MONUMENTUM

2-5 Players
120 - 180 minutes
Ages 12 and older

Components:

First Player Marker

Board
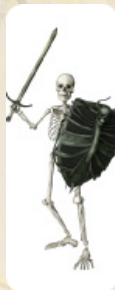
56 Mission Cards

16 Power Cards

8 Character Cards

Knight of Fire

24 Monument Markers

120 Attribute Tokens

12 Standee Stands
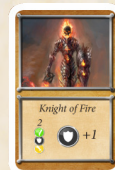
48 Player Markers

60 Action Tiles

120 Action Tokens

4 Monster Standees

8 Player Standees

Combat Die
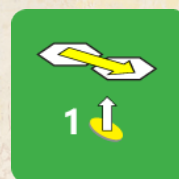
Set up:

① Each player chooses a character card. Take all matching player tokens and monument tokens and the matching standee. Also take 10 health tokens.

Give each player 12 different action tiles.

② Shuffle the mission cards and give each player 3 mission cards face down.

③ Shuffle the power cards and place 5 face up on the table.

④ Place 3 random attribute tokens on the 3 monk spaces of the board.

⑤ Place the monster standees in stands and on their matching pictures of the monster board.

⑥ Randomly choose a starting player and give that player the first player marker.

⑦ Place all action tokens face down on the colored hexes of the map board. This will completely fill all spaces on the board except for the villages.

⑧ Starting with the player to the right of the starting player, each player places his or her character standee in a stand and on a village space on the map board. Do this in counterclockwise order.

⑨ Starting with the first player, all players turn 3 action tokens face up. The tokens must be on the same color of hexes and must be in 3 separate regions. (See "**3**🎩" for rules if a monster is revealed.)

To Win:

The first player to accomplish the 3 tasks of honor will win the game.

The 3 tasks are:

1. Build a monument of gold.
2. Build 4 monuments.
3. Defeat the dragon in combat.

When an honor task is completed, place a player token on the board matching the task.
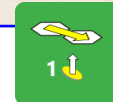
If no player accomplishes these tasks, the player with the most points wins and the game ends when all action tokens have been turned face up.
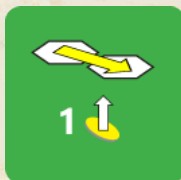
The Turn:

There are 3 steps to each turn.

①   Each player chooses 3 action tiles and places them face down.

②   Starting with the first player and going clockwise, players take turns revealing one tile and executing the action(s). Players may choose any order of the three tiles.

These symbols' abilities are described here.

Players may do one or both actions shown on the action tile. The actions on a single tile may be done in any order.

If a player's standee is next to a monster, he must resolve monster combat before executing any action. (Combat described later)

The player moves his standee the number of hexes equal to his movement ability. Each player starts with a base movement of 2. Players can increase movement with the "foot" attribute token. Each token adds one to movement. Attributes are gained from the monks. Players can also increase movement by spending energy tokens. Each energy spent gives the player one additional movement. Players may spend as much energy as they have available. Energy must be spent before the movement takes place. Player cannot move to or through the same hex as other players or monsters. After building monuments players may move from one of his own monuments to another of his own for one movement cost.

The player turns over 3 face down action tokens to reveal what they are. The tokens are left in the same hex face up.

The tokens chosen must be all on hexes of the same color. The map part of the board is divided into regions indicated by connecting hexes of the same color. The hexes must be chosen from 3 different regions. If a "monster question mark" is revealed, that means a monster was hiding there. Remove the token from the game and place a monster on the hex. The monster must be the lowest available on the monster area of the board bottom. Example: If the skeleton is available on the board bottom he must be chosen because he has the lowest attribute numbers. If a monster is revealed and the board bottom contains no monsters the token is turned face down on a hex of the same color in a different region.

1 ⬆

The player picks up one token. His character standee must be on that hex. If the player has only moved part of his movement, he may complete his movement. Players cannot pick up monks or castles.
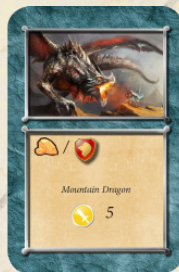
The player completes a mission. He puts his mission card in a discard pile and moves his point token the indicated number of points. The player immediately draws a replacement card from the mission card draw deck. Players should continually have 3 mission cards. The conditions of the mission card must be present when the card is claimed. Example: if the card shows two gold nuggets, the player must currently have two gold nugget action tokens. If the player spent those tokens earlier this turn, he loses the opportunity to gain the points of that card. A player can only gain points for defeating a monster during the same action (action tile) in which the monster is slain.

The player buys a spell card. A player must be in a village. The player spends one of two cost choices shown on the card. Either the matching shield(s) or the resource(s). The player places this card face up in front of him. A player may have a maximum of 3 active spell cards. If the player exceeds 3, he discards the extra spell card of his choice. There will always be 5 available to choose from. When one is purchased, another is immediately drawn to replace it.

Using spells: it costs one energy to activate the effect of a spell. Spells are enhancements of regular actions and require no action tile to perform. For each action tile used each spell can be done once. Example: A player is attacked by another player. The defending player activates his Psionic Shield. This gives his shield ability +3. If the other player repeats the attack with the repeat action tile, the defending player may once again activate the shield providing he still has energy to spend.
If a spell has a plus sign, it is an enhancement of a regular action. If the card simply has a number, it indicates a bonus action. Example: The veteran soldier attacks the skeleton and misses the attack. (Combat rules are given later) The veteran soldier has a mountain dragon. He activates the dragon with an energy token which slays the skeleton.

The player attacks a monster. The player must be adjacent to the monster to attack. In combat a lower roll is better. A player must roll equal to or less than his attack number to hit the monster. Anything higher is a missed attack. The attack number is noted by the sword attribute icon. The attack number can be increased by spending energy tokens, +1 per energy spent. Sword attribute tokens also increase the player's ability to hit by one per token.
If the player's hit connects, the monster then rolls his shield ability. Again, if the roll is equal to or less than the shield number, the shield

prevents the damage. If the monster's shield does not stop the blow, the monster is slain. The player gains the points shown on the monster board matching the monster and the monster is returned to the monster board. It takes just one successful hit to slay any monster. The player can now claim one mission card that gives extra points if he has one. If the monster is not slain, he remains on the map board.

Anytime a player begins any action phase adjacent to a monster the monster attacks the player before the player can take any action. The attack takes place the same way: The monster rolls the die (the player himself rolls this), attempting to roll equal to or lower than his attack number on the monster board. If the roll is successful, the player attempts to prevent the damage by rolling equal to or lower than his shield number. Energy may be spent to increase the shield ability (before the roll is made). Shield attribute tokens also add to a players shield ability.

If the monster does damage it is equal to his number on the monster board. Example: The skeleton's attack does 2 damage. The player loses "health" tokens (heart) equal to the damage. If the player's health tokens are gone, he is severely hurt and cannot do any actions except "move and pick up tokens" and "heal" (shown here--he cannot do the "control monster" action that is also on the "heal" tile). If this happens the players discard one spell card (if he has one) and loses control of all monsters he may happen to control.

Player's can seek refuge in villages. While in a village players cannot be attacked by players or monsters and cannot attack players or monsters.

When a player has a combat victory with any monster, the player gains a valor token. This token lowers subsequent monster's shield points by one for each token. Example: if a player has earned 3 valor tokens prior to attacking the dragon, the dragon's shield is lowered from a 5 to a 2.

The player can attack another player. This combat is done in the same way as monster attacks. Damage done is equal to the attackers attack ability (sword icon). The injured player loses health token equal to the sword ability of the attacking player.

If a player has been defeated by another player (health tokens are gone), the winning player can take his choice of one spell card, two resources, two shield tokens, or one flag. The losing player loses control of any monsters he may control. He is severely injured, but not slain. He can only "move and pick up tokens" and "heal."

The player pays one shield of any kind and gains three energy. He moves his energy token three spaces to the right on the player board.

The player builds a monument. He pays two identical resources and places a monument token on a hex. The hex must be adjacent to the player and must be empty of any other game pieces. The player takes a token of the type of resource and places it face-up under the monument. This tracks what the monument is made of. There are bonus points for building stone and gold monuments at the end of the game.

If it is a monument of gold, the player has completed an honor task. If it is the player's 4th monument, he has completed an honor task.

The player controls a monster. This costs one shield of any type. The player places a player token on the monster board of the matching monster. The monster must already be in play. Now the player may use the "move monster" action to get the monster adjacent to other players. If a player controls a monster, that monster does not attack that player.
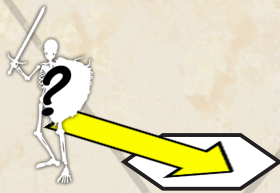
The player moves a monster he controls. Moving a monster next to another player means that the player must resolve the monster attack before he takes an action. Monsters only attack a player on that player's turn. Moving a monster does not initiate an attack until the target player's turn. The distance a monster may move is shown on the monster board under the matching picture of the monster. Example: The skeleton can move 2 hexes. Players can ad energy to move a monster farther, but cannot use energy to increase the monster's attack or defense.

The player finds a monk to teach increased skills. There are three random attribute tokens on the monk located on the monster board. The chosen attribute is placed on the "plus" space of the board bottom. The player now has added one to that attribute. A new, random attribute token is now placed on the monk. The monk action token on the map board is placed face down on a blank hex of the same color in a different region.

The player plants his flag on a castle. This castle is defended by a knight who has attributes just like a monster. Before the flag is placed the player will be attacked by the knight. All knight attributes are "3." The player rolls for the knight attack just as he would a monster attack. Whether the player prevents the damage or gets injured, the flag can now be planted. Once the flag is placed the player gains points (2) and possibly extra points from a mission card.
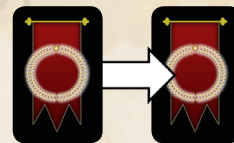
The player repeats one or both of the actions of a previously used action tile.

The player spends a shield of any type and gains 3 health tokens.

The player may take one mission card he has and trade it for the top card of the mission draw pile. The discarded card is placed in a discard pile. If the draw pile is gone, reshuffle the discard pile and it becomes a new draw pile.
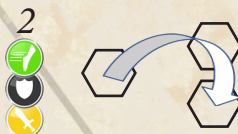
3 Move the first player marker clockwise to the next player and go back to phase 1. That player will take the first action of the next round.

The Characters:

The Knight of Fire begins with shield level of 3.

The Winged Defender can fly over gaped spaces in the map board as if they weren't there. It is only one move to cross the river. The hex he leaves and where he lands must be in a straight line.

The Prismic Mage can use any of the shield tokens interchangeably when buying a spell.

The Elvish Archer can attack from one hex away from the target.

The Wood Ranger can trade three wood for two stone or two stone for one gold. She can also trade one gold for two stone or two stone for three wood. This takes no action.

The Veteran Soldier can pay one wood to gain 3 energy. This takes no action.

The Northern Hero begins with attack level of 3.

2

The Shadow Fighter can avoid one monster attack per action. If there are two or more adjacent monsters, the Fighter can only avoid one. The Fighter chooses the one.

The Missions:

This means a player has two advencement tokens: shield, sword, movement, or valor.

A clear hex means any color.
This means a monument of wood built in any color hex.

This means a monument of gold built in a red hex.

This means to own a spell with this symbol.

This means to slay this monster during this action.

This means that two stone tokens are in your possession.

This means to deliver a flag to a castle during this action.

This means to have an attack token in your possession.

End of Game Scoring: If the game is not won by honor tasks, then the following points are awarded in a addition to points already won: 6 points for each gold monument, 3 points for each stone monument. One of the following: 2 monuments in non-adjacent regions--6 points, 3 monuments in non-adjacent regions--10 points, 4 monuments in non-adjacent regions--15 points.