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MONUMENTAL

2–4 players • 60–90 min • Ages 12+

RULES

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?

Only the player with the most impressive civilization at the end of the game will win!

COMPONENTS

- Civilization cards:
 - 75 Ancient Era cards (15 for each of 5 civilizations)
 - 25 Cultural Policy cards (5 for each of 5 civilizations)
 - 5 Warlord cards
- Development cards:
 - 30 Ancient Era cards (I)
 - 15 Classical Era cards (II)
 - 12 Medieval Era cards (III)
 - 8 Industrial Era cards (IV)
- Tokens:
 - 40 Gold tokens
 - 20 Culture tokens
 - 12 Construction tokens
 - 1 starting player token
- Units:
 - 5 Warlords (1 for each of 5 civilisations)
 - 100 Troops (20 for each of 5 civilisations)
- Monuments:
 - 5 Capitals (1 for each of 5 civilisations)
 - 13 Wonders
- Map tiles & Barbarian tokens:
 - 5 Capital tiles
 - 15 Province tiles
 - 25 lesser Barbarian tokens
 - 25 greater Barbarian tokens

SETUP

Civilisations & Cities

1. Each player chooses a civilization, and takes all of the matching Civilization cards, plus the matching Warlord and Troop units, Capital tile and Capital monument. Return the components for any unused civilizations to the box.

2. Shuffle your 15 Ancient Era cards and deal out a grid of 9 face-up cards in 3 rows of 3 cards: this is your 'City'. 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) and then continue the deal. Place your remaining cards face down beside your City: this is your City deck. Leave space beside your City deck for a discard pile.
3. 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.

Tokens & Wonders

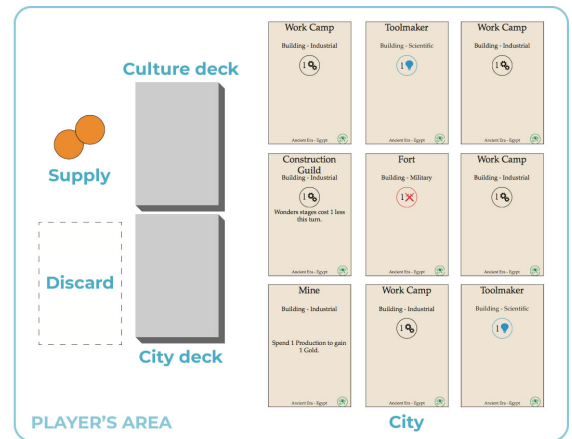
4. Place all the Gold, Culture and Construction tokens beside the play area as a common stock. Also place the Wonder monuments beside the play area, ready for use later in the game.
5. Give each player 2 Gold. Keep the Gold you receive in a supply beside your City.
6. Choose a start player. Give that player the start player token.

Developments & Display

7. Sort the 30 Ancient Era Development cards by type into 3 separate face-up: Workshops, Archery Ranges and Laboratories.
8. Sort the 15 Classical Era, 15 Medieval Era and 8 Industrial Era Building cards into piles, and shuffle each pile separately. Then stack these piles into a face-down Development deck with the Industrial cards on the bottom, the Medieval cards in the middle, and the Classical cards on top. Do not shuffle this deck.
9. Place the Development deck beside the play area and flip the top 6 cards face up in a line beside the deck, to create the 'Development Display'. In a 2 player game, instead create two parallel rows of 3 cards each.

Map, Barbarians & Capitals

10. Assemble the map using the correct layout for the number of player. Randomly place lesser and greater Barbarian tokens face up (with the number showing) on the Province tiles shown on the layout. Barbarian tokens are not placed on water tiles.
11. Each player places their Capital tile in the corner position shown on the layout nearest to them. Place your Capital monument, your Warlord and all of your Troops on your Capital tile.



AIM OF THE GAME

The aim of the game is to develop your civilization, by constructing new buildings and wonders in your City, achieving new scientific knowledge and cultural development, and using your military power to conquer new provinces.

At the end of the game, the player whose civilisation have accomplished the greatest achievements will win.

HOW TO PLAY

The start player goes first. Players then take turns clockwise. On your turn, complete the following four phases in order:

- **ACTIVATE CITY**
- **TAKE ACTIONS**
- **REPLENISH CITY**
- **REPLENISH DISPLAY**

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 the player's turn.

Play continues until all players have played the same number of turns (continue until the player seated to the start player's right has taken a turn), then all players take one additional and final turn.

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 row or column containing a Knowledge card, you activate the Knowledge card and the card dealt on top of it.

The cards you activate will generate resources and effects that you will use during your turn. You are completely free to choose the order in which you gain or use the resources and effects on your activated cards.

Resources

There are three basic resources:

- **Production** is used to construct buildings and Wonders.
- **Science** is used to research new technologies.
- **Military** is used to conquer provinces.

There are two additional resources:

- **Culture** is used for acquiring new Cultural Policies.
- **Gold** can be used in place of any basic resource (Production, Science or Military), but **NOT** in place of Culture.

You must use the Production, Science and Military resources you generate on the turn in which you generate them. Basic resources cannot be saved for later turns and any unused basic resource is lost.

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

Terminology

Unless the text of card effect says otherwise, you can only use the card effect once.

- **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.
- **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.
- **Gain:** When you gain a card, take a Development card from the Display or the Ancient Era stacks piles and put it in your discard pile, ignoring its construction cost.
- **Spend:** Some effects require you to spend resources to generate other resources or effects.
- **Basic resource:** Production, Science and Military are basic resources. Gold and Culture are **NOT** basic resources.
- **Basic buildings:** The Ancient Era Development cards (Workshops, Laboratories and Archery Ranges) are basic buildings.

TAKE ACTIONS

You may take any number of the following actions in any order, and in any combination with the effects of activated cards in your City, provided you have the necessary resources to complete them.

- **Acquire Development:** Building, Knowledge or Wonder
- **Develop Cultural Policy**
- **Conquer Province**
- **Scientific progress**
- **Military manoeuvre**

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

Acquire Development

The cost to acquire a Development card is shown in the bottom left-hand corner of the card.

When you acquire a **Building** or **Knowledge** card from the Display, pay the cost in Production or Science, then take the card and place it **ON TOP OF YOUR DECK**.

You may choose to acquire an **Ancient Era** Development cards — a Workshop, Laboratory or Archery Range — while cards of that type remain in the stock. Pay the cost in Production, then take the card and place it **ON TOP OF YOUR DECK**.

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

COMPLETING A WONDER

To complete a Wonder, you must build all of its stages in order, by sequentially paying each of the costs circles from left to right. Each time you build a stage, place a Construction token over the circle to record that you have built it.

When you have built all stages of a Wonder, immediately gain the ‘When completed’ benefit on the card. Then place the matching Wonder monument on your Capital tile, and place the Wonder card **ON TOP OF YOUR DECK**. Return the Construction tokens to the stock.

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. If you remove a Wonder with Construction tokens on it, you must return these to the stock.

Develop Cultural Policy

You may develop a Cultural Policy card of your choice from your Culture deck by paying Culture from your supply. The cost to develop your first Policy is 1 Culture, the cost to develop a second Policy is 2 Culture, and so on.

When you develop a Cultural Policy card, place it face up beside your City. Immediately gain the ‘When developed’ benefit on the bottom of the card.

Some Policy cards will sometimes give you an ongoing effect, which remains active until you develop another Policy.

Each time you develop an additional Policy, place the new Policy card over your previously developed Policy cards so that you can see all of ‘When developed’ benefits, but cover up any ongoing effect on earlier Policies. Each time you do this, immediately gain the ‘When developed’ benefit on the new card and **REPEAT** the ‘When developed’ benefit on all previously developed Policy cards.

Conquer Province

You can use Military resources to conquer any Province tile which is adjacent either to your Capital or to any Province tile you already control.

You control a province as long as you have at least one of your units in it. You can **NEVER** move your units so that you would remove all of them from a Province you control.

CONQUERING A BARBARIAN PROVINCE

The cost in Military resources to conquer a Province with a Barbarian token on it is equal to the defense value of the Barbarian token, plus the defense value of the Province itself.

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

When you conquer a Province with a Barbarian token:

- You **MUST** move a number of your own units — taken from your Capital tile or from any other Provinces you control anywhere on the map — to the newly conquered Province equal to the Military cost you paid.
- Then take the Barbarian token and immediately choose one of the two benefits shown on the back of the token. You must gain the benefit immediately. Any basic resources gained will be lost if you do not spend them this turn.

CONQUERING AN OPPONENT’S PROVINCE

Later in the game, you may wish to conquer a Province controlled by another player.

The cost in Military resources to do so is equal to the total defense value of all enemy units in the Province, plus the defense value of the Province itself. Each Troop has a defense value of 1. A player’s Warlord has a defense value of 2.

Example: A Province with a defense value of 2 which has 3 enemy Troops and a Warlord on it, has a total defense value of 7.

After you conquer an opponent’s Province:

- Your opponent must return half of their units (rounded up) to their Capital tile, and then move the other units in the newly conquered Province to any other Provinces they control. They may choose to move each of these units to any Province they control.
- Then, you **MUST** move a number of your own units — taken from your Capital tile or from any other Provinces you control anywhere on the map — to the newly conquered Province equal to the Military cost you paid.

MOVING YOUR WARLORD

Each time you conquer a Province, you may choose to move your Warlord as one of the required units into a newly conquered Province. If you do, immediately gain the benefit on your Warlord card. You must gain the benefit immediately. Any basic resources gained will be lost if you do not spend them this turn.

Scientific progress

Pay **2 Science** to draw and activate the top card of your deck, as if you had activated it this turn within your City. Discard the card, along with all the other cards you activated this turn, when you replenish your City.

Military manoeuvre

Pay **1 Military** to move your Warlord or any one of your Troop units to any Province you already control, anywhere on the map.

REPLENISH CITY

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

Now 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.

Knowledge cards

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) and then continue the deal. If the second card is also a Knowledge card, you must discard it and continue to deal and discard cards as necessary until you deal a Building or Wonder card on top of the Knowledge card.

Shuffling your discard pile

At any time — including during the **TAKE ACTIONS** phase — if you need to deal a card from your City deck but your deck is empty, shuffle all the cards in your discard pile and place them face down to form a new deck.

If your City deck and discard pile are empty, simply leave any remaining spaces in your City grid empty.

REPLENISH DISPLAY

If you acquired **at least one card** from the Development Display during your turn, shift the remaining cards away from the deck and then deal enough new cards from the deck to fill the gap.

If you acquired **no cards** from the Development Display this turn, instead discard the card furthest from the deck. Shift the remaining cards away from the deck and deal one new card to fill the gap.

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, shift the remaining cards in that row away from the deck and deal enough new cards to fill the gap; or, if you acquired no cards from a row, discard the card furthest from the deck in that row, shift the other cards along and deal one new card to fill the gap.

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 the player's turn.

Play continues until all players have played the same number of turns (continue until the player seated to the start player's right has taken a turn), then all players take one additional and final turn.

Achievements

Each player scores points for their achievements as follows:

- Each **Knowledge** card in a player's deck is worth **1 point**.
- Each **Province** the player controls is worth **1 point**.
- Each **Wonder** card in a player's deck is worth **2 points**.
- Each **Cultural Policy** card the player developed is worth **2 points**.

Dominance

In addition, the player who has the **greatest achievement** in each of these four categories — most Knowledge, most Provinces, most Wonders, and most Cultural Policies — gains an additional **3 points**. If two or more players are tied for greatest achievement in any category, all tied players receive 3 points.

Winner

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