

MATTHEW DUNSTAN

# MONUMENTAL

LOST KINGDOMS



RULEBOOK



The Lost Kingdoms expansion adds several new features to your games of Monumental, including four new civilizations, additional Development and Automa cards, new Terrain tiles, and the components necessary for 5-player games.

## 1. COMPONENTS

### CARDS

- 84 Civilization cards:
  - 15 cards per civilization (5 Work Camps, 3 Libraries, 3 Forts, 1 Forum, 1 Mine, 1 Special Building, and 1 Knowledge)
  - 20 Cultural Policy cards (5 for each civilization)
  - 4 Warlord cards (1 for each civilization)
- 12 Development cards:
  - 4 Classical Era cards (I)
  - 4 Medieval Era cards (II)
  - 4 Modern Era cards (III)
- 8 Automa cards:
  - 4 Civilization cards
  - 4 Advanced Action cards
- 1 Victory points reminder card

### TILES

- 13 Terrain tiles:
  - 1 Capital tile
  - 12 Province tiles

### FIGURES

- 4 Warlord figures (1 for each civilization)
- 36 Soldier figures (9 for each civilization)
- 8 Explorer figures (2 for each civilization)
- 8 Outpost figures (2 for each civilization)
- 14 coloured bases



*A civilization's set of figures*



*Colored bases*

### TOKENS

- 5 Wonder tokens
- 10 Market tokens (1 additional Market token for each of the 4 existing markets, and 6 tokens for a new Market)
- 2 Free City tokens
- 13 Production tokens
- 9 Horse tokens
- 4 Civilization tokens
- 2 Wonder Construction counters (yellow)

## 2. 5<sup>TH</sup> PLAYER

Lost Kingdoms allows you to add a 5<sup>th</sup> player to your games of Monumental. Simply add the new Development cards into the existing Era decks during setup, and use one of the 5-player maps displayed in the Maps Guide (p.18-20).

You can also use the new Development cards in games with fewer players. In that case, for each new card added to the deck, you must remove one of the same type (Building, Knowledge, or Wonder) from the corresponding Era. In the end, a deck for 1 to 4 players must always contain the following card distribution:

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

If you are playing with the Hero module, follow the same rules as for a 4-player game, adding 2 Heroes per Era to the Development deck.

Apart from these setup changes, simply follow the usual rules.





### 3. ADDITIONAL PROVINCE TILES

Lost Kingdoms comes with 4 new types of Terrain tiles with special effects. These new tiles are: Islands, Aztec Pyramids, Deserts, and Jungles.



**ISLANDS:** Each Island tile shows two bridges connecting to 2 or 4 adjacent Provinces, depending on the placement of the bridges. A Unit or Explorer can only enter an Island from one of the tiles designated by the bridges. Provinces adjacent to an Island are considered to be coastal provinces.



**AZTEC PYRAMIDS:** Whenever you Conquer an Aztec Pyramid tile, you must pay 1 Gold in addition to any other resources you would normally pay.



**DESERTS:** After you Conquer a Desert, one conquering Soldier is destroyed and returned to your Capital tile.



**JUNGLES:** You must pay 1 additional Military to move an Explorer into a Jungle. This cost always applies, even when the Explorer moves for free thanks to an effect.

These new tiles can be mixed in with the tiles from the Core Box, and used in any game, regardless of which civilizations players are using. The last pages of this booklet contain several new maps utilizing these new tiles. Like with the Core Box, you may also create your own maps using these new components, making sure you follow the usual map creation constraints.

### 4. AUTOMA CARDS

Lost Kingdoms contains 8 new Automa cards: 4 Civilization cards (1 per new civilization), and 4 Advanced Action cards. For experienced players, the latter may be added to the Automa deck during setup. You may add any number of Advanced Action cards to the deck – with each card you add, the Automa becomes harder to defeat.

**REMEMBER:** We advise not adding more than 3 Advanced Action cards to the Automa deck per game. You may also choose to play without using these additional cards; in that case, simply leave them in the box.

### 5. NEW CIVILIZATIONS

#### 5.1. AZTECS

The Aztecs introduce a new keyword: **SACRIFICE**. You can only sacrifice Soldiers you control, and to do so, you remove the sacrificed Soldiers from any Province you control (including your Capital), and place them on your Warlord card. These sacrificed Soldiers are not available to be used during conquests.

Other cards and effects allow you to return Soldiers: To do so, take your previously sacrificed Soldiers from your Warlord card and place them back on your Capital.



**REMEMBER:** You may never abandon a Province by sacrificing the last Soldier that occupies it.

#### 5.2. AMAZONS

The Amazons make use of a new resource: **HORSES**. Whenever you are instructed to gain a number of Horses, take the corresponding number of Horse tokens and place them in your personal supply. Like Gold and Culture, Horses are not discarded at the end of a turn.

Some effects require you to spend Horses, in which case, you return the spent Horses to the general stock.

The Amazon Knowledge card, *Horseback Riding*, also allows you to use Horses on the map. It allows up to two of your Soldiers to mount Horses from your supply. When you do this, place the Horse token under the base of the Soldier figure. For the rest of the game, the horse and the Soldier are considered as a single unit, and always move together. The Horse adds 1 Defense value, so a mounted Soldier counts as a Defense value of 2.



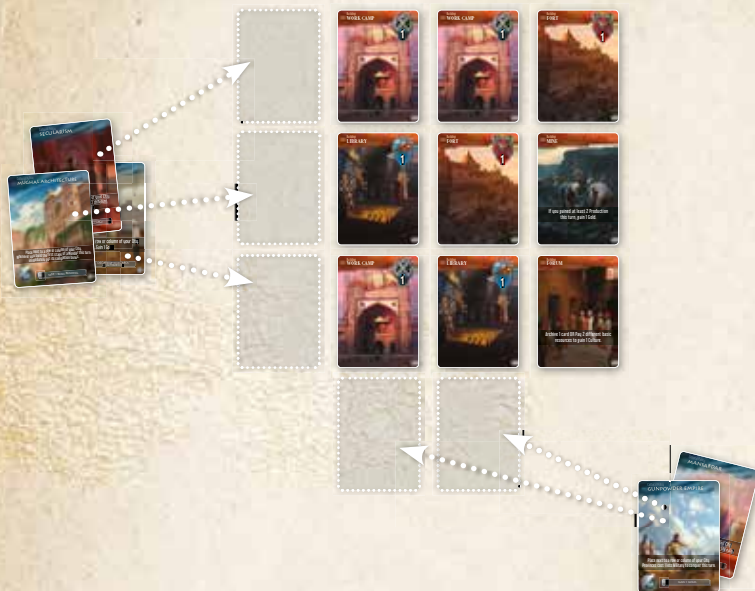
Horses do not provide any bonus when moving or when attacking a Province.

When a Unit with a Horse is defeated, the Horse token is removed and placed back in the general stock.



### 5.3. MUGHALS

The Mughals use their Cultural Policies in a different way from other civilizations. Whenever the Mughals Develop a Cultural Policy, instead of placing it in a stack next to their City, **THEY CHOOSE A ROW OR COLUMN AND PLACE THE POLICY CARD NEXT TO IT**. The first three policies developed must be placed next to different rows of their City, while the fourth and fifth policies must be placed next to different columns. When you Develop a new Policy, gain the one-off effect of that Policy and all other Policies previously developed, as normal.



Whenever a row or column of cards in your city is activated, if there is a Policy at the end of that row or column, it is also considered to be activated, and its ongoing effects can be used that turn. In this way, there can be a maximum of two Policies active on any turn, one in the row and one in the column of cards that were activated. Unlike cards in your City, activated Policies are never discarded at the end of a turn, and instead remain next to their assigned row or column.

### CREDITS

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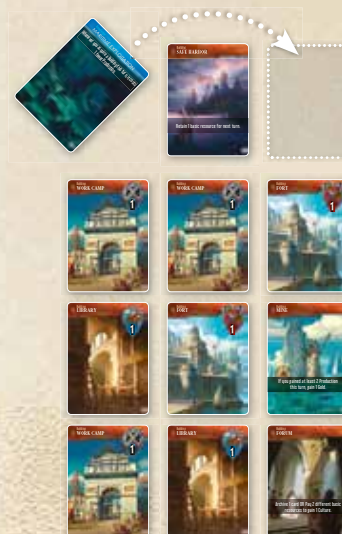
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**PLAYTESTERS:** Chris Marling, Brett Gilbert, Chris Dunstan, Federico Garza, David Thompson, Rasmus Hervig, Bruno Cathala, Marc Paquien, and all the members of the Cambridge Playtest UK group.

### 5.4. ATLANTEANS

The Atlanteans are masters of advanced technology, and as such use Knowledge and Special Building cards in a different way from other civilizations. **THOSE CARDS ARE NEVER PLACED IN THE ATLANTEAN'S CITY DECK, AND INSTEAD ARE PLACED IN A FACE-UP ROW OF CARDS ABOVE THEIR CITY, CALLED THE NEXUS.**

During setup, place your Special Building *Safe Harbor* and Knowledge *Maritime Exploitation* above your City to form the Nexus. Each turn, when activating your cards, the leftmost card of the Nexus is also activated (rotate it 45 degrees). This gives you a sixth card to use (in addition to the 5 activated in your City). At the end of the turn, the activated card in the Nexus is moved to the end of the Nexus row (the rightmost position) and straightened. If multiple cards were activated in the same turn, they are all placed at the end of the row, keeping the same order relative to each other as before. Whenever the Atlanteans gain a new Knowledge card, it is placed in the leftmost position of the Nexus. This means it will be activated on the next turn (or possibly on the same turn due to other effects). If a Knowledge card ever refers to 'the attached card', you may choose any card in your City that was activated this turn to be considered as the attached card.



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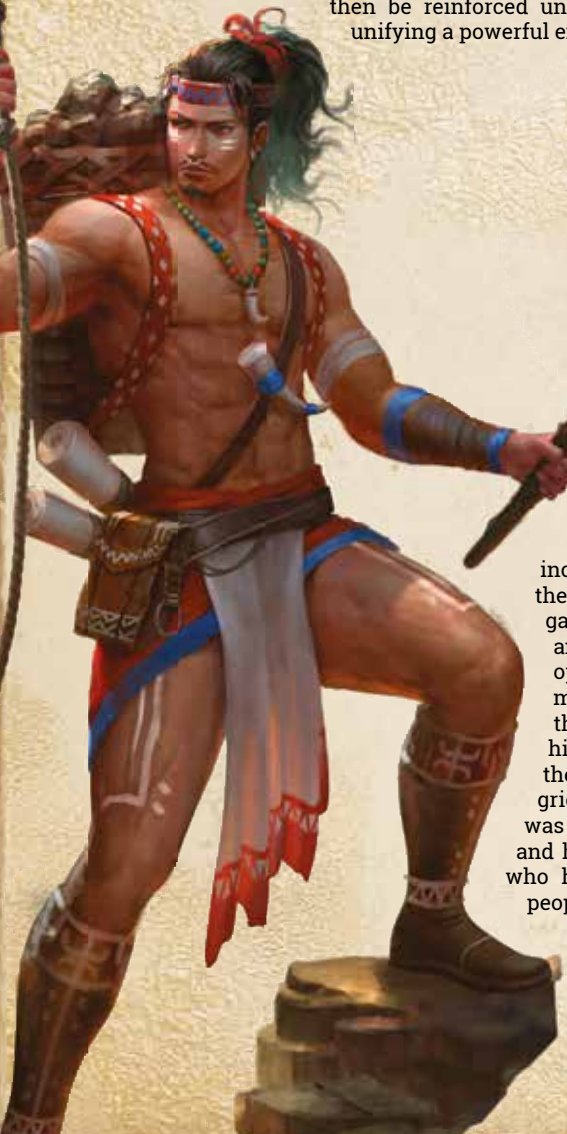


## 6. AZTECS

### • HISTORY

Little is known about the Aztecs before the 12th century. History tells us that they were first a small tribe of hunter-gatherers from the northern region of modern-day Mexico, that moved and settled in Mesoamerica at the beginning of the 12th century.

The Aztecs were a powerful empire that left behind impressive pre-Columbian architectural works after their later demise. The empire flourished in the 15th and 16th century, and suddenly collapsed when it encountered an external civilization. In the 15th century, the Aztecs formed a 'Triple Alliance' with three city-states: Tenochtitlan, Texcoco, and Tlacopan. These three cities took control of the entirety of central Mexico and extended its borders from the Pacific to the Atlantic coast. The alliance would then be reinforced under the rule of Montezuma I, unifying a powerful empire under Aztec command.



In 1519, Spanish adventurers led by Hernan Cortés landed on the Atlantic coast. Cortés was believed to be the living incarnation of Quetzalcoatl, the feathered-serpent god. This gained him considerable support among the local tribes that were oppressed by the Aztecs, and a measure of protection because the Aztecs were reluctant to fight him. Montezuma II welcomed the Spanish men to his city – a grievous mistake, because he was instantly captured by Cortés and handed over to his own people who had him executed. The Aztec people managed to retake their city from the Spanish, but Cortés returned with reinforcements to raze it, ending the Aztec civilization.

### • GAMEPLAY

Human sacrifice played a central role in Aztec culture, and in Monumental, this manifests in a new keyword ability: Sacrifice. Sacrificing allows you to gain powerful effects, but at the cost of your Soldiers: When you sacrifice a Soldier, that Soldier's figure is removed from the map permanently and cannot be used to Conquer or occupy Provinces.

For example, the Aztec special building, *Ullamalitzli*, allows you to sacrifice 1 Soldier to gain Gold, giving you a powerful economic advantage at the cost of a weakened army. However, all is not lost, as the Aztec Knowledge card *Herbal Medicine* allows you to recover 1 sacrificed Soldier, returning them to your Capital tile.



The Aztecs have access to Cultural Policies that play into this delicate cycle of sacrifice and recovery, life and death. *Sacrifice to the Gods* demands a steep cost of sacrificing 2 Soldiers to gain 1 Culture, whereas *Codex Records* and *Maize Agriculture* give you a boost in Science and Military, respectively, whenever you sacrifice your soldiers.





## 7. AMAZONS

### • HISTORY

In ancient greek mythology, the Amazons are a tribe of female warriors. Traditionally, they live next to the Black Sea, in Anatolia, or in Libya, depending on the sources. Some historians link the Amazons to the female warriors of Scythia or Sarmatia.

According to Aristotle, Amazons used to live on the banks of the river Therme, in Cappadocia. A common factoid is that Amazons would cut off one of their breasts in order to be more efficient when fighting with bows and arrows – actually, this entire myth came from a false etymology; in fact, Amazons were always described and depicted with both of their breasts in art.

Amazons are believed to be formidable warriors, using spears and axes as well as bows and arrows.

Ancient Greek heroes such as Bellerophon, Achilles, Heracles, and Theseus had to fight them, and they have inspired a lot of fantasies in modern literature.

Legend also has it that Amazons would kill their male children, and raise only their daughters, occasionally capturing men from neighbouring cities to ensure their survival or keeping only wounded or paralyzed men among them to prevent the men from being violent and trying to seize power.

### • GAMEPLAY

The Amazons were also known for their ability to utilize horses in combat and everyday life. In Monumental, Horses are a new resource, like Gold or Culture, that the Amazons can use for various purposes. This starts with *Stables*, their Special Building, which either allows you to gain 1 Horse, or spend 1 Horse to gain 2 basic resources.



Their unique Knowledge card, *Horseback Riding*, shows off another way the Amazons can use Horses – in combat! The card lets up to 2 Soldiers on the map mount Horses, which increases their defensive value. Also, provinces with mounted units are harder to conquer.



The Amazons' cultural policies also make use of horses in many different ways, from using them to complete Wonders with *Beasts of Burden*, to *Wall of Horses* making all provinces with horses in them even more expensive to conquer. And if you should ever worry that you don't have enough horses, you can develop *Breeding*, which simply gives you 1 Horse every turn!

*Hippolyta* is the legendary leader and Warlord of the Amazons. Being in tune with nature, whenever she Conquers a Province, you are able to gain another Horse for your side. This might allow you to eventually gain dominance in any field of your choosing.





## 8. MUGHALS

### • HISTORY

The Mughal Empire was created in India by Babur, a descendant of Tamerlan, in 1526. The name Mughal comes from the steppes of Central Asia, once conquered by Genghis Khan and known as Mughalistan (or Moghulistan). This region was also the birthplace of the Timurid Empire that lasted until the early 15th century.

The Mughal Empire is the pinnacle of the muslim expansion into India. The main architect of its prosperity is Akbar I, the third Mughal Emperor, known as Akbar the Great. Akbar I conquered many regions, including Gujarat, Bengal, Sindh, Orissa, and Balochistan, before starting the conquest of southern India. Akbar was also a capable administrator, dividing his empire in several provinces and establishing a tax system based on the land revenue.

The empire started to decline at the beginning of the 18th century and submitted Persian, then European domination. The British exiled the last Mughal Emperor in 1858, which was the official end of the Mughal Empire.

### • GAMEPLAY

The Mughals excel at efficiency and city management, being able to discard useless cards from their City in order to gain access to their more powerful buildings more quickly. Their Special Building, *Mughal Tomb*, allows them to transform the effect of a card they activate into gaining 1 Gold, turning a previously suboptimal effect into something potentially more useful.

Their unique Knowledge card, *State Administration*, allows you to discard up to 2 cards that you didn't use this turn from your City, thus allowing you to get through your deck more quickly and use your hard-earned Wonders and Knowledge cards sooner and more often.

This efficiency is also reflected in the special way Mughals use their Cultural Policies. Unlike other civilizations, when the Mughals develop a new Cultural Policy, they instead place it next to a row or column of their City. For the rest of the game, whenever that row/column of cards is activated, so is the associated Policy. So later in the game, you might have access to all five policies rather than just one, and activate up to 2 each turn! These could grant you powerful effects, such as *Mughal Architecture* letting you gain the completion bonus of a Wonder immediately when you start building, or *Gunpowder Empire* which reduces the cost to Conquer provinces by 1 Military. Playing the Mughals rewards careful planning and patience to wait for just the right combination of cards!

The Mughal Warlord is *Akbar the Great* himself, who allows you, once per turn after Conquering a Province, to activate a card in your City you haven't already activated, thus granting you access to even more effects in a single turn.





## 9. ATLANTIS

### • HISTORY

According to legend, Atlantis was a huge island in the middle of the Atlantic Ocean. It is described by Plato in his *Dialogues*, without stating any precise location. It is said that Poseidon received this island when the gods shared Earth among them.

Atlas, son of Poseidon, was the first ruler of the island. The inhabitants of Atlantis, called the Atlanteans, had a peaceful life. They had plenty of food and resources and could develop an ideal city, a paradise on earth. However, their descendants became more and more greedy,

and started to wage war around them, 'from Libya to Egypt, and from Europe to Tyrrhenia'.

This expansion was stopped in its tracks by Athens – this free city of Greece managed to stop the invasion and free the people oppressed by Atlantis. Then, according to legend, Zeus punished the Atlanteans: He unleashed a monstrous storm to sink the island of Atlantis into the sea, destroying their civilization.

The myth of Atlantis gained popularity in the Renaissance Era, as many authors declared that Atlantis was real, and attempted to locate it. At the beginning of the 21st century, many believe that Atlantis is pure fiction, while others still explain that Plato could not create such a myth from nothing, and that Atlantis has some core of truth, based on actual historical events.

### • GAMEPLAY

The Atlanteans have a far superior level of science and technology compared to other civilizations of their time, and this is reflected in the unique way they use Knowledge and Special Building cards. Instead of being in their City and deck, those cards are kept separate above their City in a row known as the Nexus. At the start of every turn, they activate 5 cards from their City and the leftmost card of the Nexus, guaranteeing that a 6<sup>th</sup> card will be activated each turn.

The Knowledge card *Maritime Exploitation* allows you to make the most of your resources, reducing the cost of Buildings by 1 Production for the turn.

The Atlanteans also use their Special Building card *Safe Harbor* as a Knowledge card. It lets you retain a basic resource, keeping it until the next turn (instead of discarding it as usual).



Atlantis' policies align with this scientific focus, as well as their affinity for the sea, echoing their inevitable demise. For example, *Naval Culture* allows you to draw a new card to use from your deck for a reduced cost of 1 Science, and the *Orichalc War Machine* lets you use any Knowledge card in your Nexus each turn instead of only the leftmost one. But your opponents should beware living next to the sea: *Tsunami* means the Atlanteans can ignore the terrain value of coastal Provinces once each turn, turning them into a dangerous foe arising from the sea.

The Warlord of Atlantis is *Atlas*, King, and son of the gods. When he Conquers a Province, he can activate an additional Knowledge card in your Nexus, potentially unleashing a powerful combination of effects.





## THERE'S NO PLACE LIKE HOME

### • 2 PLAYER - LEVEL 1

There's plenty of room on this map – you can safely develop your civilization, until someone attacks their neighbour.





## THE GREAT DESERT

### • 2 PLAYER - LEVEL 2

Control the Desert to gain the upper hand. Be quick about it, lest your opponent outrun you!





## FLANKING MANEUVER

### • 2 PLAYER - LEVEL 3

There are not many resources on the map. This will lead to difficult choices, and demand that you constantly watch your lands.





## YOU SHALL NOT PASS

### • 3 PLAYER - LEVEL 1

On this map, you can easily defend your territory, as long as you hold the choking points. Make sure that your defense is tough enough!





## ARID LANDS

### • 3 PLAYER - LEVEL 2

Not much room to expand here, but enough to build a solid defense to develop your civilization.





## THE AMAZON TRIBES

### • 3 PLAYER - LEVEL 3

Your Explorers and Units will have a hard time advancing through the lands. Wisely use the few resources that you have.





## LANDS OF THE CONQUEROR

### • 4 PLAYER - LEVEL 1

Move quickly and aggressively to expand your civilization into these easy Provinces, at the expense of your weaker neighbors.





GOOD FORTUNE

- 4 PLAYER - LEVEL 2

So many resources at hand! Use the opportunity to expand your territory and create the most extraordinary civilization of them all.





## SOME LIKE IT HOT

### • 4 PLAYER - LEVEL 3

Moving on this map will be quite difficult, and you won't be the only one crossing Deserts to conquer the richest lands. Unless you want to risk your troops on the Volcano!





## THE LONELY MOUNTAIN

### • 5 PLAYER - LEVEL 1

Free cities sleep in the shadow of the Volcano. Use your Explorers to collect their resources and gain the upper hand.





## LOST TEMPLES

### • 5 PLAYER - LEVEL 2

You may choose to ignore the central area of the map but controlling it will help you defeat your opponents.





## MIRAGES

### • 5 PLAYER - LEVEL 3

The choice is yours: Try to conquer the center of the map to take and hold the best positions and resources, or secure your starting positions to develop your civilization.

