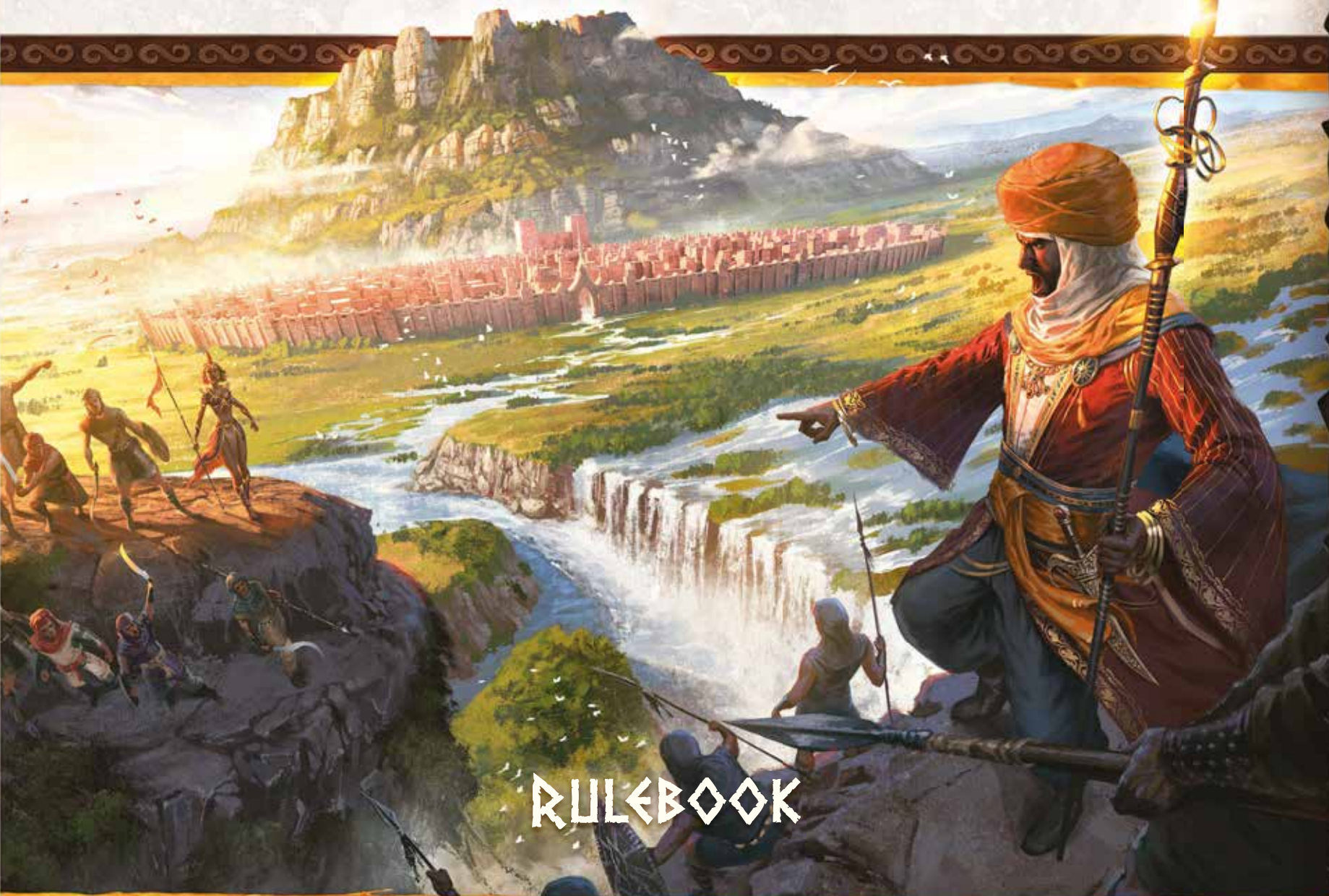


MATTHEW DUNSTAN

AFRICAN EMPIRES

MONUMENTAL™



RULEBOOK

The African Empire expansion introduces Trade – an entirely new aspect of power – along with personal Quests, Natural Wonders, three new Civilizations, additional Development cards, new Terrain tiles, and a new Continuous Play mode.

1. COMPONENTS

CARDS

- 63 Civilization cards:
 - 15 cards per civilization (5 Work Camps, 3 Libraries, 3 Forts, 1 Forum, 1 Mine, 1 Special Building, and 1 Knowledge)
 - 15 Cultural Policy cards (5 for each civilization)
 - 3 Warlord cards (1 for each civilization)
- 32 Development cards:
 - 13 Classical Era cards (I), 11 Medieval Era cards (II), 4 Modern Era cards (III), and 4 Future Era cards (IV)
- 16 Automa cards:
 - 3 Civilization cards, 1 Multi-Automa card, 8 Action cards, and 4 Advanced Action cards
- 15 Quest cards
- 10 Natural Wonder cards
- 20 Unrest cards
- 5 Action reminder cards (for continuous mode)
- 1 Last Round Card
- 4 Hero cards
- 4 Monster cards

TILES

- 15 Province tiles

TOKENS

- 11 Wonder tokens
- 10 Natural Wonder tokens
- 5 Market tokens (1 additional token for each of the 5 existing Markets)
- 3 Free City tokens
- 22 Barbarian/Monster tokens
- 12 Science tokens
- 3 Hidden Forces tokens
- 40 Trade Benefit tokens
- 20 Exchange tokens
- 3 Civilization tokens (for counting points)

BOARDS

- 1 Trade track
- 1 Reserve board

MISCELLANEOUS

- 5 Trade track pawns (in 5 colors)
- 1 cloth bag
- 1 custom Zulu die

COUNTERS

- 36 Resource counters (12 each of Production, Science, and Military)
- 35 Action markers (for Continuous Mode)



FIGURES

- 3 Warlord figures (1 per civilization)
- 27 Soldier figures (9 per civilization)
- 6 Explorer figures (2 per civilization)
- 10 Trading Post figures (2 per civilization, including enough for 5 players)
- 4 Hero figures
- 4 Monster figures
- 10 colored bases for Trading Posts (2 per player color)
- 10 colored Explorer bases (2 per player color; for Continuous Mode)



A civilization's set of figures



Colored Bases

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2. TRADE

Trade is a new power axis in Monumental, in which players can compete for points. Players will increase their commercial influence by investing in the economy via the Trade track, and by building Trading Posts on the map.

2.1. ADDITIONAL SETUP

1. Place the **TRADE TRACK** beside the map.
2. Each player places their matching **TRADE TRACK PAWN** on the track's "0" space.
3. Place all the **TRADE BENEFIT TOKENS** in the cloth bag and place it next to the track.
4. Give each player 2 **TRADING POSTS** to keep in their supply.
5. Scramble the **EXCHANGE TOKENS** in a face-down pile next to the Trade track.



The Trade track tracks the progress of each civilization's economy.

There are two main ways you can move on the Trade track: **INVESTING**, and **BUILDING A TRADING POST**. Some cards and effects may also allow you to move forward on the Trade track.

IMPORTANT: If you would ever move past the final space of the Trade track, your pawn remains on the final space.

Whenever your pawn reaches a space that shows a Trade Benefit, draw a random Trade Benefit token from the bag, look at it, and place it face down in front of you. Each Trade Benefit token grants a powerful effect that can help tip the scales of victory to your side. **YOU CAN USE A TRADE BENEFIT TOKEN AT ANY POINT DURING YOUR TURN**, flipping the token face down when you do (each individual token can only be used once). There is no limit to how many Trade Benefit tokens you can have. If you must draw a Trade Benefit while the bag is empty, you do not draw anything.

2.2. NEW ACTIONS

• INVEST

Invest is a new action you can take on your turn. To Invest, **PAY 1 GOLD** to the general stock, and move your pawn 1 space forward on the Trade track. **YOU MAY ONLY TAKE THIS ACTION ONCE EACH TURN.**

• BUILDING A TRADING POST

Your Explorers can now Build a Trading Post – a new action they can take on your turn. To do so, **BOTH OF YOUR EXPLORERS MUST BE IN THE SAME PROVINCE** – however, only 1 of the Explorers takes the action (the other one may have taken an action earlier in the turn, or else can still take their action afterwards). Place one of your Trading Posts on the Province containing your Explorers, and return both of your Explorers to your Capital tile. Then move your Trade Track pawn forward a number of spaces equal to the shortest distance (in tiles) from your Capital to your new Trading Post. **ADDITIONALLY, IF YOU BUILT YOUR TRADING POST ON A PROVINCE WITH A FREE CITY TOKEN, YOU IMMEDIATELY DRAW 1 TRADE BENEFIT TOKEN FROM THE BAG.**

After you Build a Trading Post, **TAKE 1 RANDOM EXCHANGE TOKEN** from the pile and place it face up on the Province, next to the Trading Post. That Province now contains your Trading Post, where other players can send their Explorers to trade with you, by using the effect of the Exchange token.



The Aksumite player builds a Trading Post on the Province containing their two Explorers. They count the shortest distance between the Capital and the Trading Post, which equals 2 spaces. They return both their Explorers to their Capital tile, then move their pawn forward 2 spaces on the Trade track. They then draw an Exchange token and place it next to the Trading Post.

YOU CAN ONLY BUILD 2 TRADING POSTS PER GAME. They are never removed from a Province, even if the Province gets conquered by another player after the Trading Post was built. **YOU CANNOT BUILD A TRADING POST IN A PROVINCE THAT ALREADY CONTAINS ONE.**

• TRADING AT A TRADING POST

When your Explorer is in a Province that has an opponent's Trading Post, you may trade with that opponent. Doing so uses up that Explorer's action for the turn. To trade with an opponent, **YOU MUST FIRST PAY THEM 1 GOLD; THEN, YOU TAKE THE ACTION SHOWN ON THE EXCHANGE TOKEN AT THAT TRADING POST.** Once you've taken the action, immediately move your Explorer back to your Capital tile.

AT THE END OF THE GAME, every 2 spaces reached by your pawn on the Trade track earns you **1 POINT**. The player who moved the furthest gains an additional **3 POINTS**. If there is a tie, the tied players all receive this bonus.

3. NEW CARDS:

FUTURE ERA, RESERVE, & UNREST

African Empires adds new Development cards, which you can mix in with Development cards from other Monumental boxes. You may select which cards to use each game at random, or pick and choose. In either case, the Development deck must stick to the following guidelines:

Era	Buildings	Knowledge	Wonders
I	5	5	5
II	4	4	4
III	0	4	4

In the case of 5-player games (if you are playing using both expansions, Lost Kingdoms and African Empires), use the following table to assemble the Development deck:

Era	Buildings	Knowledge	Wonders
I	6	7	6
II	5	5	6
III	0	6	6

REMEMBER: If you wish to play with the Renaissance Era cards, simply shuffle them and insert them in the deck, between the Era II and Era III cards.

3.1. THE FUTURE ERA (IV)

The Future Era is represented by 4 new Development cards, which act as end-game objectives for wealthy civilizations.

ADDITIONAL SETUP

- Place the Last Round card atop the 4 face-up Future Era cards (their order doesn't matter).
- Place these 5 cards at the bottom of the Development deck, beneath the cards of Era III.



Once the last Era III card leaves the Development deck, the Last Round card will be revealed. When this happens, immediately discard it, then **TAKE ALL 4 FUTURE ERA CARDS AND DEAL THEM FACE UP UNDER THE DEVELOPMENT DISPLAY.** From that point on, players have a new action they can take on their turn: Contribute to a Future Era Project.

Each Future Era card shows a specific type of resource you must pay to acquire it, but does not specify a quantity. On your turn, you may acquire one of them.

If the card is **UNDER THE DEVELOPMENT DISPLAY**, simply pay any number of resources of the appropriate type, then take the matching card and place it beside your City, with all the resources you paid on top of the card.

You may also acquire a Future Era card that has **ALREADY BEEN CLAIMED BY ANOTHER PLAYER**. To do so, you must pay any quantity of the appropriate resource **GREATER THAN** the quantity already on the card. Return the resources currently on the card to the general stock, then place the card next to your city, and place all of the resources you paid on top of the card. This way, the quantity on the card always reflects the highest contribution.

When Contributing, **YOU MAY CONVERT ANY AMOUNT OF GOLD INTO THE SAME NUMBER OF BASIC RESOURCES**, except with the United Nations project, which can only be acquired using Culture. You may have any number of project cards next to your city at the same time.



The Aksumite player wants to Contribute to the Global Peacekeeping project, which is currently available under the display for any number of Military. He grabs the card, placing it next to his City with 3 Military counters from his supply.



The Malian player goes next. She currently has 6 Military and 1 Gold, and wishes to use them to Contribute to the project as well. First, she converts her Gold coin to 1 Military, and takes the card from the Aksumite player's City, wiping his previous contribution off the card (returning it to the general stock). She then places the card near her City and stacks her 7 Military counters on it. Subsequent players may try to take the card for themselves, but will need to Contribute 8 Military or more to do so.

AT THE END OF THE GAME, each Future Era project you have next to your city is worth **1 POINT**.

3.2. THE RESERVE

ADDITIONAL SETUP

1. Place the **RESERVE BOARD** above the Basic Building stacks.
2. Separately shuffle each Era's unused **DEVELOPMENT CARDS**, then place them as separate face-down decks on their assigned Reserve board spaces.



A number of cards instruct you **TO RESERVE A CARD – A NEW KEYWORD**. To Reserve a card, draw the top card of the deck on the Reserve board matching the current Era or any earlier Era, and place the card face up next to your Warlord. That card is considered to be in your reserve. If you need to Reserve a card while the corresponding deck is empty, you must draw from an earlier Era deck of your choice. If there are no available cards, you do not get anything.

On your turn, you may Acquire a card in your reserve as if it were from the Development display – following the usual rules.

REMEMBER: *There is no designated board space for the Renaissance Era. If you need to Reserve a card during this Era, draw an Era I or Era II card instead.*

3.3. UNREST

ADDITIONAL SETUP

Place the Unrest cards as a face-up Unrest stack next to the Basic Buildings.

Unrest represents troubles occurring in your city, which prevent it from functioning at full capacity. Whenever a card effect instructs you to take an Unrest card, **DRAW IT FROM THE STACK AND PLACE IT ON TOP OF YOUR DISCARD PILE**.

Unlike regular Development cards, when you activate (or archive) an Unrest card in your City, return it to the Unrest stack. If you activate an Unrest card covering a Knowledge card, you still benefit from that Knowledge card's effect even after the Unrest card is returned.



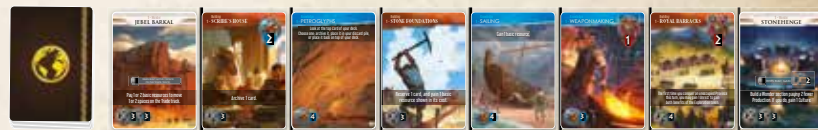
4. CONTINUOUS PLAY MODE

Continuous Play mode aims to reduce downtime in Monumental, especially at higher player counts, by having players all activate cards in their city consecutively, and then take their actions one at a time. This way of playing is arguably more tactical and engaging, and provides a new way to enjoy the game for experienced players.

4.1. SETUP CHANGES

1. The number of cards in the Development display is increased depending on the player count:
2 players: single row of 6 cards
3 players: single row of 7 cards
4 players: single row of 8 cards
5 players: single row of 9 cards (if playing using the Lost Kingdoms expansion).
2. When preparing the Development deck, place the Last Round card on top of the last 3 Era III cards. Assemble the rest of the deck as usual atop those cards. Leave the Future Era cards out of the deck.
3. Gather all the Action markers in a common pile accessible to all players, and give the starting player the Era I separation card.

IN CONTINUOUS PLAY MODE, THE GAME IS PLAYED IN ROUNDS, with each round following the same steps as the regular game: Activate City, Take Actions, Replenish City, and Replenish Display.



Development display setup for a 4-player game.

4.2. ACTIVATE CITY

Beginning with the player who has the Era I separation card (starting player) and proceeding clockwise, each player activates a row and column of cards in their city, and immediately gains all resources generated by their activated cards, placing them in their supply. However, any text effects on the activated cards are not yet carried out.

4.3. TAKE ACTIONS

• TURN ACTIONS AND ACTION MARKERS

Again, beginning with the starting player and proceeding clockwise, **EACH PLAYER CHOOSES A SINGLE ACTION TO PERFORM**. These "turn actions" are the same as the actions accessible in any normal game – Acquire a Development, Basic Building, or Hero card, Complete a Wonder, Develop a Cultural Policy, Conquer a Province, Move Military, Construct an Outpost, Play Explorers, Use the effect of an activated card or active Cultural Policy, and Make scientific progress.

Additionally, the African Empires expansion adds three new actions to that list: Invest, Acquire a Development card from your reserve, and Contribute to a Future Era project.

WHENEVER YOU USE THE EFFECT OF A CARD OR TAKE AN ACTION WITH AN EXPLORER, PLACE AN ACTION MARKER ON it as a reminder that its effect has already been used this round – you cannot use it again on a future action in the same round.

***NOTE:** The new Explorer bases include a slot for an action marker.*



Use action markers to show that a card effect or Explorer action has been used this round

You can take **AN ACTION WITH AN EXPLORER** (i.e. Picking up a Resource or Market token, Trading, or Building a Trading Post) **AS PART OF MOVING THAT EXPLORER**, whether through the Play Explorers action or through any other effect that allows you to move that Explorer. In short, an Explorer's action does not prevent them from moving in the same turn.

***REMEMBER:** An Explorer may move even after using their action for the round.*

Similarly, place your Invested Gold under your Trade Track pawn when taking the Invest action – as if it were an action marker – to remind you that you cannot Invest again in the same round.

Action markers are supposed to be in unlimited supply. If you run out, please improvise.

• **FREE ACTIONS**

During your turn, you have a number of **FREE ACTIONS** you can take in addition to your turn action.

Firstly, you immediately gain any benefits **SPECIFICALLY TRIGGERED BY AN ACTION YOU TAKE**, such as:

- Gains from Exploration tokens looted from conquered Provinces.
- One-off effects from completed Wonders and active Cultural Policies.
- Warlord card gains triggered by a Conquest.
- Drawing and using cards from your City deck thanks to the Make Scientific Progress action or any other effect.

USING THE EFFECT OF A PREVIOUSLY ACQUIRED TOKEN (such as Market or Trade Benefit tokens) **COUNTS AS A FREE ACTION.**

THESE FREE ACTIONS CAN THEMSELVES TRIGGER NEW GAINS AND EFFECTS, WHICH ALL COUNT AS FREE ACTIONS.

If a card effect relies on something else happening this turn, you may use the effect if the condition was met earlier in the round. However, unless the effect is specifically triggered when its condition is met, its activation counts as a turn action and is therefore not free.



The Egyptian player begins the round. They Conquer a Province with their Warlord, which immediately triggers Ramesses II's effect: They gain 2 Production. Then, they place an Action marker on the Warlord's card as a reminder that his effect was used this round.

Their conquest earns them a Barbarian/Monster token, which they reveal immediately, choosing to earn 1 Gold.

Since they Conquered a Province, they will be able to use the effect of their Warrior Priest Altar this round. However, they cannot use it immediately: The card's effect does not specifically trigger from the Conquest. Activating its effect counts as another full action, meaning the Egyptian player must wait at least until their next turn to gain the 1 Culture.

• **PASSING YOUR TURN**

Once you have performed your action for the turn, the next player clockwise performs theirs, and so on. On your turn, instead of performing an action, you may choose to Pass. **IF YOU DO, YOU CAN TAKE NO FURTHER ACTIONS THIS ROUND**, and you immediately discard any resource counters remaining in your supply (while keeping any Gold, Culture, Production, or Science tokens).

ONCE ALL PLAYERS HAVE PASSED, THIS STEP ENDS.

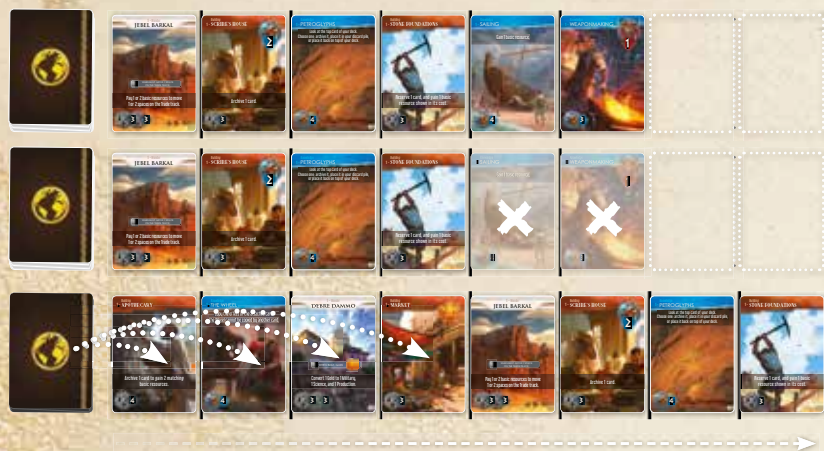
4.4. **REFRESH CITY**

All players simultaneously discard all activated cards from their city as usual, and remove any Action markers they had placed on cards and Explorers. Also return any Gold on the Trade track to the general stock. Then, each player replenishes their City, following the usual rules.

4.5. REPLENISH DISPLAY

IF THERE WERE FEWER CARDS TAKEN FROM THE DEVELOPMENT DISPLAY THIS ROUND THAN THERE ARE PLAYERS, discard cards from the display until the number of cards missing is equal to the number of players, starting with the card furthest away from the deck.

Then, slide the remaining cards to the right and deal new cards from the Development deck to fill the empty slots of the display, from right to left. Finally, pass the "Era I" card to the left and begin a new round.



EXAMPLE: In a 4-player game, 2 cards were taken from the Development display this round. Therefore, players discard the rightmost 2 cards from the display, so that a total of 4 cards are missing (matching the number of players).

Then, they slide the remaining cards to the right and replenish the display, filling the empty slots from right to left.

4.6. LAST ROUND AND END OF THE GAME

If the Last Round card is revealed while replenishing the display, discard it and carry on refilling the display. This means that the next round will be the final round of the game; after the round is finished the game is over and players score points as usual. If playing with Era IV, take all 4 Future Era cards and deal them face up under the Development display.

4.7. MONSTERS AND HEROES MODULES

• HEROES MODULE

When playing with the Heroes module, another action becomes available: Acquire a Hero. Just like in regular play, you may use your turn action to acquire a Hero card available above the Development display, by paying its cost in Gold.

If you would return a Hero, instead remove it from play by placing the card next to your deck with an Action marker. That Hero is still considered to be under your control, meaning you cannot hire another Hero in the same round.

When replenishing the display at the end of the round, return all marked Heroes to the row above the display. Returned Heroes will therefore be available for hire starting next round.

• MONSTERS MODULE

Playing with the Monster module in continuous mode requires some changes to the rules.

Firstly, when a Monster is revealed, discard its Barbarian/Monster token, and place the matching Monster card below the Development display. All revealed Monsters attack at the end of the round (i.e. once actions are over and the cities and display have been replenished). If there are multiple monsters, they attack in the order in which they were revealed.

5. NEW PROVINCE TILES AND SCIENCE TOKENS

5.1. NEW PROVINCE TILES

African Empires adds 5 new types of Terrain tiles with special effects to use in your maps: Mines, Foothills, Savannas, Oases, and Harbors.

These new tiles can be mixed and matched with those from the Core Box and Lost Kingdoms. You can use them in any game, with any civilizations.



MINES: When you conquer a Mine, you may immediately convert any amount of your Production into Gold.



FOOTHILLS: When a player attempts to Conquer a Foothills Province you control, they pay the normal cost in Military. Then, you may pay any amount of Gold to the general stock. The conquering player must pay the same amount of Gold to the stock, or else their conquest fails. In either case, players do not get their spent Gold back.



SAVANNAHS: If you build a Wonder on this tile, gain 2 Gold.



OASES: When you conquer a previously unconquered Oasis, Reserve a card.



HARBORS: During setup, place a Trade Benefit token face down on each Harbor in addition to any other tokens. When you conquer a previously unconquered Harbor, you gain the Trade Benefit token along with any other spoils. Harbors are considered to be Coastal provinces.

5.2. SCIENCE TOKENS

African Empires also brings Science tokens. These new tokens function the same way as Production tokens: **YOU MAY USE YOUR EXPLORER'S ACTION TO CLAIM ONE FROM THE PROVINCE THEY ARE ON**, and you can then keep the token until you choose to spend it. When you do, discard the token and gain 1 Science.



***NOTE:** When playing with other maps from the Core box or Lost Kingdoms, you may also substitute any number of Production tokens for Science tokens.*

6. NATURAL WONDERS MODULE

Natural Wonders represent particularly wondrous natural features and are placed on the map during setup. They provide powerful benefits to any civilization that controls them. However, unlike with built Wonders, you can lose their benefits, so make sure you defend them well!

Many of the new maps in this expansion feature one or more Natural Wonders. If a map includes Natural Wonders, simply place a random Natural Wonder token face down on each designated Province during setup.

Face-up Natural Wonders, like built Wonders, **PROVIDE 2 ADDITIONAL DEFENSE TO THE PROVINCE** in which they are situated. Also like built Wonders, they cannot be destroyed, and no other structures (Outposts, Wonders, or Trading Posts) can be placed in the same Province.

When you conquer a previously unconquered Province containing a Natural Wonder, flip its Natural Wonder token face up. Then find its matching card and place it next to your Cultural Policy cards.

Each Natural Wonder provides you with an ongoing benefit, which you can use as long as you still control the Province where it is situated. If another player conquers the Province, they take the card from you and place it next to their Cultural Policy cards, henceforth they get the benefit, and you do not.



AT THE END OF THE GAME, each Natural Wonder you control is worth **1 POINT**.

IMPORTANT: Natural Wonders do not count towards the Majority bonus for Wonders.

7. QUEST MODULE

Quests add new ways for Civilizations to earn points by completing specific objectives during the game.

At the start of the game, shuffle the Quest cards, and deal 3 to each player face down. Each player looks at their Quests and chooses 2 to keep, discarding the remaining card to the box. Each player keeps their unfinished Quests hidden during the game, but may look at them at any time.

Each Quest card details a condition for its owner to achieve during the game. Whenever you achieve the condition of one of your Quests, reveal the card and place it face up next to your Warlord. **AT THE END OF THE GAME**, gain **2 POINTS** for each of your revealed Quests.

8. NEW AUTOMA RULES

African Empires adds a number of new additions for the Automa. Setup remains the same as for the regular game, including setting up the Trade Track, as well as the Reserve and the Unrest stack.

8.1. NEW AUTOMA ACTION CARDS

This expansion brings 16 new cards to the Automa: 3 Civilization cards (matching the three new civilizations), 1 Multi-Automa card (to play against multiple Automas at the same time), 8 Action cards, and 4 Advanced Action cards (which are used to increase the Automa's difficulty for experienced players).

Of the 8 Action cards, 7 allow the Automa to progress on the Trade track. **IF THE AUTOMA SHOULD GAIN A TRADE BENEFIT, IT EARNS 2 GOLD INSTEAD.**

8.2. ADDITIONAL SETUP

1. Add the new Automa cards to the Automa deck (except the *Multi-Automa* card). If you are playing without the Hero module, take out the Automa card that mentions Heroes.
2. Add as many Advanced Action cards as you like to the deck. The more you add, the harder the Automa is to beat.



***REMEMBER:** We advise you not to use more than 3 Advanced Action cards per game. You may also play against the Automa using only the regular Action cards.*

8.3. PLAYING AGAINST MULTIPLE AUTOMAS

It is also now possible to have multiple Automa opponents in the same game. To do so, during setup, instead of shuffling the matching Civilization Automa card into the Automa deck, place it next to the Automa's Warlord card. Then shuffle the *Multi-Automa* card (the one that reads "Activate the Civilization card of the current Automa.") into the Automa deck.

Whenever you reveal the *Multi-Automa* card, it activates the Civilization card of the Automa whose turn it currently is. If an Automa card refers to other players, it only ever refers to Civilizations **CONTROLLED BY HUMAN PLAYERS** — other Automas do not count.

8.4. NEW RULES FOR EXPLORERS, EXCHANGE TOKENS AND MONSTERS MODULE

The Automa's Explorers now have updated priorities, which allow it to play along with the Monsters module, among other things.

Whenever the Automa moves an Explorer, move them towards the closest Market, Monster, or Trading Post controlled by another player (the human player(s) choose in case of a tie). If there are no suitable remaining Monsters, Markets, or Trading Posts, then the Automa will aim towards maximizing its supply of Production and Science tokens.

WHEN AN AUTOMA'S EXPLORER REACHES A MONSTER, they immediately defeat it, removing the monster and taking its card (earning the Automa **1 POINT AT THE END OF THE GAME**).

WHEN AN AUTOMA'S EXPLORER VISITS ANOTHER PLAYER'S TRADING POST, the Automa first gains 3 Gold, then gives 1 Gold to that player. Then the Automa's Explorer returns to their Capital.

8.5. PLAYING WITH THE HEROES MODULE

You can now play against the Automa using the Heroes module. Simply follow the usual setup, making sure that you add the new Automa Action card pertaining to Heroes to the Automa deck.

When that card is revealed, the Automa takes an available Hero of the current Era – if there is no Hero matching that description, it takes the available Hero of the latest possible Era. If multiple Heroes fit the criterion, the Automa obtains the Hero furthest from the Development deck.

The Automa cannot own more than 1 Hero. If it takes this action while already owning a Hero, its previous Hero is immediately returned above the Development display after obtaining its new Hero.

8.6. PLAYING WITH THE QUEST MODULE

If playing with Quests, deal 1 Quest Card face up to each Automa player. **AT THE END OF THE GAME**, the Automa is considered to have completed its Quest, and will gain an additional **2 POINTS**.

9. RULE CLARIFICATIONS

With some of the new effects introduced in African Empires, there are some additional rule clarifications to be made.

• MINIMUM CONQUERING COST & MOVEMENT

Whenever you conquer a Province, the minimum defense value is always 1, and the conquering player must always move at least one unit (Soldier or Warlord) into the conquered Province. Some effects might give discounts to the defense value, or allow a player to move fewer units into the conquered Province, **BUT THESE MINIMUM VALUES ARE ALWAYS IN EFFECT**, no matter what other abilities or effects are used.

• DRAWING AND USING CARDS DURING YOUR TURN

There are many effects and actions that allow you to draw additional cards during your turn and immediately use them. When this happens, place those cards that you drew and used next to your city (but they are not considered part of it). Discard these cards with the other cards activated in the city **AT THE END OF THE TURN (OR END OF THE ROUND IN CONTINUOUS MODE)**.



The Chinese player activates their Great Library, which allows them to draw 1 card and use it. They draw a Work Camp and gain 1 production. They had also activated their Forum which allows them to archive a card. However, they cannot archive the Work Camp they just drew, since it is not considered a part of their city

10. NEW CIVILIZATIONS

10.1. ZULU

Many of the Zulu cards grant powerful effects, but generate Unrest in your city as a tradeoff. Additionally, some effects enable you to burden opponents with Unrest cards.

The Zulu also **START THE GAME WITH 3 HIDDEN FORCES** tokens in their supply.

WHENEVER YOU CONQUER A PROVINCE, YOU MAY PLACE ONE OF YOUR HIDDEN FORCES TOKENS ON THAT PROVINCE ALONGSIDE YOUR CONQUERING UNITS. If you have no Hidden Forces tokens in your supply, you may take one from another Province you control and move it to the newly conquered Province. Each Province can have at most 1 Hidden Forces token on it. A lone Hidden Forces token is not enough to maintain control of a Province.

Whenever a Province with a Hidden Forces token is attacked by another player, that player pays the initial cost in Military, then rolls the Zulu die. They must then immediately pay Military equal to the value shown on the die (0, 1, or 2 Military) in addition to the initial cost. If the attacking player cannot pay or chooses not to, the attack fails, and the attacking units are not moved into the Province. In either case, the revealed Hidden Forces token is returned to the Zulu player's supply.



The Malian player wants to conquer a Zulu province that contains a Hidden Forces token. They pay 3 Military, then roll the Zulu die, which shows that they will have to pay 2 additional Military for the conquest to succeed.

10.2. MALIANS

The Malians have many cards that allow them to move on the Trade track. A powerful advantage, especially when used in addition to Investing and Building Trading Posts. Furthermore, **WHENEVER YOU CONQUER A PROVINCE AS THE MALIANS, YOU EARN 1 GOLD** in addition to any other spoils!

However, the Mali Empire's easy wealth comes at a cost – **THEY MUST PAY GOLD INSTEAD OF MILITARY TO CONQUER PROVINCES** – which entails heavy expenditures of precious Gold to reach new lands, or to defend against an aggressive enemy...

10.3. AKSUMITES

The Aksumites are masters of city management: they have access to plenty of ways to Reserve cards, which eventually grant them more choices when the time comes to develop. Furthermore, their Civilization cards allow them to manipulate their Reserved cards to fit their needs – acquiring them for cheap, transforming them into resources, or even transferring them to an opponent's reserve!

WHEN PLAYING AS THE KINGDOM OF AKSUM, RESERVE 3 CARDS FROM THE ERA I RESERVE DECK WHEN THE GAME STARTS.

II. MALIANS

• HISTORY

The Mali Empire was a medieval State of West Africa. With tropical forests in its southern reaches and Muslim califates in the North, the Empire thrived from its choice location, controlling most of the region's trade routes: it followed the Niger river, allowing it access to the Atlantic ocean, and could reach the northern parts of the continent by crossing the desert with camels and caravans. Coupled with skillful use of passage fees, access to precious natural resources, as well as trading proficiency, the Mali Empire's wealth quickly shot up to incredible heights. Its reputation echoed way beyond the borders that its gold, salt, copper, and ivory traders operated in, until eventually reaching European ears – which were more than partial to gold, especially Spain and Italy.

Musa Keita brought the Mali Empire to its largest period of prosperity. Under his reign, the Empire's territory doubled, in large part thanks to its colossal army of 100,000 men and 10,000 armored horses. Thanks to the Empire's growth and its trading prowess with its neighbors close and distant, Mali's culture flourished as well, leaving behind countless pieces of pottery and painted sculptures, as well as a millennia-old oral tradition. The griots (storytellers) pass on these ancestral stories and knowledge to this day, often accompanied with music and dance.

Islam also thrived in Mali under Musa: The emperor was so impressed with his pilgrimage to Mecca that he brought back scholars, architects, and countless books from the holy city. He then proceeded to convert Mali to Islam, by building Koranic schools and opulent mosques (like Sankore Masjid in Timbuktu). Malian architecture also entailed unique challenges: stone was a rare resource in that region – and therefore used by the upper classes – so architects had to turn to other construction techniques, such as rammed-earth structures (banco) reinforced with wooden beams or clay. But this national conversion did not drown out Mali's grassroots animistic beliefs, which kept on thriving especially in more rural communities. Although Mali was converted to Islam, its ancestral practices remained, which made Mali into a unique cultural melting pot.

Musa's death brought about his nation's demise: Internal conflicts and pressure from the surrounding countries, as well as the appearance of new trade routes beyond Mali's borders, extinguished the Empire's treasure and quickly ended its dominance.

• GAMEPLAY

To represent their civilization's legendary wealth, the Malians have access to many Gold-generating cards. As a tradeoff, however, the Malian player is faced with a unique drawback: paying Gold instead of Military when Conquering Provinces. Playing as the Malians means having to constantly think about how to use your Gold: Spend it to acquire Development cards, or keep it to expand your territory, hoping that the spoils of conquest will replenish your treasure?

Even though you cannot use Military to Conquer, do not consider it as a useless resource! On the contrary, you can use your Military exclusively towards Playing Explorers, to gain the effects of Market, Science, and Production tokens, and even Build faraway Trading Posts to take your economic influence to even greater heights!

Moreover, the Malians have access to many ways of gaining Trade Benefits – powerful tokens, on par with Free City tokens, which remain in their controller's supply until used – by Investing their easily-earned Gold to progress on the Trade track, and by using their Civilization cards.

For example, the Malians' starting Knowledge card, *Embassy*, allows them to gain 1 Trade Benefit for 3 basic resources. While that cost may be steep (especially considering that the Trade Benefit's effect might not suit your situation), the *Staging Posts* Cultural Policy allows you to gain 1 basic resource of your choice whenever you gain a Trade Benefit; thus covering a third of the expenditure.



Most of Mali's Cultural Policies are aimed towards generating Gold, and optimizing the Gold in your supply. You may well choose to neglect them and seek other ways of finding this key resource for your expansion and development, but a Cultural path will sometimes be paramount in covering your need during times of scarcity.

Musa Keita is the Malian Warlord. His effect allows him to move 1 space on the Trade track whenever he Conquers a Province for the first time each turn. Use this ability alongside your Invest action, and Trade Benefits will come flowing... but beware of Gold shortages!



12. ZULU

• HISTORY

The Zulu Kingdom was a territory of 19th century southern Africa, one of the most notable occurrences of African unification in the modern era. The southern reaches of the African continent were broken up into myriad tribes whose languages, myths, and traditions had parted from their common roots. The descendants of the Nguni people thrived in their own territories, their differences strengthened by centuries of migration, settlement, and expansion.

The Zulu were one such tribe, their presence in South Africa dating back to the 14th century. Under the ambitious Shaka, the Zulu's territory rapidly expanded – until it spanned from the southernmost African coasts to those of the Indian Ocean. Shaka's policies were incredibly effective: On the one hand, he divided his people through a process of age grading, then enlisted each generation of men into separate

regiments of his army (the impi), wherein discipline was the watchword. Zulu warriors were equipped with assegais, maces, and oxhide shields, which became the foundation of Zulu tactics. Another policy was to integrate conquered tribes into the Zulu nation, on grounds of complete equality with the rest of its people; warriors ascended within Zulu society through their achievements and merit, instead of bloodline.

This push for integration brought forth a powerful national sentiment, which Shaka deftly weaponized.

Faced with the colonialist fervor of his European contemporaries, he quickly understood that it was just a matter of time until the invaders took control of southern Africa, if its people remained divided. The Zulu army held its ground against the Boers, and even against the British army, which it defeated in the battle of Isandhlwana in 1879, without the use of a single firearm. Shaka was killed in 1828 by his two half-brothers, one of whom – Dingane – took on the mantle of Zulu leader. The Zulu fell soon after. In his 10 years of tenure, Shaka's name became legend, and his culture's heritage still lives on today, as the Zulu language remains the most widespread language in South Africa.

• GAMEPLAY

The Zulu have the ability to spread very far very fast, but will eventually have to face unrest if they leave their City unchecked. Typically, a Zulu player will have to choose between two playstyles: either aim for balance by removing Unrest as it is generated, or brazenly accumulate Unrest, gaining powerful effects and dealing with the drawbacks later. Your strategy, more than ever, will depend on your goals – and on your opponents'.

Hidden Forces tokens are a powerful way to establish control over one's territory: The uncertainty they represent might make an opponent reconsider spending their Military, if it means possibly losing the battle... and disclosing their plans in the process.

Hence, the Zulu start with a clear militaristic advantage: For example, their Special Building, *Ibutho Camp*, generates 3 Military in one go, for 1 Unrest placed in their discard pile. With clever planning, they may then remove this downside by using their starting Knowledge *Age Grading* to archive 1 card from their discard pile.

Most of the Zulu's Cultural Policies benefit from their expansion: As their territory grows, they can maneuver their armies and earn bonus resources.

Shaka Zulu is the Zulu Warlord. When he conquers a Province for the first time each turn, he may benefit from both Exploration token gains by adding 1 Unrest to his discard pile. If the Province was previously occupied by a player, the previous occupant gains 1 Unrest, in addition to losing their Province... a powerful means of bringing a warring opponent to exhaustion!



13. AKSUMITES

• HISTORY

Aksum was a kingdom whose history is as ancient as it is sporadic. It was situated North of current-day Ethiopia, covering Eritrea, and thrived near the start of our era. Its choice placement allowed it to trade with all of oriental Africa and even India itself, by crossing the Red Sea and reaching the Indian ocean. Aksum was the capital, a city that stood North of current-day Ethiopia, surrounded by high hills. Its people came from the D'mt, a kingdom that had mastered irrigation, plowing and ironworking. The Kingdom of Aksum peaked in the 1st century AD, when it benefited from trading with the Roman Empire (which had recently annexed Egypt) and from its many tight relations with neighboring chiefdoms. Aksum's prosperity was such that its contemporaries saw it as one of the four great nations of the world, on par with the Roman Empire, Persia, and China.

Aksum had an advanced mastery of agricultural techniques, and made use of complex irrigation systems, including leveling stone plateaus on the side of hills – which were plentiful in the region – allowing for better water retention. The kingdom's technology also extended to harvests and mining: Aksum benefited from a bounty of sought-after luxury resources, such as ivory, gold, emeralds, silks, and spices. The kingdom also minted coins in order to facilitate trade throughout the region, while also popularizing the Ge'ez language, an ancient common dialect that still shows up today on Eritrean stelae that are nearly two thousand years old. Aksum left behind plenty of colossal architectural vestiges, such as remains of leveled stonework, elaborate tombstones, and towering stelae – some of which figure among the highest monoliths ever erected by humans – supposedly marking the graves of Aksumite kings.

The civilization's decline came about in the 7th century, when Persian and Arab traders disputed its control over the Red Sea and its precious trade routes. The kingdom was already weakened, its lands exhausted from excessive agricultural exploitation.

• GAMEPLAY

The Aksumites benefit from their Reserved cards in unique ways: A card Reserved by an Aksumite player is rarely useless. Many of their Civilization cards allow them to archive or even transfer their Reserved cards, for a hefty compensation. However, if they plan on acquiring a card from their reserve, they can also benefit from the endeavor: by acquiring it for cheaper, or even profiting from its acquisition!

When playing as the Kingdom of Aksum, basic resources are crucial. Try to aim for cards that generate the most Science and Production: This will allow you to acquire the right cards from your reserve, before the power creep of the next Era completely undermines their usefulness. Also, with the right timing, you might be able to Reserve cards from a new Era before other players, which could be the deciding factor for your victory!

Aksumite Policies are very versatile. Their effects may seem generic at first; but, when combined with your advanced access to Reserving cards, their power cannot be overlooked. For example, *Stelae Construction* allows you to immediately activate the first Building you acquire each turn, whether it comes from your reserve, the Development display, or the Basic Building stacks.

On the other hand, *Ge'ez Alphabet* allows you to archive a reserved card to gain 1 Culture, once each turn, no less! For any other civilization, this effect would be less than crucial, but to the Aksumites – who tend to Reserve cards more often – this card is paramount to generating lots of Culture!

Makeda, the legendary queen of Sheba, is the Aksumite warlord. Her effect allows her to Reserve a card the first time she conquers a Province each turn, which may be the push needed to start powerful combos.



14. MAPS

These maps were made to accommodate all the new mechanisms in African Empires, including Natural wonders. Of course, these are still optional! We highly encourage you to create and play with your own maps, perhaps even edit older maps from other Monumental releases to include new mechanisms. Happy conquering!

ONE DAY, ALL OF THIS WILL BE YOURS!

• 2-PLAYER MAP — LEVEL 1

Conquer the Mountains, and your opponent's lands will be within your grasp. You will need to choose between conquering the neighboring Harbor and the Mine, and conquering the Mountain to display your might. Choose wisely!



IN DOOM'S SHADOW

• 2-PLAYER MAP – LEVEL 2

Will you remain aloof, seeking riches in the Volcano's shadow? Or will you decide that victory lies elsewhere? You will probably start lacking production resources and construction space. Do not let yourself be careless.



APPROACHING THE OASIS

• 2-PLAYER MAP – LEVEL 3

A small roadblock to smash, and the central Oasis will be yours! Along with the Natural Wonder...



CALL OF THE SEA

• 3-PLAYER MAP — LEVEL 1

Sticking to your side of the map seems a comfortable enough strategy... but your neighbors are near, and the disquieting Mountains to your side may spell your defeat if you choose not to expand. Remain vigilant.



THE GREAT LAKES

• 3-PLAYER MAP — LEVEL 2

The vast central plains surrounded by Mountains, as well as the riches dispersed on the map, should rouse even the most timid armies. Alternatively, the Mountains may provide enough cover that you can score a victory without expanding at all. The Natural wonder's benefits may be a key component in your decision!



IN THE HEAT OF BATTLE

• 3-PLAYER MAP — LEVEL 3

Advancing past your narrow homelands will be long and demanding. But the key to victory lies in the center, and so you will need to get there before your opponents.



DOUBLE BIND

• 4-PLAYER MAP — LEVEL 1

Rushing to the rich center, or defending against your immediate neighbor? Cunning will be the key to victory... or to your defeat.



LOCKED OUT

• 4-PLAYER MAP - LEVEL 2

Your homelands lack space and resources, especially when faced with an aggressive neighbor. Do not dawdle; rush to the center, where you will gain the advantage... though you will probably lose the Harbor in the process.



A CORNICIOPA OF RICHES

• 4-PLAYER MAP — LEVEL 3

Space to expand and resources aplenty. Reaching victory is a simple matter of taking your chances!

