

# MONUMENTAL™

## 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. This optional game mode was created by the author to celebrate the release of the game's second expansion (African Empires), but can still enjoy Continuous Play mode without it; all you need is a standard substitute for the 35 action markers (e.g. flat marbles, coins...).

### 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. 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.*

### 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.

### 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.

**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.



*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) **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.*

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.

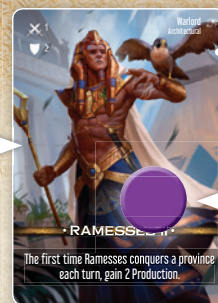
Firstly, you immediately gain any benefits **SPECIFICALLY TRIGGERED BY AN ACTION YOU TAKE**, such as:

- 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) **COUNTS AS A FREE ACTION.**

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

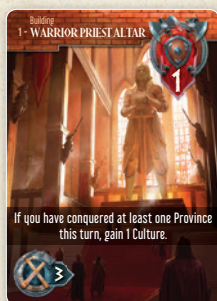
If a card effect relies on something else happening this turn, you may use the effect if the condition was met earlier in the round. However, unless the effect is specifically triggered when its condition is met, its activation counts as a turn action and is therefore not free.



*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 or Production tokens).

**ONCE ALL PLAYERS HAVE PASSED, THIS STEP ENDS.**

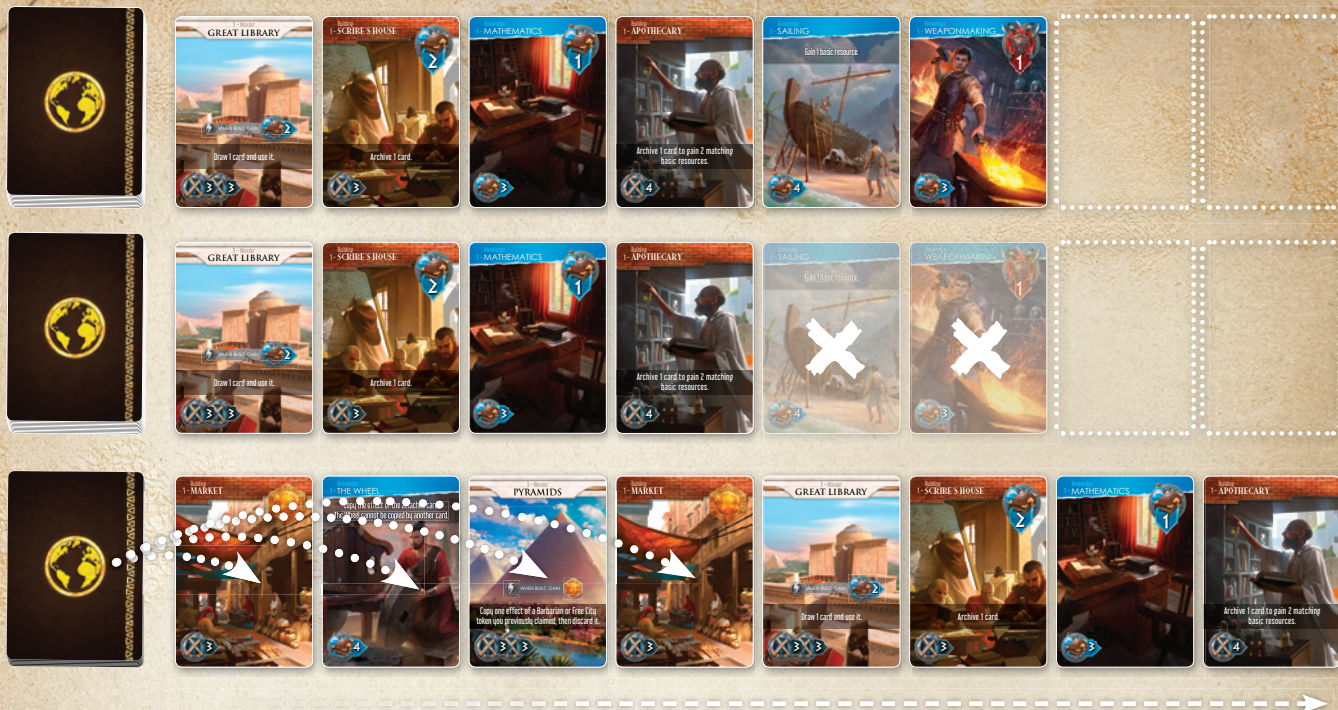
## 4. REPLENISH CITY

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

## 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.

## 6. LAST ROUND AND END OF THE GAME

While replenishing the display, if the Development deck has 3 cards or less, that means the next round will be the last. At the end of the next round, the game ends and players tally their points as usual.

**REMEMBER :** As a reminder, you may place an unused face-up card on top of the third-to-last card of the deck during setup (remove the card from the game as soon as it is visible).

## 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.