

- MATTHEW DUNSTAN -

MONUMENTAL™



RULEBOOK

1. AIM OF THE GAME

In Monumental, each player leads a 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 as the architect of a great and marvelous city? Develop your civilization by erecting new Buildings and Wonders in your city, improve your scientific knowledge and cultural development, and use your military power to conquer new provinces.

At the end of the game, the player with the most points wins.

2. SETUP

• MAP

1. Choose a map matching your player count among those contained in the **MAPS GUIDE**. Assemble the tiles as shown on the layout. You may also create your own (see *Create Your Own Map*, p. 4).
2. Place Barbarian/Monster and Free City tokens face down, with the number showing. If playing without the Monsters module, remove all Barbarian/Monster tokens displaying Monster names beforehand (see *Monsters Module*, p.14).
3. For each Market, create a stack of Market tokens with the same name, containing as many tokens as there are players. Place each Market face down on its assigned space. Return any unused Market tokens to the box.
4. Place one Production token on each tile (except Capital tiles, Water tiles, and tiles with a Market), as shown on the layout.
5. Place all unused Barbarian/Monster, Free City, 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 general stock.
7. Place all the Resource counters (Production, Military, Science) and Wonder Construction counters beside the play area, also in the general stock.

• DEVELOPMENT CARDS

Sort the Development cards by Era (I, II, III) and shuffle each pile separately.

Then stack these 3 piles into a face-down Development deck: Put the Modern Era cards (III) on the bottom, the Medieval Era cards (II) in the middle, and the Classical Era cards (I) on top, with the Era Separation cards (I, II, III) on top of each matching pile.

These Separation cards are discarded from the game when revealed.

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 any of them for any other Wonder of a matching Era when preparing the Development deck.



Colossus of Rhodes



Notre-Dame



International Space Station

For a longer game, you may also include the Renaissance Era to the deck. To do so, shuffle the 12 Renaissance Era development cards, and insert them in between the Era II and Era III cards, with the Renaissance Era Separation card on top.

The game also contains two other optional Modules (Heroes and Monsters) which can be played alone or together to bring more variety to the game (see *Heroes Module* p. 13 and *Monsters Module* p. 14). We recommend not to use them for your first plays.



Renaissance Cards (R)

• 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 SETUP

Choose one of the 5 available civilizations: the Chinese, the Danish, the Egyptians, the Greek, or the Japanese. Each Civilization has a deck with cards common to all civilizations, as well as several specific cards (1 Knowledge, 1 Warlord, 1 Special Building, 5 Cultural Policies). Cards are detailed at the end of the rules (see *Card Anatomies* p.16).

An Egyptian card



The Civilizations:



China



Denmark



Egypt



Greece



Japan

Take the components matching your civilization:

- 15 Civilization cards
- 5 Cultural Policy cards
- 1 Warlord card
- 10 Units: 1 Warlord and 9 Soldiers
- 2 Explorers
- 2 Outposts



A civilization's set of cards



A civilization's set of tokens

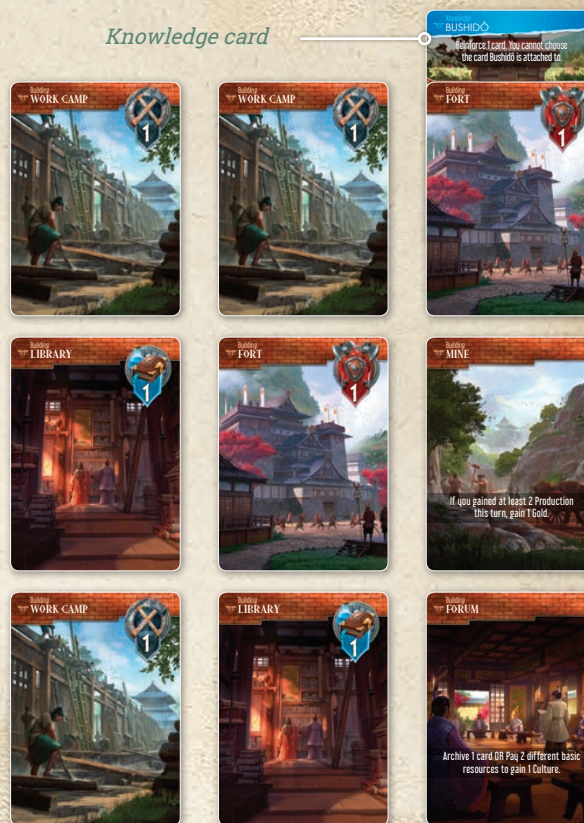
Return the components for any unused civilizations to the box.

Shuffle your 15 Civilization cards, and 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, deal the next card on top of it (offset the cards so that the effect of the Knowledge card remains visible).

Knowledge card



A player's starting City

Place your undealt Civilization cards face down beside your City: This is your City deck. Leave an empty space beside it for a discard pile.

Place your Warlord card face up beside your City.

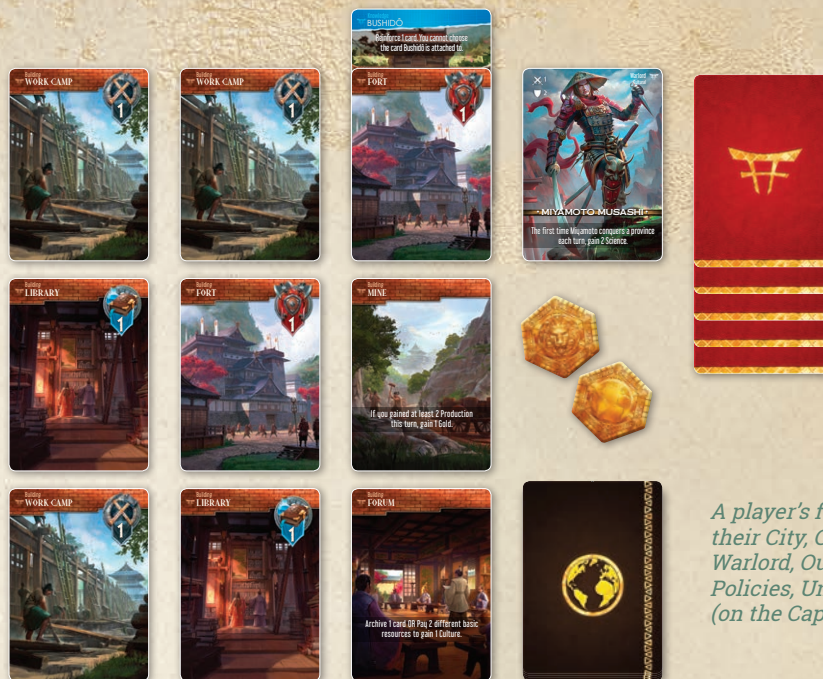
Place your Cultural Policy cards face down beside your City: This is your Culture deck. You may look at the cards in your Culture deck at any time.

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

The player who most recently visited a foreign country becomes the Starting player and takes the Era I Separation card (which they keep for the entire game).

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

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's full setup including their City, City deck, Gold, Warlord, Outposts, Cultural Policies, Units and Explorers (on the Capital Tile).

- THE DEVELOPMENT DISPLAY

Draw the top 6 cards of the Development deck. Put them face up in a row to the right of the deck to create the **DEVELOPMENT DISPLAY**.



Starting Development display

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



Starting Development display for 2 players

- CREATE YOUR OWN MAP

You can also create your own map using the available Terrain tiles.

However, you will need to respect the following guidelines:

- Take 1 Free City token for each player, and place them randomly on individual Provinces (Capital and Water tiles excluded). There cannot be more than 1 Free City per Province.
- Place 1 random Barbarian/Monster token face up (with the number showing) on each other remaining Province (Capital and Water tiles excluded).
- The values of the Barbarian/Monster tokens surrounding each Capital tile must be the same for each player (value 1 or 2 only).
- Assemble 1 random Market per player and place them on separate Provinces of the map (except Capital and Water tiles). For each Market, take as many tokens as there are players and place them in a face-down stack on the Province. e.g. In a 3-player game you'll have 3 Markets, each composed of 3 Market tokens. There cannot be more than 1 Market per Province.
- Place 1 Production token on each Province, except on Water tiles and tiles with a Market.

3. HOW TO PLAY

The Starting player goes first, then play proceeds clockwise.

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

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

3.1. ACTIVATE CITY

When you activate your City, choose **ONE ROW** and **ONE COLUMN** of cards to use this turn, and rotate each 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.



A row and column of cards have been activated in this City.

In this example, a Knowledge card has been activated along with the Building it was 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 using cards, as well as Production, Market, and Free City tokens.

SCIENCE is used to obtain new Knowledge cards. It can be gained by using cards, as well as Market and Free City tokens.

MILITARY is used to move Units (within your controlled Provinces or to conquer new territories) and Explorers. It can be gained by using cards, as well as Market and Free City tokens.

During your turn, for each basic resource (Production, Science or Military) you generate, take that many counters of the appropriate type in the general stock and place them next to your personal supply, beside your City.

THESE BASIC RESOURCES CANNOT BE SAVED FOR LATER TURNS. You must use them during this turn. At the end of your turn, you lose all of your unspent basic resources, putting their counters back in the general stock.

However, Production and Market tokens – which you gain from exploring the map – remain in your personal supply until you choose to spend them. You can spend them this turn or on a later turn.

• ADDITIONAL RESOURCES

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

CULTURE is used for developing Cultural Policies.

GOLD can replace any basic resource (Production, Science, or Military), but cannot replace Culture.

When you gain Gold or Culture, take the matching tokens from the stock and put them in your personal supply.

Unlike unused basic resources, these are never discarded at the end of your turn. You may spend them at any time during the current or any later turn.

3.2. TAKE ACTIONS

DURING YOUR TURN, YOU MAY TAKE ANY OF THE FOLLOWING ACTIONS, ANY NUMBER OF TIMES, IN ANY ORDER AND COMBINATION YOU WANT, AS LONG AS YOU HAVE THE RESOURCES NEEDED TO CARRY THEM OUT.

You may only use the effect of a card once per turn, unless specified otherwise. If you trigger multiple effects simultaneously (e.g. A Warlord card's effect and the effect of a looted Barbarian/Monster or Free City token following a Conquest), you may choose in which order to resolve the effects.

You may check the cards in your own discard pile during your turn.

YOU CAN PERFORM THE FOLLOWING ACTIONS:

- Acquire a Development or Basic Building card
- Complete a Wonder
- Develop a Cultural Policy
- Conquer a Province
- Move Military
- Construct a Wonder
- Play Explorers
- Use the effect of an activated card in your City or active Cultural Policy
- Make scientific progress

REMEMBER: You may use 1 Gold in place of any 1 basic resource (Production, Science, or Military), but not in place of Culture, which does not count as a basic resource.

• ACQUIRE A DEVELOPMENT OR BASIC BUILDING CARD

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

The cost to Acquire a card is shown in its bottom left corner (see *Card Anatomies* p. 16).

• BUILDING CARD

When you Acquire a Building card (whether from the Development display or the Basic Building piles), pay the cost in Production shown on the card. Then take the card, and place it face down, on top of your City deck.

If a Basic Building pile runs out of cards, you can no longer Acquire Buildings of that type.



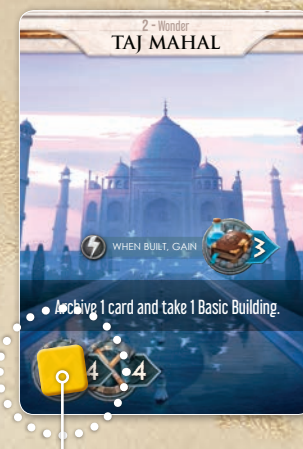
• KNOWLEDGE CARD

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 face down, on top of your City deck.

• WONDER CARD

Wonders are built in two steps. When you acquire a Wonder card from the Development display, pay the cost in Production shown in the leftmost circle on the card. Then place the card face up beside your City, and place a Wonder Construction counter on the leftmost circle. You have built the first stage of your Wonder.

IMPORTANT: You can only build a single Wonder at a time. If you Acquire another, you must choose which one to keep. Remove the other card from the game.



Wonder Construction counter

• COMPLETE A WONDER

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

You can Acquire and Complete a Wonder in the same turn if you have enough resources to pay for both construction steps.

When you Complete a Wonder, immediately gain the completion bonus shown on the card (next to the bolt icon). Place the Wonder card **FACE DOWN ON TOP OF YOUR DECK**. Return the Wonder Construction counter to the common stock.

Then take the matching Wonder token and place it on any Terrain tile you control, including your Capital tile. There can be no more than one Wonder per tile. Wonders add 2 to the defense value of the Province they are in.

If you cannot place the Wonder token (if all tiles under your control already contain a Wonder token), then you cannot Complete a Wonder.

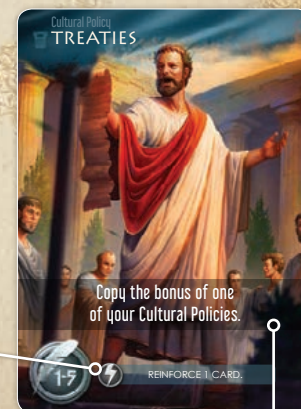
• DEVELOP A CULTURAL POLICY

Developing Cultural Policies gives you access to unique powerful abilities.

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 needed increases as you develop more policies. Your first Policy costs 1 Culture, the second Policy costs 2 Culture, etc.

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 at 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 only the one-off effect of the previous Policy card visible.

When you develop a new Cultural Policy, you also once again trigger the one-off effects on all previously developed Policy cards.

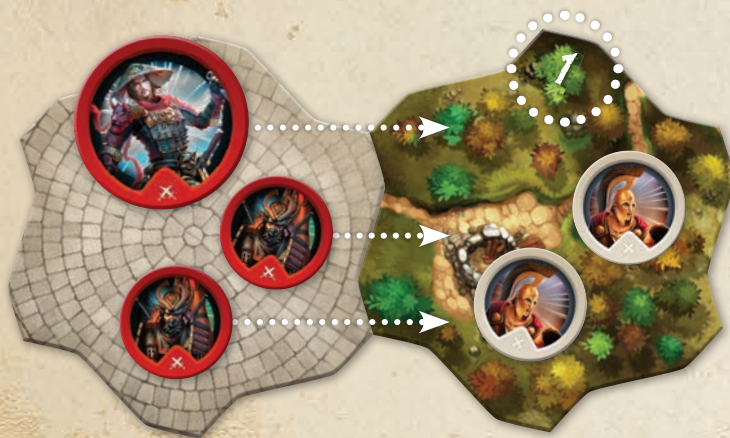


• CONQUER A PROVINCE

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 which is **ADJACENT TO A TILE YOU CONTROL** (Capital or Province), by paying the appropriate amount of Military. **EACH MILITARY YOU SPEND ALLOWS YOU TO MOVE A UNIT INTO THE ATTACKED PROVINCE.**

You must move into the attacked Province a number of Units equal to the defense value of the Province (which depends on terrain and its occupying forces). These Units can come from any Terrain tile you control (including your Capital), as long as they can reach the attacked Province by moving only through tiles you control.



The Japanese player (red) must spend 3 Military to move 3 Units into the Greek (white) Province, whose defense value is 3 (1 from Terrain, and 2 from Units).

If your territory is separated by a Province you don't control (for example, if an opponent cuts through your territory), you can combine Units from multiple sides to Conquer Provinces adjacent to both your controlled territories.



Japan uses Units from 2 different sides to invade the Greek Province in the middle.

You may use the same Units to perform several conquests in the same turn, as long as you pay 1 Military for each conquering Unit every time.

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

You cannot Conquer Water tiles or another player's Capital tile.

You control a Province as long it contains one of your Units or Outposts.

• CONQUERING A BARBARIAN PROVINCE

The defense value of a Barbarian Province is equal to the terrain value of the Province, plus the value of its Barbarian/Monster token.



This Barbarian Province has a total defense value of 3 (1 defense from terrain, 2 defense from the Barbarian/Monster token)

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

When you Conquer a Province containing a Barbarian/Monster token:

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

• CONQUERING A FREE CITY PROVINCE

The defense value of a Free City Province is simply equal to the terrain value of the Province. However, you must also pay the cost shown on the Free City token.

EXAMPLE: If a Free City token showing 2 Science is on a Province with a terrain value of 1, the cost to Conquer it is 1 Military counter and 2 Science counters.

When you conquer a Province containing a Free City token:

- Move into the attacked Province a number of Units equal to the terrain value of the Province.
- Pay the additional resources shown on the Free City token.
- Take the Free City token and immediately choose one of the two benefits displayed on its backside. 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 defense value of an opponent's Province is equal to the terrain value of the Province, plus the total defense value of all Units and Structures within it.



EXAMPLE: A Province with a terrain value of 2 and defended by 1 Soldier, a Warlord, an Outpost, and Stonehenge has a total defense of 10 (2 + 1 + 2 + 3 + 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 the Units previously occupying the Province 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 move your Warlord into the Province as one of the attacking Units (like regular Units, this costs 1 Military). If you do, you immediately gain the benefit on your Warlord card (their effect can only be used once per turn).

Your Warlord adds 2 to the defense value of the Province it occupies.

• MOVE MILITARY

You may Move your military to move any number of your Units within your controlled Provinces.

PAY 1 MILITARY PER UNIT you move from one Province to another. You must control both Provinces, and they must be either adjacent or connected through Provinces you control.



The Japanese player controls both of these Provinces.

They pay 1 Military to move 1 unit from the Province on the left to Province on the right.

• CONSTRUCT OUTPOST

At any point during your turn, you may Construct an Outpost for free. To do so, **RETURN 3 UNITS** (Warlord or Soldiers) **SHARING THE SAME PROVINCE TO YOUR CAPITAL**. Then, immediately place an Outpost from your supply on the Province.

You must however follow these rules:

- You can only have one Outpost per Province.
- There can only be 2 of your Outposts on the map simultaneously.
- Once built, an Outpost cannot be moved.

An Outpost adds 3 to 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 Capital tile).



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

You may use the Market or Production on the turn you gained them or keep them for a later turn. When you choose to use a Production token, discard it and gain 1 Production counter (which will be lost at the end of your turn if left unspent).

Leave your used Market tokens face up beside your City to remind yourself of the Markets you have previously visited.

IMPORTANT: Because an Explorer is not a Unit, it can neither Conquer nor control Provinces.

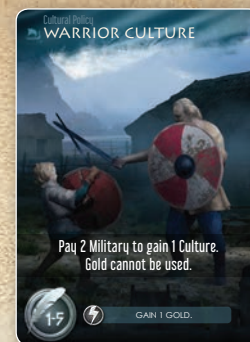
• USE THE EFFECT OF AN ACTIVATED CARD IN YOUR CITY OR ACTIVE CULTURAL POLICY

Some cards have effects that are always active or trigger when something else happens (as detailed in the card's text). These effects are considered to be active as soon as the card is activated in your City (rotated 45 degrees), or is your active (topmost) Cultural Policy card.

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

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 the effect of a card, active or otherwise.



• MAKE SCIENTIFIC PROGRESS

Pay 2 **SCIENCE** to **DRAW AND USE** the top card of your City deck. Once you resolve all of its effects, discard the card.

3.3. 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, place it in your City and deal a second card on top, offsetting it so that the effect of the Knowledge card remains visible (like during the initial setup).

If the second card dealt is also a Knowledge, choose one of the two cards and discard the other. Keep doing this until you deal out a non-Knowledge card.

• SHUFFLING YOUR DISCARD PILE

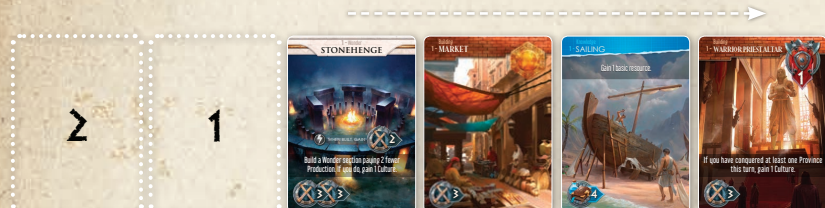
If you ever need to draw or deal out a card from your City deck while it is empty, shuffle your discard pile to form a new face-down City deck.

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 – and this case only – 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.

3.4. 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 gaps. Then deal out cards from the Development deck to bring the display back up to 6 cards.

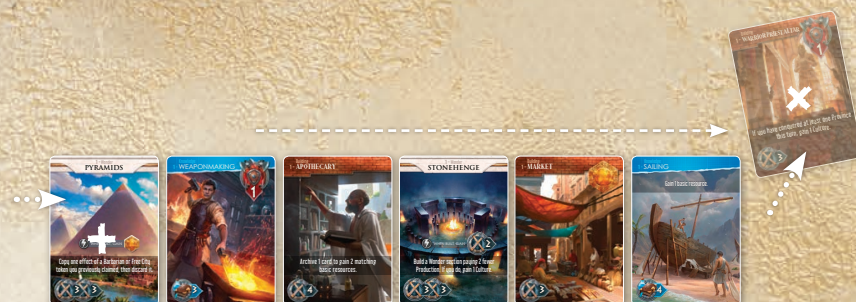


*All remaining cards in the Development display are moved to the right.
New cards are drawn to replace them (back up to 6 cards).*

Do not take Eras into account when replenishing the display; however, remove from play any Era Separation card you draw from the deck.

IF YOU ACQUIRED NO CARDS FROM THE DEVELOPMENT DISPLAY, discard the rightmost card in the display. Shift the remaining cards to the right and deal out one card to fill the gap on the left.

IMPORTANT: Replenishing the display is only done at the end of your turn. Do not fill in the gaps as you take cards.



*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, there are 2 Development displays, each one containing 3 cards. Apply the rules above when replenishing them, but consider each individual row separately.

IF YOU ACQUIRED AT LEAST ONE CARD FROM A SINGLE ROW this turn, shift the remaining cards in that row to the right to fill the gaps. Then deal new cards to bring that row back to 3 cards.

In the untouched row, discard the rightmost card, and shift the two remaining cards to the right. Then deal out a card to fill in the gap on the left.



*The player took 2 cards from the top row. The remaining card
is moved to the right and 2 new cards are drawn.*

*They however did not use the bottom row this turn. 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 CARDS FROM BOTH ROWS this turn, shift all remaining cards to the right and deal out as many cards as necessary to bring both rows back to 3 cards.

IF YOU ACQUIRED NO CARDS this turn, discard the rightmost card in both rows. Shift the other cards along and deal 1 card to the left of each row to fill both gaps.



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

4. 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 their turn. Then all players take one final turn. That way, all players will 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 Starting player, then each player simply gets one final turn.

Each player scores points as follows:

For each **CONTROLLED PROVINCE**: 1 POINT.

For each **KNOWLEDGE CARD OWNED**: 1 POINT.

For each **COMPLETED WONDER**: 2 POINTS.

For each **DEVELOPED CULTURAL POLICY**: 2 POINTS.

Archived cards and your starting Knowledge do not yield any points.

• DOMINANCE

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

The most **PROVINCES CONTROLLED**: 3 POINTS.

The most **KNOWLEDGE CARDS OWNED**: 3 POINTS.

The most **WONDERS COMPLETED**: 3 POINTS.

The most **CULTURAL POLICIES DEVELOPED**: 3 POINTS.

If players are tied for dominance, all tied players receive the full 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 still a tie, the tied player with the most remaining Culture wins. If players are still tied after those two checks, they share the victory.

The game also contains a numbered scoring track to help count each civilization's points at the end of the game using their Civilization tokens. You may also use it during the game to keep track of everyone's current progress.



Scoring track and Civilization tokens

5. AUTOMA MODULE

The Automa module includes 20 cards (15 Action and 5 Civilization) that can be used to add an automated civilization to the game. You may, for instance, play one-on-one against an Automa-controlled civilization.

5.1. SETUP

Setup is the same as for a normal game, with the following modifications.

Choose the Automa's civilization and take its matching Warlord and Cultural Policy cards (returning the other cards for that civilization to the box). Place the Warlord card face up in the Automa's play area, and the Cultural Policy cards in a face-down pile. Place all its Units in its Capital as usual. The Automa also starts the game with 2 Gold.



Setup of an Automa civilization

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



The Automa always plays last, after all human players.

5.2. GAMEPLAY

The game follows the same rules as in normal play, with the exception that the Automa's moves are determined by the Automa deck.

On the Automa's turn, draw and reveal the top two cards of the Automa deck, one at a time. For each card, in the order they were drawn, carry out each action as listed on the card, completing each action before moving onto the next. Some actions instruct you to draw another card. In these cases, deal the new card next to the previously drawn cards, and resolve its effects after all previous effects.

Some actions are specific to some Warlords, denoted by an "If" followed by and adjective: Architectural, Cultural, Economic, Aggressive or Technological. Only resolve those effects if the stated specialization matches that of the Automa's Warlord. If it does not, simply ignore the effect.



The second Action card (to the right) lists a specific effect, which will be resolved, since Musashi is a Cultural-type Warlord, as indicated on his card.

If the Automa cannot carry out an action (for example, Acquiring a Knowledge card while there are none in the display), it instead gains 2 Gold.

At the end of the Automa's turn, replenish the Development display as usual.

5.3. ACTIONS

• GAINING A DEVELOPMENT CARD

If the Automa gains a card from the Development display, it is placed face up in its play area. Do not apply its effects for the Automa – only use these cards to count the Automa's score.

IMPORTANT: If a choice must be made between multiple cards, the Automa always picks the card furthest from the Development deck. If two cards are at equal distance from the deck, the Automa chooses the first one in alphabetical order.



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

• BUILDING A WONDER

If the Automa gets the Action « Complete or Acquire a Wonder », it always Completes a Wonder under construction before Acquiring a new one. When the Automa takes a new Wonder, it chooses the cheapest one (if there are multiple choices, follow the rule stated above).

Take the Wonder card and place a Wonder Construction counter on its first construction step. When the Wonder is completed, place the matching Wonder token on a Province controlled by the Automa. If there are multiple applicable Provinces, the player to the right of the Automa chooses where to place the token.

If the Automa does not control any Provinces, or if there is already a Wonder token on each of its Provinces, place the token on its Capital.



The Automa has 1 Wonder on each of its Provinces. It places its newly completed Wonders on its Capital.

• GAINING A CULTURAL POLICY

If the Automa develops a Cultural Policy, reveal the topmost card of its Cultural Policy pile. Do not resolve any of its effects.

• 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 newly conquered Province. If the Automa has no Soldiers left in its Capital, place an Outpost on the Province instead. If the Automa has no more Soldiers or Outposts in its supply, it cannot Conquer any more Provinces.



The Automa only needs 1 Soldier (from its Capital) and its Warlord (wherever it is) to Conquer a Province.

If the Automa must choose between multiple Provinces to Conquer, it always chooses the Province with the lowest Terrain value. If there is still a choice, the player to the right of the Automa chooses which Province the Automa Conquers.

If the conquered Province contains a Barbarian/Monster token, reveal it, and award to the Automa the value printed on its backside in Gold. Then place the token in the Automa's play area. Do the same for Free City tokens, except the Automa gains 2 Gold instead of 1 Culture.

• MOVING EXPLORERS

If an action instructs that the Automa should move both of its Explorers, the first Explorer moves to an adjacent Province towards the nearest Market whose token the Automa does not already own yet. The second Explorer does the same, towards a different Market. If there are two equally valid paths, the Explorer moves through a Province containing a Production token. If there is still a choice, the player to the right of the Automa chooses which Province the Explorer moves to.

If the Province contains a Production token, the Automa claims the token. Whenever the Automa owns 2 Production tokens, it discards them and gains 1 Gold in return. If the Province contains a Market, the Automa claims the Market token on top of the stack. Reveal it and award to the Automa the value printed on its backside in Gold. For example, if the token shows 4 Military, the Automa gains 4 Gold. Whenever the Automa owns a Market token from each Market on the map, discard them both and send both of its Explorers back to its Capital. They may henceforth move to collect Market tokens from all available Markets again.

5.4. SCORING

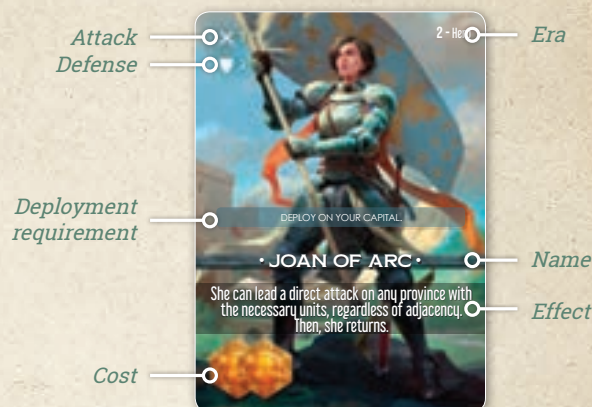
The Automa earns points in each category like a human player would, and can gain Dominance in any category. It also earns **1 POINT FOR EVERY 3 GOLD** it owns.

The Automa wins the game if it has the highest score at the end of the game.

6. HEROES MODULE

Play with this module to add iconic historical figures to your games, and use their powerful effects in return for a small amount of Gold.

Each Hero has a unique effect. Their card lists where to deploy them, their effect, their attack and defense value (when applicable), and its return condition.

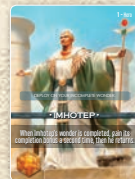


6.1. SETUP

Select one Hero card at random (two for 4-player games) per Era and add them to the Development deck, shuffling them in their matching Era piles.

6.2. 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 and place it on the card. Immediately draw another card from the Development deck to fill the empty space in the Development display.

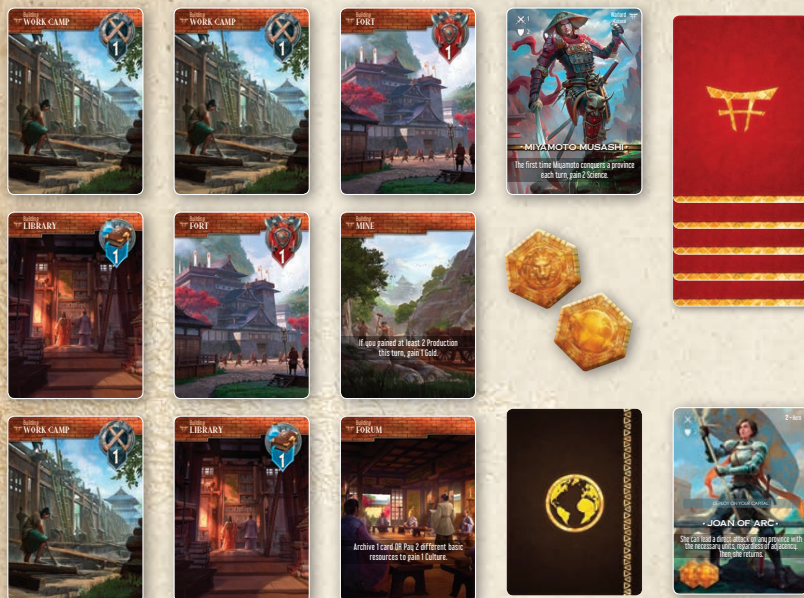


The Hero card is placed above the Development display. Then, the token is placed on the card.



6.3. ACQUIRE A HERO CARD

ONCE PER TURN, during your turn, you may Acquire a revealed Hero card by paying its cost in Gold (shown in the bottom left hand corner of the card). When you do, take the card and place it face up next to your City, and deploy its matching token on the location listed on the card.



If a Hero is deployed onto a Province, then similarly to a Warlord, it adds 2 defense to that Province.

If the Hero has an Attack value, it counts as a Unit and can be used to Conquer a Province as would a Soldier or Warlord.

6.4. RETURNING A HERO CARD

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

IMPORTANT: You can only have **ONE HERO AT A TIME**. If you acquire a new Hero, return your previously owned Hero card and its matching token to the row above the Development display.

7. MONSTERS MODULE

Play with this module to add terrifying creatures from the myths and legends of the world to your games. Monsters unleash fierce attacks upon the players, destroying Units, and even Wonder or Knowledge cards! Only the strongest civilizations will manage to defeat those beasts, gaining wondrous benefits for their efforts.



7.1. SETUP

Choose how many Monsters you wish to add to the game (we recommend not using more than 3 per game). Choose that many random Barbarian/Monster tokens showing a Monster's name on their backside, and shuffle them among the other Barbarian/Monster tokens you place on the map during setup. Then place the tokens on the map as usual.



*Example:
a Barbarian/Monster
token that triggers
the Mogwai's arrival.*

7.2. REVEALING A MONSTER

Whenever a Barbarian/Monster token listing a Monster is revealed (as a result of that Province being conquered), the conquering player immediately receives 1 Culture, then places the matching Monster token on the Province that contained the Barbarian/Monster token (except for the Kraken, which appears on the nearest Water tile).



This Barbarian/Monster token triggers the Mogwai's appearance.

The Monster must be placed on this 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 Barbarian/Monster token below the card in the Development display that matches the number of players +1 (starting from the deck). For example, in a 4-player game, the token would go under the 5th card.



In a 4-player game, the Barbarian/Monster token goes below the 5th card in the display.

The presence of a Monster does not affect who controls the Province it occupies. Explorers can still move through the tile unaffected.

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. If the terrain has 0 defense, the value is raised to 1 until the tile is Conquered again.

7.3. MONSTER ATTACKS

At the end of each player turn, each Monster token moves one space to the right below the Development display. The number of cards taken from the display this turn does not affect its progress. Whenever the Monster token should move past the end of the row, the Monster attacks: resolve its Attack effect. Whenever a Monster's Attack 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, place the Monster token below the 4th card of the display. As long as the Monster is not defeated, it attacks again every 3 turns.



After the Attack, reposition the token below the 4th card from the left. It will resume moving to the right at the end of the next turn.

• 2-PLAYER GAME

When the Monster is revealed, place it under the 3rd card of the first row. When it moves for the first time, move it down to the leftmost card in the bottom row. The next time it moves, simply advance it one space to the right, and again until it moves off the bottom display to trigger the Attack. Once you resolve the Attack, put the token back under the leftmost card of the bottom display.

7.4. DEFEATING MONSTERS

When playing with the Monsters module, your Explorers have access to a new action they can take on your turn: Defeat a Monster. To use this action, your Explorer must be in the same Province as the Monster (or an adjacent Province for the Kraken), and then fulfill the Defeat condition listed on the matching Monster card.

When you successfully Defeat a Monster, immediately gain the benefits listed on the card, then claim the Monster's card, placing it beside your City. Then remove the matching Monster token from play, as well as the matching Barbarian/Monster token.

7.5. SCORING

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

CONTINUOUS PLAY MODE

This optional game 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.

Download the full rule for this game mode at:

www.funforge.fr/kickstarter/monumental/Continuous_Mode/



8. CARD ANATOMIES

BUILDING CARD (DEVELOPMENT DISPLAY)

Era –
Building name



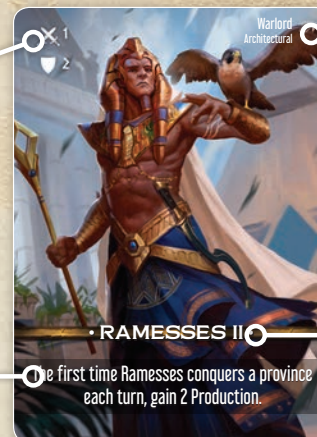
Resources gained
when activated.

Effect when using
the activated card.

Cost

WARLORD CARD

Attack
Defense



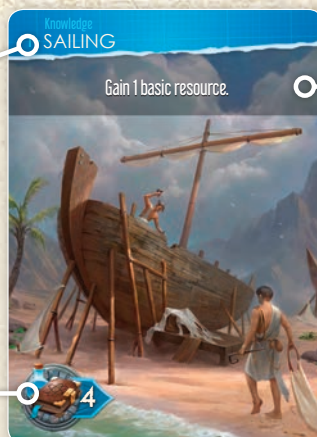
Civilization
Specialization

Warlord name

Reward for
conquest

KNOWLEDGE CARD (DEVELOPMENT DISPLAY)

Era –
Knowledge name



Effect when using
the activated card.

Cost

WONDER CARD

Era
Wonder name



Completion bonus

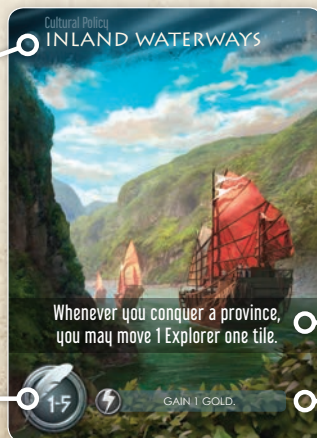
Effect when
using the
activated card.

1st step cost

2nd step cost

CULTURAL POLICY CARD

Civilization
Policy name



Ongoing effect

One-off effect

Cost

9. 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!



10. 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 grant 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 *Bushidô*, 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!



II. 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!



12. 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.



13. 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.

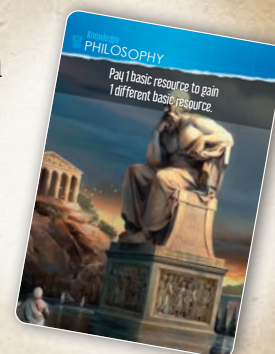
Greek civilization left many durable marks on the world. Many modern democracies are built on the Greek democratic model. Greek architecture is still used as a reference for modern buildings. And Greece itself hosts 18 UNESCO World Heritage Sites within its borders.

• 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!



14. TERMINOLOGY

ACTIVATE: Rotate a card 45 degrees, and immediately gain any resources it generates (top right corner). The card is considered active this turn, and you may use its effect (if any) while it is active. An active card cannot be activated again in the same turn.

ACTIVE CULTURAL POLICY: The topmost Cultural Policy, i.e. the Policy you most recently developed.

ARCHIVE: When you archive a card, remove an inactive card in your City from the game. If you archive a card that has a Knowledge attached, discard the Knowledge card. Tuck your 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.

ONE-OFF EFFECT: 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: Paying the cost of the 2nd Construction step of a previously Acquired Wonder, or gaining a Wonder from the Development display, placing a Wonder Construction counter on its bottom left corner (move the Wonder next to your City).

CONTROLLED PROVINCE: You control a Province as long as it is occupied by your Units (Warlord and/or Soldiers) or one of your Outposts.

COPY: Use the effects of another card, even if that card has already been activated this turn. Any resources generated by the card's activation (top right corner) are generated again. You can only copy effects of cards from your City, or from one of your Cultural Policies you have already developed.

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

DISCARD: To discard a card, choose any inactive card in your City and put it in your discard pile. Do not confuse this discard pile with the Development display's discard pile.

DRAW X CARD(S): Draw the specified number of cards from the top of your City deck. If your City deck is empty when you need to draw from it, shuffle your discard pile and place it face down as your new City deck. If your discard pile is also empty, then simply do not draw any more City cards. If the effect also specifies that you can **USE** one of the drawn cards, resolve all effects on the card, including any resource generation. Once all drawn cards have been resolved, discard them.

GAIN: Take the matching resources from the general stock and place them in a personal supply beside your City. Resources can be gained by cards, as well as Production, Free City and Market tokens from the map. Some effects (such as the *Mine's*) can only be resolved if you have gained a specific amount of resources this turn. For all intents and purposes, your gained resources are those you have had in your supply since the beginning of your turn. These resources are not spent to fulfill the condition – you may still use them after resolving the effect.

MOVE: Move the specified Unit or Explorer from their current Province to an adjacent Province. Units can never move into Water or Capital tiles.

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

REINFORCE: At the end of your turn, straighten an activated card from your City and do not discard it. Thus, this card will still be in your City next turn. If you reinforce a card that has a Knowledge attached, discard the Knowledge card.

SPEND: see **PAY**.

TAKE: Gain a Development or Basic Building card (as indicated by the ability) for free, and place it on top of your City deck.

TERRAIN VALUE: The printed number on each Province tile, from 0 to 4.

15. COMPONENTS

CARDS

- 105 Civilization cards:
 - 15 cards per 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 Workshops
 - 10 Laboratories
 - 10 Archery Ranges
- 20 Automa cards:
 - 15 Action cards
 - 5 Civilization cards
- 12 Hero cards
- 12 Monster cards
- 4 Victory points reminder cards

TILES

- 40 Terrain tiles:
 - 4 Capital tiles
 - 36 Province tiles
- 1 scoring track

TOKENS

- 20 Wonder tokens
- 50 Exploration tokens (Barbarian/Monster and Free City)
- 25 Production tokens
- 20 Market tokens (5 for each of the 4 Markets)
- 50 Gold tokens
- 20 Culture tokens
- 12 Barbarian/Monster tokens (specific to the Monsters Module)
- 5 Civilization tokens
- 5 Warlord tokens (1 for each civilization)
- 45 Soldier tokens (9 for each civilization)
- 10 Explorer tokens (2 for each civilization)
- 10 Outpost tokens (2 for each civilization)
- 12 Hero tokens
- 12 Monster tokens

MISCELLANEOUS

- 39 Resource counters: 12 Production (black), 15 Military (red), and 12 Science (blue)
- 5 Wonder Construction counters (yellow)
- 1 maps guide

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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, and artwork – 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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