Monuments – Rules for Tabletopia Implementation

Components for 2-4 players

- Game board
- Tikal monument, in 5 pieces
- Colossus of Rhodes monument, in 5 pieces
- Lighthouse of Alexandria monument, in 5 pieces
- Machu Picchu monument, in 5 pieces
- 20 Personal bonus cards
- 4 Score cards
- 32 Common bonus cards
- 48 Quest cards
- 40 Action cards
- 4 Player boards
- 25 Wood tokens
- 25 Sheep tokens
- 25 Metal tokens
- 25 Wheat tokens
- 25 Weapon tokens
- 1 First player crown
- 20 bridge/ferry tokens
- 2 horse tokens
- 3 workshop tokens
- 3 farm tokens
- 1 Score pad
- 10 D6 dice *(8 dice in the prototype)*
- A few islands and water overlay hexes
  For each player in their own color;
- 15 workers
- 3 forts
- 3 villages
- 3 factories
- 3 armies
- 3 navies
- 3 airforces

- The rules
- *Prototype only: a number of rivers, and 4 ability cards*

Story

You are the leader of a powerful civilization. In this core game, you can choose between:

- The Greek, starting in Europe
- The Egyptians, starting in Africa
- The Mayan, starting in North America
- The Incan, starting in South America

Starting with only three workers and two resources, it is your goal to make your civilization as great as possible. Building your great Monument is the fastest way to score Victory Points (VP), but in order to do so you will need to expend, spend resources and even sacrifice workers. Before you set up the game, choose from these two game modes. Whichever mode you choose, know that the goal of the game is to collect the most VP, not to finish your Monument first! Players can very well win the game with an incompleted Monument. But these two options let you tailor the game to the likes of your player group.

In Abundance mode, players should have no trouble finding all the land they will need without the need to attack each other. Choose this mode if you enjoy the civ-building more than the combat and conquering options. It makes battling each other optional, but still very well possible. We recommend this mode if playing with children, families, and first time players.

In Scarcity mode, there are fewer options to find and conquer uninhabited islands. This will ultimately lead to a higher chance of players attacking each other in order to take control of the 12th land hex that leads to the ability to build the final layer of their Monument. Choose this mode if you don't mind the strategy that comes with this. We recommend this mode for more competitive families, groups of friends and players who played the game more often.

Set-up

~~Place the game board on the table~~. Have every player choose a civilization. When playing with 2 players, we recommend using Greece and Egypt. You can also play with the Maya and Inca. With 3 players, always use Greece, Egypt and the Inca.

If a civilization is not in play, its continent is also not in play. Players cannot enter any of the hexes of a continent not in play.

Now, depending on the game mode you choose, the only difference in set-up will be the number of islands in play.

<mark>Find examples attached of which islands to use, block off and create. Please note that the setup you will see when opening Tabletopia is a standard setup that you need to modify to make any of the game modes and player counts below. Players shift the camera as such that they are 'sitting' in front of their player board and player pieces, just as in real life.</mark>

2 players, using Greece and Egypt:

<u>Abundance mode</u>

Use Madagascar, Greenland and the UK.

<u>Scarcity mode</u>

Use Madagascar and Greenland. Block off the UK.

2 players, using Maya and Inca:

<u>Abundance mode</u>

Use Greenland, Easter Island, Hawaii and Cuba.

<u>Scarcity mode</u>

Use Greenland, Easter Island and Hawaii. Block off Cuba.

3 players:

<u>Abundance mode</u>

Use Madagascar, only the bottom half of Greenland, the UK, Cuba, Easter Island. Block off the top half of Greenland and Hawaii. Create a new island between Europe and South America as pictured.

<u>Scarcity mode</u>

Use Madagascar, only the bottom half of Greenland, the UK, Cuba, Easter Island. Block off the top half of Greenland and Hawaii.
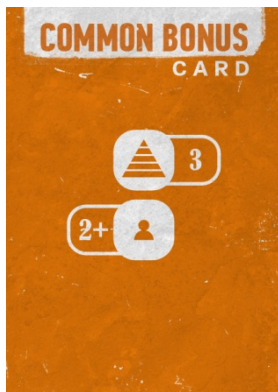
4 players:

<u>Abundance mode</u>

Use all islands. Create a new island between Europe and South America as pictured.

<u>Scarcity mode</u>

Use all islands.

If playing with fewer than 4 players, remove the quest cards and common bonus cards that have the '3+ players' (if playing with 2 players) and/or the cards that have the '4+ players' icon from the game.

<mark>They have separate piles in Tabletopia. When getting a common bonus card for level 2 with 3 players for example, you can flip open all level 2 - 2+ and level 2 – 3+ cards and pick one. You can also throw the cards you don't need (4+ players in a 3 player game) off to the side somewhere so you don't get confused.</mark>

This common bonus card comes into play with 2+ players (and can be retrieved when a players builds the 3th layer of their Monument)

~~*Hand every player their civilization game board, a set of 10 action cards and the five pieces of their monument;*~~

<mark>Take the 10 action cards in front of you in your hand, red side towards you</mark>

The Greek will build the Colossus of Rhodes, the Egyptians will build the Lighthouse of Alexandria. The Inca will build Machu Picchu and the Maya will build Tikal.

Hand every player 2 starting quest cards. Everyone chooses one and discards the other one. Remove all other starting quest cards from the game. ~~*Separate the other quest cards in three decks with different backs (0-1, 2-3, 4-5) and shuffle them. Place them next to the game board.*~~

Randomly give each player a scoring card ~~*and a personal bonus deck*~~. Place the scoring card on your player board. ~~*Place the personal bonus deck face down on your player board, the '5' on the bottom, the 'set-up' on top*~~. Draw the 'set-up' card and take the buildings and units listed on there. Place the buildings and units you don't get aside. You can unlock these over the course of the game. You can then discard the 'set-up' card to the bottom of the deck.

Prototype: Hand players an ability card which they place on their player board.

Every player places 3 workers on their monument spot on the game board. Every player also places 2 resources on the board of a hex of their choice. Both resources need to placed on a hex that produces that type of resource (we recommend you place a resource on 2 of the 3 hexes you can reach from your monument hex without building a bridge). ~~Sort the bonus cards per level and place these in 5 piles next to the quest cards, face down. Place all resources and the weapons next to the board as well.~~ Players will use the action cards with the red side facing towards them.

Goal of the game and flow of play

Choose a start player. Give that player the first player marker. He will remain the first player for the entire game, but everyone will play an equal number of turns. The first player starts the game by performing one of the options listed below. After he has done that, play continues clockwise. The game ends when the round is completed in which one player builds the 5th layer of their monument. Therefore, it is possible for multiple players to finish their monument. When the game ends, the player with the most victory points (VP) wins. This is not necessarily the player that triggers the end of the game. VP are counted at the end of the game, and are awarded – by default -as follows:

- 6 VP per completed layer of monument
- VP from the gathered Layer 5 bonus cards for those who finished building their monument
- 1 VP per 3 resources controlled
- 1 VP per 2 workers on the board
- 1 VP per land hex controlled
- 1 VP per 3 military power
- 1 VP per upgraded card
- 1/2/3 VP per completed quest card
- 0/-1/-2 VP per uncompleted quest card

Each player has a personal score card that gives a bonus to one of these elements, and a minus to another one of these elements.

The scoring elements are listed on the score card in this order, however some players will have an extra scoring line for bonus or minus VP.

Here is an example of a score card:
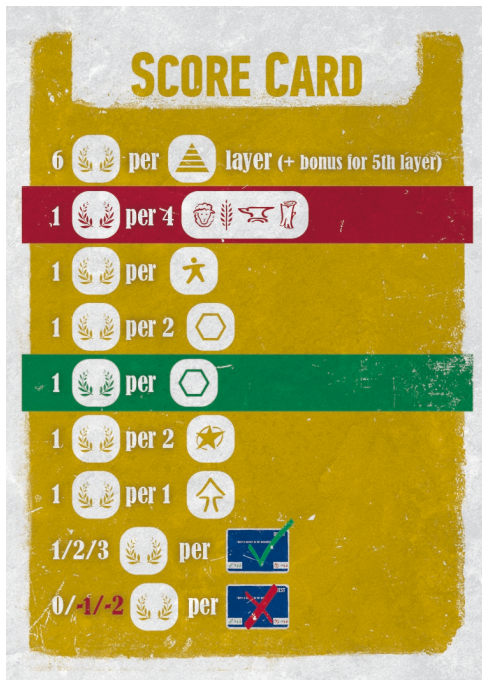
This player scores 1 VP per 4 resources he controls instead of the default of 1 VP per 3. However, he will score an extra VP per land area he controls at the end of the game.
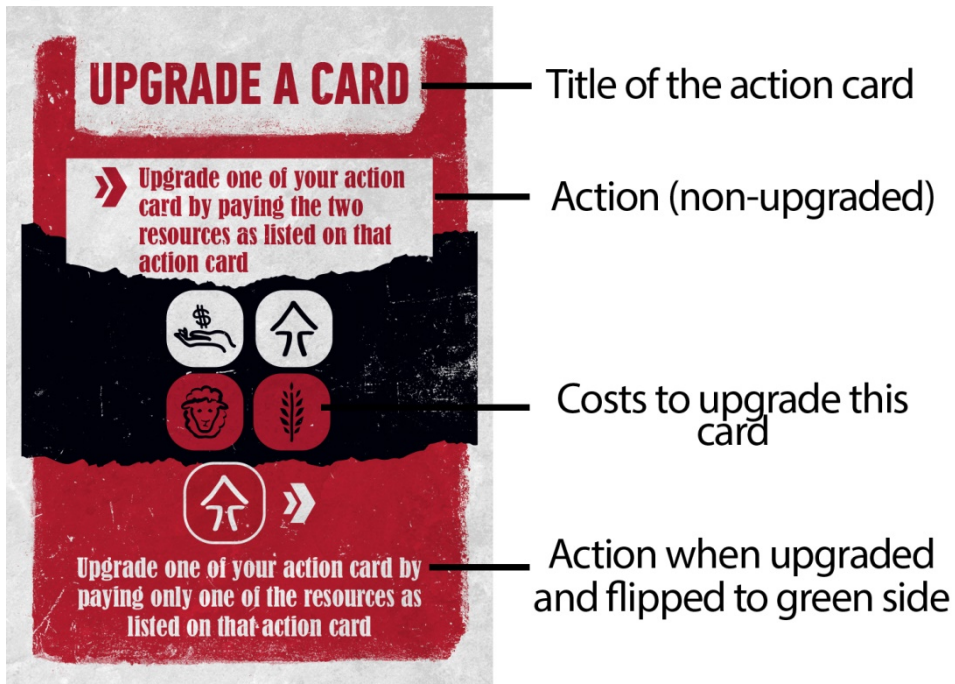
In a turn, a player can <u>either</u>:

- Play **one** of their 10 action cards. Execute its action, then discard it to a pile in front of you. If a card is not upgraded, use the red side. If it has been upgraded, use the green side.
- Take **all** previously discarded action cards back on hand.

Most game play concepts will be explained within the section of the relevant action card.

Action cards

Upgrade an action

- Title of the action card
- Action (non-upgraded)
- Costs to upgrade this card
- Action when upgraded and flipped to green side

All action cards have a red side and a green side. You start the game playing the red sides. Each card shows the action it can perform and also the costs to upgrade on their red size. By upgrading, an action card becomes better, as seen on the green side. When upgrading an action card, you play the *upgrade an action* card, pay the resources listed on the card **you wish to upgrade** – not the *upgrade an action* card, unless you are upgrading that card. Flip the upgraded card from red to green. From now on, you play the green side of this card. You can upgrade a card in your hand or in your discard pile. Always discard your played action cards with the side played face up, and pick them up like this again, so you always know which cards you already upgraded. If you upgrade your *upgrade an action* card, you get one resource discount on future upgrades.

Pay attention when taking your action cards back into your hand. They will flip back to the red side! So if you put a green card back into hand, it will flip to the red side. Flip it manually to have it back to the green side.
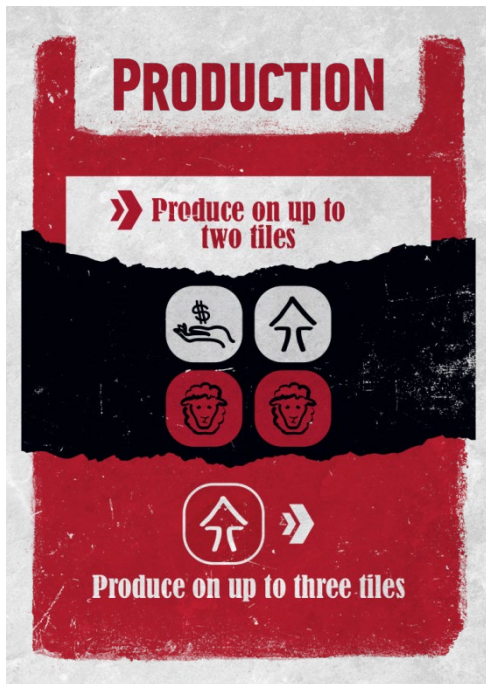
Example: you wish to upgrade the production card. You play the upgrade a card action, pay 2 sheep, and flip over the production card to its green side. It doesn't matter if the production card is in your hand or in your discard pile when you upgrade it. From now on, when producing, you get to produce on three tiles instead of on two.

Movement

Along with taking quest cards, this is the only action you can take in your very first turn. Each unit has a certain amount of movement points as listed on the player boards. Your workers can move a single hex at a time. With this card, you can move 2 units up to their maximum movement. Note that no playing pieces can walk on or over a monument hex of any player, this is only where the three workers start at the beginning of the game. Workers and armies cannot cross rivers, unless there is a

bridge built or they use a ferry. Workers can carry one resource with them when they are moving. Other units cannot carry resources, with the exception of the horses, which are specific to one personal ability. Horses can carry up to 2 resources.

All player pieces move from the inside of a hex to the inside of another hex. An unlimited amount of player pieces of a single player can occupy a hex. You cannot move a player piece to a hex with a player piece of another player, you need to use the *Attack* card for this. When using a movement to move a worker or army into a ferry, that same movement point will push the ferry into the center of the sea hex it borders. If you wish to place 2 workers/armies in a ferry, only the second army/worker entering the ferry will push it to the center of the bordering sea tile. When moving the ferry, it can move 1 hex if empty, or 2 hexes when occupied by 1 or 2 workers/armies. You need a movement point to push the ferry to the border between a land and a sea tile, and then unload the workers/armies on that tile. Therefore, workers/armies can never be on a ferry bordering a land and a sea tile; they will either be on a land tile, or on the center of a sea tile in a ferry. Ferries are explained more in detail in the 'ferry' section of the 'build a building' action.

When upgraded, you can move 3 units up to their maximum movement.

Production
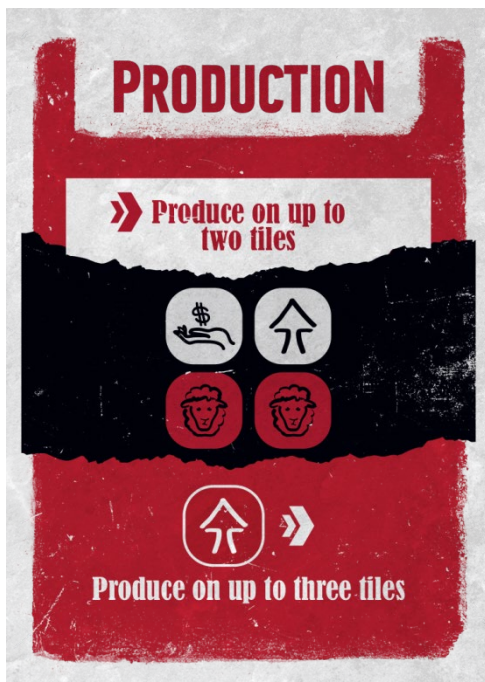
This is how you will gain resources. Note that in this game, resources will always remain on the board until they get spend. Workers on the same hex as a resource control this resource, and the player that owns these workers can use and spend these resources. By taking the produce action, you can select up to two land hexes on the board. Every worker and factory you have there will produce the resources of that hex. Every worker will produce one resource. A factory there will produce one resource, or two resources if at least one worker is present on that hex. These limits always apply:

- Although there is no maximum to how many workers can be on one hex, you can only produce a maximum of three resources per hex per produce action. This limit also applies to factories involved.
- A maximum of 5 resources of any kind can be at a hex at any time. You cannot produce a number of resources on a hex that will result in more than 5 resources on that tile.

When upgraded, you can select up to three hexes to gain resources. Remember that you are selecting hexes, not workers. You can have up to 6 (red side) or 9 workers (green side) produce resources with one action, provided that they are equally divided across 2 or 3 hexes respectively and those hexes have space for 3 new resources.

The resources are in the bags. There is one resource next to each bag so you know what bag has which resource. The weapons are not a resource, but are organized in a bag too.

Build a building

With this action, you can either build a town, a fort, a factory, a bridge or a ferry. When you do, spend the resources needed that your workers are controlling, then build the building on (town/fort/factory) or next to (bridge/ferry) a hex that one of your workers is controlling. The place you spend the resources from is not related to the place you build a building. You can find a summary of the different buildings on your player board. You can also repair a building that has been damaged by a previous battle with this action card.

Fort
A fort costs 1 metal and 1 wood, and is a defensive building. It has a power of 2, which is useful when the hex it is on is under attack. A fort can't move when it is built.

Town

A town costs 1 sheep and 2 food. Its primary use is to have new workers enter the board, as explained in the populate action. It also has a power of 1. A town can't move when it is built.

Factory

A factory costs 2 sheep. It produces resources even when workers aren't present. It produces one resource of the kind the hex it is one whenever you select its hex with the produce action. It produces two resources of the kind the hex it is one whenever you select its hex and there is at least one of your workers present on that hex. Note that you can't spend any resources on a hex with your factory but not any workers.

Bridge

A bridge costs a single wood and is built between two hexes. Usually you build it over a river, so that workers and military units can cross the river. Bridges are not owned by any player, so every player can use all the bridges on the board.

Bridges and ferries are the same component. In Tabletopia, no matter what orientation you will flip them, they will always look funny to players at at least one side of the table. As long as it's clear whether it's a bridge (placed over a river) or a ferry (on the coast or a sea hex), don't worry about it.

Ferry

A ferry, not to be confused with a navy, costs a single wood and is built on the side of a hex bordering a body of water (a lake, sea or ocean – not a river). Like a bridge, it is not owned by any player, so every player can use all the ferries on the board. However, a player controls a ferry when it has at least one unit in it, or the ferry is bordering a hex that player controls. A ferry is used to transport workers and armies across lakes, seas and oceans. A ferry can fit up to a total two workers and/or armies. With the move action, you can place a worker or army from the hex the ferry is bordering into the ferry. You can also move a second unit into the ferry if you wish. Then you automatically move the ferry to the center of the water hex it is bordering. From now on, you move the ferry instead of the workers/armies on board. A ferry moves 1 water hex when it is empty, or 2 hexes when it has one or two passengers. Whenever you reach a land hex where you wish to disembark your unit(s), you use one movement point to push the ferry from the center of the water hex to the border with the land hex, and then automatically disembark your unit(s) there.

When you have your build a building card upgraded, you get a discount of one resource of your choice on the building. This to a minimum of 1 resource you have to pay, so you can't use it to build a bridge or ferry for free.

With this action, you can also repair a damaged building instead of building one. The costs of repairing a building are the same as building one, with a discount of one resource. This can stack with the upgraded card bonus, but it still always costs at least one resource to repair a building. You can only repair your own buildings and only with a worker in that same hex.

Populate

This is how you will get new workers. Populating requires (at least) two workers to be in a town of yours. By playing this action, you can place one worker from your supply in one town with at least two workers. When upgraded, you can place up to two workers from your supply in two different towns with at least two workers each.

Build a layer of your monument

Now that you can move your units, gain resources, build buildings and get more workers, you are ready to build your monument! Although players can win the game by building 3 or 4 layers of their

monument by the end of the game, it really is the biggest source of victory points and the core of the game. Here is how you build your monument:

First, you always check the requirements and costs for the layer of the monument you are trying to build on your player board. You always start with the first layer, working your way to the fifth layer. In order to build a layer, first you need to control a number of land hexes. Your monument hex does not count as a land hex. As seen in the table on the top right side of your player board, your workers, navy, army and airforce can control areas. However, navy can only control sea hexes, so they are not useful here. Therefore you need workers, armies and airforce in at least 3 land hexes in order to be able to build your first layer of your monument.

In Tabletopia, you will miss the experience of building the large miniatures. Simply place your first Monument token for your first layer. When building a second layer, remove the first token and place the second token, etc.

Note: the hex your monument is on never counts as a land area you control for the purpose of counting land areas you control for building a new layer of your Monument!

This scales up to 12 land hexes needed in order to finish your monument. When you control the number of land hexes as required, you then need to spend a number of resources as listed in the table. For the first layer you only need a wood and a sheep. For the fifth layer, you need to spend 3 copies each of the 4 resources. Remember you can only spend a resource if you have a worker in that hex controlling it. Finally, you need to sacrifice a number of workers as listed in the last column. One worker for the first layer, up to three workers for the final layer. Those workers perish in the process of building this massive monument for you. Return these workers to your supply.

When these three requirements are met, you can build your next layer of your monument! You build it on your monument hex. When you have built this, you get not one, but two bonuses! First of all, you get to choose a common bonus. When building your first layer, you can choose any of the 'Layer 1' common bonuses that are still available. When building your second layer, you can choose any of the 'Layer 2' common bonuses still available, etc. Place this bonus on your player board. This bonus is now active for the rest of the game.

Note: each common bonus card shows either one or two cards on the bottom. If it shows one, each player may only have one copy of this card. If it shows two cards, a player is allowed to choose this same bonus a second time over the course of the game.

You also get to choose a one time, personal bonus. Draw the next card from your personal bonus deck, corresponding to the layer you just built. So when you build your first layer, draw the 'Layer 1' card. You can choose **one** of the options on it, and execute it. Then discard this bonus card to the bottom of the deck. If you get to build a building, you need to build it on a hex you control. If you get to get new workers, you need to place these on a town you control (or your Monument hex if you don't have a town yet). If you get resources, you may place these on any hex(es) where you have at least one worker. The resource(s) must match the production of that hex, so you need to place wood on a forest, etc.

In this example, after having built the first layer of their Monument, this player gets to choose one of three personal bonuses as listed on the left card. He chooses the second option, and places 2 wood on a forest he has a worker in, and a metal on a mountain on which he has a worker.

He chooses the common bonus on the right hand side. This gives his workers a movement of 2 instead of 1. If he wishes, he can choose this bonus card again in another layer later in the game if available, because it shows 2 cards on the bottom part.

So to summarize, when building a monument:

- Check if you control the number of land hexes required
- Spend the resources required
- Sacrifice the number of workers required
- Build the next layer of your monument
- Choose a common bonus card matching the layer
- Choose a personal bonus matching the layer

Remember that once a player builds the 5th layer of their monument, play continues until all players have had an equal amount of turns, then the game ends.

When a player builds their fifth layer of their monument, they don't get to draw a personal bonus, but they do get to draw a common 'Layer 5' bonus that scores a number of victory points.

When you have upgraded this card, you get a discount of one resource when building a layer. Note that workers are not resources.

Train a military unit

At the start of the game, you cannot build military units. You first need to have the common bonus card 'you are now allowed to train military units', which can be found in all layers of the common bonus cards. Military units are navy, army and airforce. Weapons can also be forged with this action. You can train one military unit or forge one weapon at a time with this action.

By training a navy, army or airforce, you remove a worker from the board, going back into your supply. You spend the resources as listed, then place the corresponding military unit on the same hex where you took the worker from. When building a navy, you place it on a neighboring water hex instead. Note that military units control areas and are used to attack other players, but do not control or carry resources.

Navy

You use navy for control of the seas. It costs a metal and a food to train a worker to be a navy. A navy can move up to two sea hexes per activation, and has a power of 3 on a sea hex. It can attack ferries, navies and airforce on sea hexes. It cannot attack targets on land, unless you play the civilization with that personal ability that can attack targets on land.

Army

You use army for control of the lands. It costs a sheep and a food to train a worker to be an army. An army can move one land hex per activation. It has a power of 3 on a land hex. When it is on board of a ferry, it has a power of 1. It can attack workers, armies, airforce, forts, towns and factories on land. While it is on board of a ferry, it can attack ferries, navies and airforce on sea hexes.

Airforce

Whilst navies and armies excel at sea and land areas respectively, you can use an airforce to control both. It costs a wood and a food to train a worker to be an airforce. It moves up to two hexes at a time, and can fly on both land and sea hexes. It has a power of 2 regardless of land or sea area. It can

attack workers, armies, airforce, forts, towns and factories on land, and ferries, navies and airforce on sea hexes.

Weapons

You can forge a weapon for 1 metal. When you do, you can assign this weapon to a worker. Place the weapon underneath this worker. This worker now has a power of 1, and can attack and defend in battle. It can still control and carry resources. When a worker with a weapon dies in battle, gets sacrificed or gets trained to be another military unit, you can reassign the weapon to another worker without a weapon. A worker can only have one weapon. Navy, army and airforce already have weapons and cannot get an extra power this way.

When you have upgraded the train a military unit card, you can train a navy, army or airforce and get a free weapon in the process.

Attack

When you get the 'allowance to train military units' bonus card and have trained military units, you can now attack other players! In order to attack another player, you need to have your attacking unit(s) on **any one** neighboring hex. Even units with a movement of more than 1 need to be adjacent to the target hex and in the same hex in order to proclaim an attack. You can attack a hex with at least one unit belonging to another player (worker, navy, army, airforce, fort, town, factory). When attacking, you first declare your attacking units, which should be able to access the hex you wish to attack. A navy unit can't attack a land hex (unless you have the personal ability that says you can), but armies sitting in a ferry adjacent to a land hex can attack that hex. Armies and workers without a ferry can't attack a sea hex from a land hex. Airforce can attack any hex regardless of terrain type. Land/sea units can also attack an airplane, and the other way around.

When you declare attackers, you count the number of power the attackers have combined. The terrain type of the hex you are attacking is what counts here, not the terrain type on the hex you are attacking from. So if you attack from a sea hex onto a land hex with an airforce and a ferry with two

armies, your total power is 2+3+3=8. The ferry doesn't count here because you are attacking on a land hex.

Similarly, the player who is under attack declares defenders. He simply adds up the power of all units and buildings on the hex that is under attack. So if he has a fort, a town, two workers and an army there, his power is 2+1+0+0+3=6.

Next, both players roll the special dice to determine the result of the attack. Each die has two sides with 0 pips, three sides with 1 pip and one side with 2 pips.

In order to actually make any attack at all, the attacker needs to roll at least 1 pip on the combined dice. If he rolls no pips, the attack fails and even defending units or buildings without power will not fall.

In our example, let's say the attacker rolls; 0,0,0,1,1,1,2,2 for a total of 7 pips.

The defender rolls 0,1,1,1,1,2 for a total of 6 pips.

The attacker wins the attack, by a difference of 1 pip. This results in three things:

If the attacker wins the battle
- The defender has to take one power worth of damage for every pip difference he lost the battle by on any defending units or buildings. Units get killed, buildings get damaged.This is always rounded up when a defender doesn't have unit(s) matching that number of damage. So if a player only defended with an army, worth 3 power, but lost the battle by 1 pip difference, he has to kill the army anyway.

In our example, the defender lost by a difference of one pip, so he chooses to damage the town. When a unit is killed, it returns to the players supply. When a building gets damaged, it will be turned on its side. It loses all of its properties and needs to get repaired first with the build a building action before it be used again. Like with building, you need a worker there to repair it.

- The defender retreats all other units. The defender may move all remaining units to a neighboring hex without any units or buildings belonging to another player. If there is no possibility to retreat, the units get killed instead. Land units can only retreat to adjacent land areas or across a bridge over a river. Any buildings not damaged in the battle will remain where they are, but can't be used if another player controls the hex they are in. Workers that retreat cannot take resources with them.

In our example, the defender retreats the army and workers to a neighboring hex. The fort stays intact, but can't be used until the attacking player decides to leave the hex or the defending players reclaims the hex in the future.

- The attacker then takes control of the hex. He gets to decide how many units to leave on the attacking hex and how many to take to the attacked hex, but he has to place at least one unit on the newly acquired hex. If he attacked with two or more units, he is also required to leave at least one unit behind on the attacking hex.

In our example, the attacker attacked with at least two units, so he has to leave at least one behind and take at least one to the newly acquired hex. He leaves the airforce and takes the two armies with him, since they are vulnerable at sea and useful on land.

This concludes this battle. But let's say the attacker rolled 5 pips instead, and the defender still rolled 6 pips.

If the defender wins the battle

- The attacker has to take one power worth of damage for every pip difference he lost the battle by on any attacking units. Units get killed. This is always rounded up when an attacker doesn't have unit(s) matching that number of damage. So if a player only attacked with an army, worth 3 power, but lost the battle by 1 pip difference, he has to kill the army anyway.

In our example, the attacker would need to choose between killing an army (3 power) or the airforce (2 power), since he doesn't have any units in the battle worth 1 power.

- The attacker retreats all remaining units to the hex he came from. The defender keeps all units and buildings on the hex he just successfully defended.

Then, there is the third option:

If there is a tie

Then nothing happens. Attacking units will withdraw to the hex they came from. No units or buildings of either player are damaged/killed.

If you have upgraded the attack card, you can start an attack with units being in any number of adjacent hexes to the target hex instead of the same adjacent hex.

Draw quest cards

Quest cards are a great way to score some extra victory points. But beware, many quest cards also give you minus points if you take them but don't finish them by the end of the game! You start the game with a starting quest, and when you take this action, you can draw two quest cards from the deck. You have to draw from the deck corresponding to the number of layers of your monument you have already built. Out of these two, you have to keep at least one, so you can keep one or two. Place these face down in the 'quests in progress' field on your player mat.

A quest card shows you one or multiple tasks you have to fulfill at any point during the game. It also shows you how many victory points you get for completing the quest during the game, and how many victory points you lose at the end of the game if you did not finish it.

You can turn in a finished quest at any point during the game during your own turn. Simply flip it, show other players that you have accomplished everything it asks, then place it face down on the 'completed quests' field on your player board. You will then score the victory points it gives you by the end of the game.

You can still complete quest cards from earlier layers of monument built, but you can't draw new ones from those decks. So if you are at monument layer 4, you have to draw from layer 4-5, but you can still complete starting quests and those from layers 0-1, 2-3 and 4-5.

If you finish a quest and your Monument is still at the (one of the) same level(s) as indicated on the back of that quest card, you get a bonus resource of your choice. You can place this on the board anywhere matching the production of the resource, and where you have at least one worker.

When upgraded, you can draw 3 quest cards and keep at least one. There is no limit to the number of completed quests or quests in progress you can have.

Trade

And finally, when you don't have the resources you need, you can trade with the bank. Spend two of the same resources you control, then take any one resource from the bank and place it on a hex you control. You may do this twice for one action. You can pick different resources the second time.

When upgraded, you only have to spend one resource in order to receive one from the bank. You can still do this twice.

Game end

As soon as one player builds their fifth layer of the monument, it means that this is the last round of the game. Play progresses until the last player before the starting player has had a turn. So if the player before the starting player builds their fifth layer, the game ends immediately after his turn ends.

Remember that when a player builds their fifth layer of their monument, they don't get to draw a personal bonus, but they do get to draw a common 'Layer 5' bonus that scores a number of victory points.

Each player uses their own score card to calculate their points for the different aspects of the game.

Please use the notepad on your computer or a real notepad to calculate scoring

Here are the different ways for scoring further explained:

- VP per Monument Layer

Simply multiply the VP this gives you by the number of layers you have built. If you built the fifth layer, also add the common 'Layer 5' bonus card.

- VP per resources

Count the resources you(r workers) control and divide this by the number listed. You round down if needed. So if you get a VP per 3 resources and you control 5 resources, you will receive 1 VP here.

- VP per workers

Count the number of workers you control on the board and divide by the number listed. Round down if needed.

- VP per land area controlled

Count the number of land areas you control. Use the table on your player board to see which units control land areas if needed (workers, army and airforce do).

- VP per military power

Add up the power of your workers with weapons, navy, army, airforce, towns, forts and ferries if you currently occupy any. If applicable, check where they are currently located. Use the table on your player board to see how many power a unit has. An army on land has a power of 3, but an army in a ferry has a power of 1. Divide your total military power by the number listed on your scoring card. Always round down if needed.

- VP per action card upgraded

You have 10 action cards, and now you count the number of them that you have in your hand or discard pile with the green side up, meaning you upgraded it over the course of the game.

- VP per completed quests

Count all the VP listed on your completed quests and add it up.

- Minus VP per uncompleted quests

   Count all the minus VP listed on your quests in progress and add it up. This will add up to 0 or a negative number.

- Personal scoring bonuses and minuses

   Some players have an additional line on their scoring cards, yielding them extra VP or minus VP. Add this up according to the other scoring lines (always round down).

   Then add everything up... And the player with the most VP wins the game!
   In case of a tie, the player with the most layers of monument built wins. If still tied, the player with the most military power wins. The final tiebreaker is amount of resources controlled. If still tied, the victory is a shared one!

Other game concepts and rules

Each player has a unique scoring card, player ability and personal bonus deck. We always recommend to randomize these, so that with these three variables and the civilization players are playing, each game will be completely different! Some personal bonus cards give you free resources or workers. Resources go anywhere on the board matching the type of hex that produces is and where you have at least a worker, workers spawn in a village of yours.

If a player ever has fewer than 2 workers, he can spawn as much workers on his Monument hex as such that he has 2 workers again. This can be done with the 'Population' action card.