

# CIVILIZATION MANUAL







# 1. EGYPTIANS

## • HISTORY

Egypt is one of the oldest surviving civilizations on earth. A unified kingdom was created around 3000 BCE by King Menes, who was the first king, and whose dynasty would rule for two centuries. This dynasty was only the first in a series of dynasties that would last three millennia. Over the centuries, Egypt extended its borders along the Nile and the Mediterranean. Its rulers and pharaohs built fabulous wonders such as the Pyramids, the Great Sphinx, and many cities such as Memphis, Thebes and Karnak.

Egypt has had to face many enemies throughout history. It was captured by Persia in 525 BCE, only to be recaptured by Alexander the Great in 332 BCE. The Ptolemies ruled the land efficiently until the death of Cleopatra VII in 30 BCE. Egypt then became a mere province of the Roman Empire and fell under Byzantine rule. It was captured by the Islamic Empire around 640 CE. Cairo became the seat of the Fatimid Caliphate which would rule Egypt for the next six centuries.

In 1517, the Ottoman Turks seized power from the Mamluks. Egypt was then shortly occupied by the French, then by the British who declared it a protectorate in 1882. It was only after World War I that Egypt gained its independence. In 1952 its rule passed to military hands with the Free Officers Movement Revolution led by Gamal Abdel Nasser.

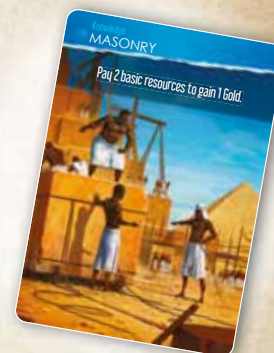
Egypt's civilization is mostly known for its art and culture. In the shadows of the Pyramids, countless museums, statues and relics testify to Egypt's glorious past. To this day, this 5000-year-old civilization still hides some secrets in the depths of its monumental tombs.

## • GAMEPLAY

Egypt starts the game with the *Pharaoh's Barge*. This military card provides 1 Military when activated; but when archived, it also allows you to complete a Wonder section, regardless of its cost. A nice way to outrun your opponents in the race for wonders. Use it at the beginning of the game to build some early wonders or save it until the end of the game to use its military power before using it on an expensive wonder.



Egypt's starting Knowledge card, *Masonry*, allows you to convert 2 basic resources into 1 Gold. This is a good way to transform useless resources into Gold: allowing you to build, develop, or conquer instead.



These two starting cards can encourage Egypt to build Wonders. Yet, this is not their only available path to victory. Thanks to their Cultural Policies, they can specialize in other fields as well, such as Military (*Expansion*) or Science (*Guilds*).

The Egyptian Warlord, *Ramesses II*, has a unique power: When conquering a Province, Egypt gains 2 Production. This power is not as flexible as Heracles' (gaining 1 Gold), for instance, but it will help you to aim for the most expensive buildings. Egypt will do everything it can to leave other civilizations in its shadow!





## 2. JAPANESE

### • HISTORY

The Land of the Rising Sun, as it is often called, is a vast archipelago of more than 6000 islands. The four largest islands, also called home islands, are Hokkaido, Honshu, Shikoku and Kyushu. Japanese history is dominated by the glorious figure of the samurai, a fearless class of warriors that had considerable influence on the country during the feudal era.

Samurai came to power around the tenth and eleventh century. They were warriors, bodyguards or generals, and Japan was torn by the internal struggles between its many clans. At the end of the 11th century, Minamoto Yoritomo founded the shogunate, a military government that relied on the supremacy of the samurai. Shoguns would rule Japan until 1868, having even more power than the Emperor himself. Peaceful times alternated with violent conflicts: Some local lords, the daimyos, had considerable power and fought each other constantly. The 16th century period is known as the Sengoku Jidai (Warring States) because battles were raging everywhere across the countryside.

The Shogunate ended with the Meiji Restoration in 1868. Emperor Meiji would retake power and establish a centralized state, nominally unified under his rule. Japan would then fight on the Allies side in World War I, and on the Axis side in World War II.

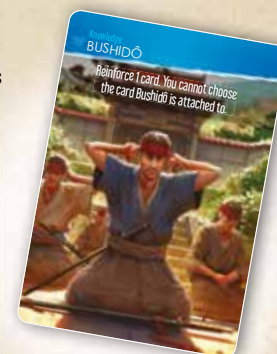
The figure of the Samurai has lived to this day and is part of Japan's mythology. They left an indelible mark on the history of the country – yet this mark is not always historically accurate, as the romanticism of the 20th century somehow idealized who they really were.

### • GAMEPLAY

The pride of Japan, the *Samurai School*, is this civilization's Special Building. It grants an additional 2 Military if you spend 1 Gold, but only against barbarians. Still, this is a powerful card in the early game, since you will be able to conquer many Provinces before your opponents.



Japan's Knowledge card is *Bushidō*, the famous honor code of Japanese warriors. It allows you to reinforce 1 card, which means that you do not discard it even if it was activated this turn. Being allowed to keep a card from one turn to the next is a very powerful ability; this Knowledge card can be useful early on, as well as in the later ages of the game.



Japanese Cultural Policies focus on diplomacy and relations with other players and Free Cities. For instance, if you develop the *Diplomacy Policy*, it costs 2 fewer resources to conquer Free Cities. If you prefer focusing on *Rapid Expansion*, then conquering enemy Provinces will cost you two less Military if your opponent has more Provinces than you. Other policies allow you to copy other player cards' effects, such as *Cultural Exchange*.

The leader of this civilization is *Miyamoto Musashi*, a famous Japanese swordsman, philosopher, and writer. When Miyamoto Musashi conquers a Province, you gain 2 Science. This unique ability may help you develop extra Knowledge cards, particularly if you also gain Science from the Barbarian/Monster token looted from your newly conquered Province!





### 3. DANISH

#### • HISTORY

Denmark is one of the oldest kingdoms in the world. It consists of a small peninsula, Jutland, and more than 400 islands scattered in the North Sea and the Baltic Sea. Denmark is part of Scandinavia, along with Sweden and Norway – two countries that also played a role in Denmark's history.

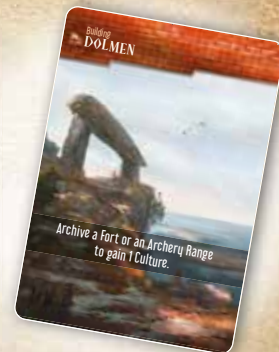
The Viking Age started at the end of the 8th century. Scandinavian Norsemen started to explore Europe, using seas and rivers for trade, raids, colonization, and conquest. According to many historical documents, such exploration was not overly friendly – Vikings were brutal raiders who would loot and destroy everything in their path. It was not long until their reputation scared people off – many towns or cities would offer to pay a ransom in order to avoid being razed to the ground. Over the centuries, Vikings conquered and settled parts of England and France, where they founded Normandy. At the end of the 10th century, Danes were unified by King Harald Bluetooth.



In the Middle Ages, Denmark became part of the Kalmar Union, a confederation with neighboring Sweden and Norway. All countries were ruled by a single leader, Margaret I, who was the first and only female leader in that country's history, until Margaret II, the current Queen of Denmark. Today, Denmark is an independent, parliamentary monarchy, which is part of the European Union.

#### • GAMEPLAY

Denmark starts the game with the *Dolmen* Special Building card. It grants easy access to Cultural Policies while sacrificing some of your military power... but some Cultural Policies are really worth this sacrifice!



Denmark's starting knowledge card is *Scouting*, which allows you to move 1 Explorer one tile for free, perfect for seeing what is out there for the Danish to conquer! This effect allows the Danish to more quickly access the benefits of provinces, Production tokens and Markets, and loot them before their opponents get a chance!



Denmark's Cultural Policies focus on military supremacy. *Raiding Parties* grant you 1 Gold when you conquer a coastal region – Vikings are used to travelling by sea after all! *Pillaging* has a similar effect, as it grants you 1 Production when conquering a Province. *Warrior Culture*, on the other hand, allows you to spend 2 Military to gain 1 Culture. Again, the sacrifice is worth it if you aim for cultural dominance at the end of the game.

*Siegfried* is Denmark's leader. Loved by his people and feared by his enemies, he'll unleash the fury of the Vikings against his opponents. When Siegfried conquers a Province, he gains 2 extra Military, which makes him quite unstoppable if his enemies are not paying attention... Military alone is not enough to win a game of Monumental, but it definitely helps!





## 4. CHINESE

### • HISTORY

One of the world's earliest civilizations, China was born in the basin of the Yellow River, in the North China Plain. The first known dynasty, the Xia, began ruling around 2000 BCE. Then followed the Shang, the Zhou, and countless civil wars, until the state of Qin, which was part of the Zhou dynasty and gave its name to the land and established the first unified Chinese state in the third century BCE.

This united state was the first Chinese Empire, and King Zheng of Qin proclaimed himself the First Emperor of the Qin dynasty, which would only last for 15 years. Then, the Han dynasty emerged and expanded Chinese territory using their powerful military. Chinese economy, technology, and culture would enter a golden age under the Tang and Song dynasties; around the 10th century, there were already more than 100 million Chinese within the Empire. In 1271, the Mongols of Kublai Khan invaded, founding their own dynasty. Then came the Ming, who retained power until the Republic of China was founded in 1912.

China's technology had considerable influence on the world, particularly what they call their Four Great Inventions: paper, gunpowder, the compass, and movable type. They also built fabulous wonders such as the Great Wall of China (which is not visible from space, contrary to popular belief), the Terracotta Army, which still exists to this day, and the now nonexistent Porcelain Tower of Nanjing.

### • GAMEPLAY

China's unique building is the *Paper Maker*, which allows you to spend Gold in order to gain 2 different basic resources. It combines nicely with other Buildings, such as the *Mine* for instance – you could use Gold to gain 1 Military and 1 Production, and recover your Gold thanks to the *Mine*'s effect. It also grants you flexibility enough to adjust your plans depending on what appears in the Development display.

China also starts the game with *Pyrotechnics*, a unique Knowledge card that helps you thin out your deck by archiving cards. Of course, you should not archive too many cards; archiving all your Military-generating cards, for instance, would prevent you from conquering the board, unless you buy some *Archery Ranges* or other Military cards. Other civilizations can also archive cards, but *Pyrotechnics* allows the Chinese to do it much more easily.

Like other civilizations, China can develop various Cultural Policies that reward diversity in your actions: *Research & Development* gains you extra Gold if you manage to activate both a Wonder and Knowledge card in the same turn, whereas *Taxation* does the same if you manage to gain each of the basic resources in a turn. Further policies reward specific feats; for example, *Guided Tours* gives you Culture when you complete a Wonder.

China is led by *Hua Mulan*, a legendary military leader. When she conquers a Province, she allows the Chinese player to draw 2 cards from the top of their deck and instantly use one of them, further underlining the flexibility of her civilization. With a little foresight, you can guess which cards will be at the top of your deck, allowing *Hua Mulan* to trigger powerful combos.





## 5. GREEKS

### • HISTORY

Located on the southern tip of the Balkan Peninsula, Greece lies at the crossroads of Europe, Asia, and Africa, and is considered the cradle of Western civilization. It is the birthplace of democracy, Western philosophy and literature, historiography, political science, and many other disciplines.

Greece was united by Philip of Macedon in the fourth century BCE. Until then, the Greeks were organized into many independent city-states (a city-state was called a polis) spread across the Mediterranean region. Though Philip of Macedon was a capable leader, he was eclipsed by his son who conquered half of the known world – the legendary Alexander the Great. That historical period, known as the Classical Period, is a Golden Age for Greece. It is the age of Leonidas I, Socrates, Plato, and Aristotle, and formidable progress in art, architecture, literature, and science. These were not peaceful times though, with Alexander's wars constantly driving men to battle.

In the second century BCE, after Alexander's death, Greece fell under Roman control. It would then become the Byzantine Empire, dominated by Greek language and culture. That Empire would in turn fall under Ottoman rule, until the Greek war of independence in 1830.

Greek civilization left many durable marks on the world. Many modern democracies are built on the Greek democratic model. Greek architecture is still used as a reference for modern buildings. And Greece itself hosts 18 UNESCO World Heritage Sites within its borders.

### • GAMEPLAY

The Greeks begin the game with the *Hoplite Grounds*. When activated, this building grants you 1 Military for each other Military card activated this turn. During the early stages of the game, it can allow you to quickly Conquer Provinces on the board and benefit from their resources.



Greece also starts with *Philosophy*, a powerful Knowledge card. *Philosophy* allows you to transform 1 basic resource into another; for instance, you could exchange 1 Production for 1 Military, or 1 Military for 1 Science, and so on. This can give you the resource you are missing to Complete a Wonder, Conquer a Province, or Acquire a Knowledge card.



As with every other civilization, Greece can rapidly adopt one of its five Cultural Policies at the cost of Culture. *Siege Warfare* is a sure pick if you want to focus on Military: When in effect, you can exchange 1 Science for 2 Military once per turn. Other Cultural Policies will be available throughout the game, but each of them will cost 1 extra Culture, so choose wisely when you want to change your policy agenda!

*Heracles* is the Greek Warlord. When he conquers a region, he gains 1 Gold. This precious resource can allow the Greeks to develop towards any goal they like... Just make sure you pick the right path!





## CREDITS

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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 DESIGNER:

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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