to activate. I like to think this core is the beating heart of Monumental, and indeed represents the fun of managing your own city and nation as fans of Civilization games will recognise.

But the design is only the first half of the tale of Monumental, the latter half being the vision that Funforge gave the game, making sure everything – from its components, artwork and figures – truly lives up to that name. I was extremely fortunate to work with such a talented team, and the truly beautiful product you see before you is a testament to this. I hope you will enjoy playing the game as much as we have enjoyed making it, whether as a warmonger, visionary scientist or architect of incredible Wonders. And this is just the start of the next stage of the journey – indeed, a Monumental game will never be truly finished....



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