– MATTHEW DUNSTAN –

MONUMENTAL
Duel

ESPIONAGE

RULEBOOK

COMPONENTS

144 Cards:

- 66 Starting Civilization cards
  (14 Buildings, 1 Knowledge, 5 Cultural
  Policies 1 Scout & 1 Warlord
  for each of the three civilizations)
- 12 Era I Development cards
- 12 Era II Development cards
- 6 Era III Development cards
- 20 Basic Building cards
  (5 each of Workshop, Laboratory,
  Archery Range and Barricade)
- 10 Espionage cards
  (2 basics and 8 advanced)
- 10 Unrest cards
- 3 Era Separation cards
- 4 Helper cards
  (2 VP reminder, 2 actions list)
- 1 Advantage card

70 Resource tokens:

- 15 Production tokens
- 15 Science tokens
- 15 Military tokens
- 10 Culture tokens
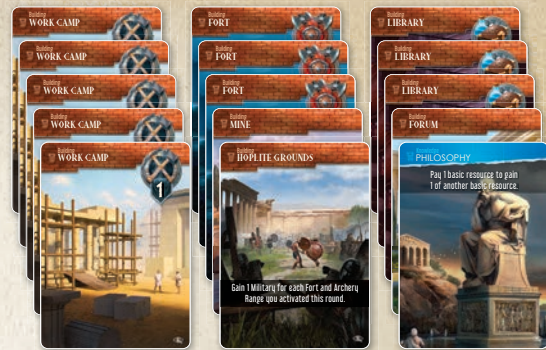- 15 Gold tokens

13 Action tokens

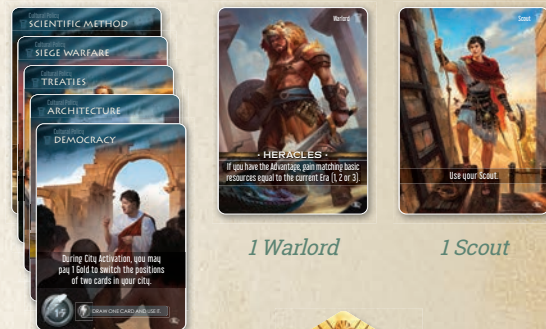**28 Victory Points tokens (VP)**

6 Agent dice (6 sided dice)

3 Wonder construction counters

1 First player marker

TOKENS, COUNTERS AND MARKERS

Science token

Military token

Production token

First player marker

Action token

Culture token

Wonder construction counter

Victory Point (VP) token

CIVILIZATION STARTING CARDS

14 Building & 1 Knowledge cards

5 Cultural Policies

1 Warlord

1 Scout

Gold token

CARD ANATOMIES

Knowledge cards

BARTERING — Whenever you Spy this round, gain 1 VP.

Building cards

ARCHERY RANGE

Wonder cards

GREAT WALL — WHEN BUILT, YOUR OPPONENT GAINS ONE UNREST. Archive one card to gain 2 Military.

Unit cards

MAKEDA, QUEEN OF SHEBA — If you have the Advantage, gain 1 VP.

Cultural Policy cards

MARITIME TRADING ROUTES — At the start of each round, you may pay 1 VP to Reserve a card from the Development display. GAIN 1 VP.

Province cards

YOUR OPPONENT GAINS TWO UNREST. 2 - GANGE DELTA — Province - Agricultural

Espionage cards

Basic Espionage — DISCARD THE AGENT. CHANGE ESPIONAGE CARD. GAIN 1 GOLD. GAIN 1 GOLD AND 1 VP.

1 — Name/Type — Era/Civilization → *Greece*

2 — Effect when using the card.

3 — Bonus effect.

4 — Acquisition cost.

5 — Resources gained when activated.

6 — Province type.

7 — Added Province defense value.

8 — Box symbol (Espionage) →

Aksum

Mughal

GOAL OF THE GAME

In Monumental Duel, each player leads a civilization. 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.

Manage your city carefully by expanding its capabilities, maintaining its current structures and removing outdated components.

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

SETUP

• DEVELOPMENT CARDS

Sort the Development cards by Era (I, II, III) and shuffle each pile separately, with the Era Separation cards (I, II, III) on top of each matching pile. 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.
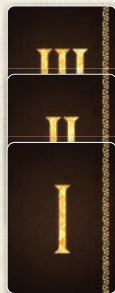
Era cards

Place the Development deck beside the play area. 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 ①.

Reserve a space for Development card discard pile next to the deck ②.

• BASIC BUILDING CARDS

Sort the Basic Building cards by type (Workshops, Laboratories, Archery Ranges, Barricades). Place these 4 separate piles in a row face up below the Development deck ③.

Place the Unrest cards as a face up stack ④.

• ESPIONAGE CARDS

Give each player the same set of 5 Espionage cards (1 Basic and 4 Advanced #1, #2, #3 and #4). Place the Espionage cards as a face up stack beside your City in any order, with the Basic Espionage card on top. You can look at your Espionage cards at any time, but you cannot change which card is on top ⑤.
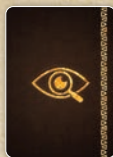
• CITY SETUP

Each player chooses one of the available civilizations. Return the cards of remaining unused Civilization to the box.

IMPORTANT: Each box of Monumental Duel brings new civilizations. They can all be played one against another *(see more on p.6)*.

Take the components matching your civilization:

- 15 Civilization cards
- 5 Cultural Policy cards
- 1 Scout card
- 1 Warlord card

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 ⑥.

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).

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 ⑦.

Place your Warlord and Scout cards face up beside your City ⑧.

Reserve a space next to your scout for your Province stack ⑨.

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 ⑩.

Place the resource, action, VP tokens and Agent dice in the general stock at the middle of the table within easy reach of both players ⑪.

Take 2 Gold and 1 Agent die, put them in a supply beside your City ⑫.

Place the Advantage card in the middle of the table, the arrow pointing in a direction towards neither of the two players ⑬.

The player who most recently visited a foreign country becomes the First player and takes the First Player token ⑭.
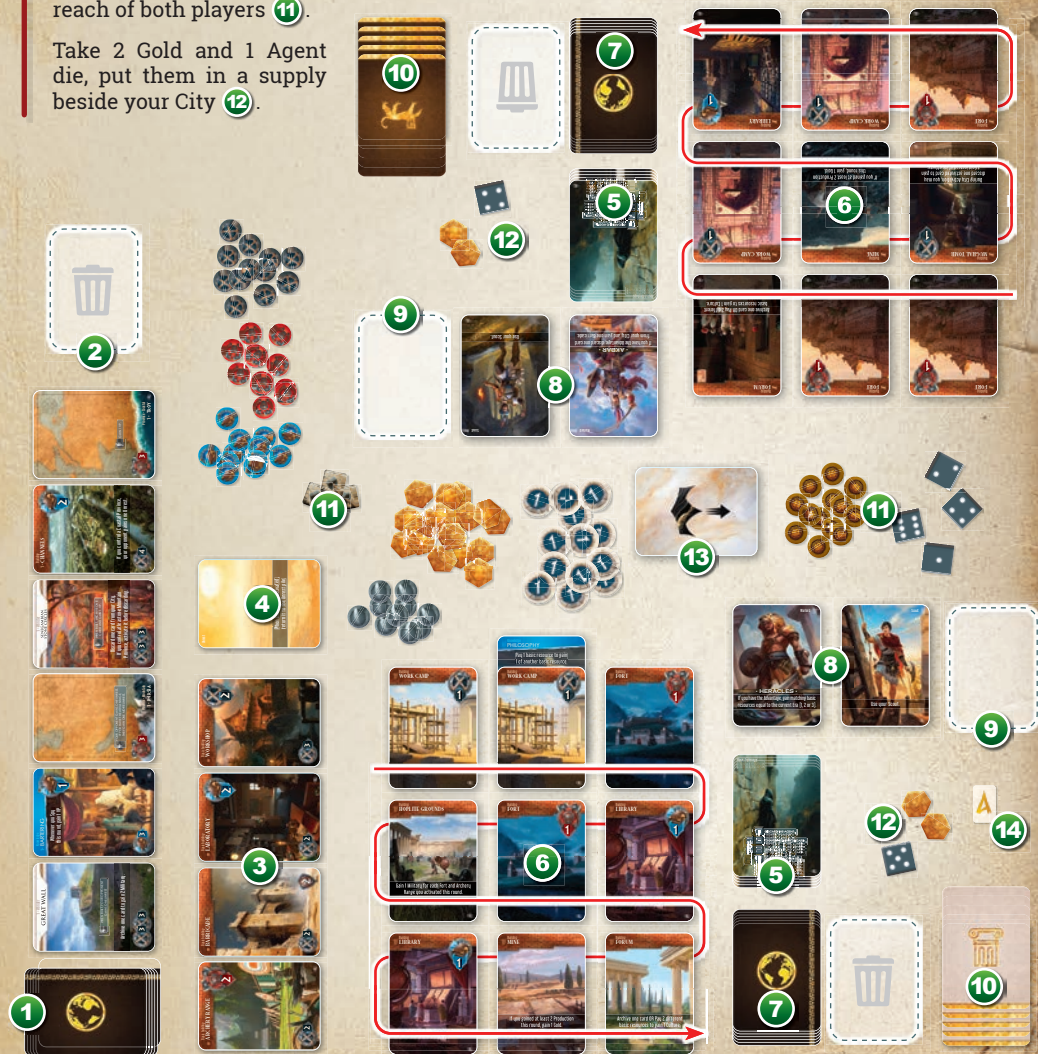
COMBINING BOXES

The Monumental Duel game is made of multiple boxes, each featuring new civilizations and gameplay modules.

If you already know how to play one module, you can skip all the common rules and focus on the specific elements highlighted by the vertical red line in other rulebooks.

Any civilization can be played with any boxes: Exploration, Trade, Espionage or any combination of the three boxes.

To go further, you can also mix the Development Card Decks of two or three boxes. To do so, separate the Development cards from each box by Era and by type (Knowledge, Building, Wonder and Province). To keep the game balanced, we recommend using a specific set of cards. Scan this QR code to see configurations proposed.

You can also create your own Development Card Deck by using the following table.

Type / Era	Era I	Era II	Era III
Knowledge	3	3	2
Wonder	3	3	2
Province	3	3	2
Building	3	3	0

When mixing boxes, add all the corresponding scout modules. For each box you use, set up its matching Scout module as normal (Exploration, Trade and Espionage). So in games where you use 2 or 3 boxes you will have 2 or 3 modules in play.

Whenever you use your Scout you choose which action it will take - whether that is to Explore, Trade or Spy. Your Scout only takes one of these actions each round.
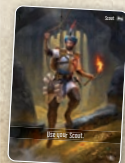
RESOURCES

• BASIC RESOURCES

To achieve your goal, you'll be using three Basic resources: Production, Science, and Military.

PRODUCTION is used to build Buildings and Wonders.

SCIENCE is used to acquire new Knowledge cards and make SCIENTIFIC PROGRESS.

MILITARY is used to conquer Province cards from the development display and your opponent stack.

During the game, for each Basic resource you generate, take that many counters in the general stock and place them next to your personal supply, beside your City.

THESE BASIC RESOURCES CANNOT BE SAVED FOR LATER ROUNDS. At the end of the round, you lose all of your unspent basic resources, putting them back in the general stock.

NOTE: Basic resources are unlimited. If you are already using them all, you can replace it by any tokens you see fit (ie: marbles, coins…).

• 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 them from the general stock and into your personal supply.

Unlike Basic resources, these are never lost at the end of the round. You may spend them at any time during the current or any later round.

HOW TO PLAY

• PHASES

The game is played over a series of rounds. Each round consists of the following phases:

- **CITY ACTIVATION**
- **TAKE ACTIONS**
- **END THE ROUND**

Each phase is carried out completely before moving to the next phase. When all phases are completed the next round begins.

• CITY ACTIVATION

The First player activates their City first, followed by their opponent.

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

If you activate a card attached to a Knowledge card, you activate both the Knowledge card and the card dealt on top of it.

If you activate a card with effect starting with **"When this card is activated"**, apply the effect and put an Action token on it to mark this action as done.

If you have activated cards or active Cultural Policy with effect starting with **"During City Activation"**, apply the effect and put an Action token on it to mark this action as done.

You gain the resources that are shown in the top-right corner of each activated card.

> **Unrest cards**
>
> Whenever you activate or use an Unrest card, it is returned to the central stack.
>
> Each Unrest card in your deck is worth -1 point at the end of the game
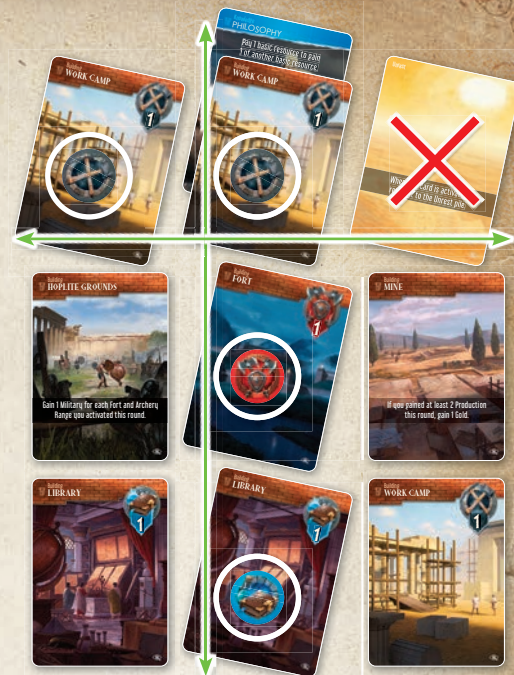
EXAMPLE: *The Greek player activates the center column and the top row of their city. They activate 2 Work Camps, 1 Fort and 1 Library. This generate then 2 Production, 2 Military and 1 Science which are directly going into their personal supply. They also activated an Unrest card which immediately goes back to it stack.*

The Knowledge card present behind the second Work Camp doesn't provide resources but will be usable as an action in the next phase.

• TAKE ACTIONS

Each round is composed of multiple players' turns. Beginning with the first player, each player chooses a single action to perform during their turn.

When a player completes an action, it ends their turn and the opponent's turn begins. Alternate between players' turns until both players have completed all their actions.

These actions are:
- **Acquire a Development or Basic Building card**
- **Complete a Wonder**
- **Develop a Cultural Policy**
- **Use your active Cultural Policy**
- **Conquer an Opponent's Province**
- **Use the effect of an activated card in your City**
- **Make Scientific Progress**
- **Take the Advantage**
- **Use your Warlord**
- **Use your Scout**
- **Pass**

Most of the cards are restricted to only be used once per round. When you use it, place an **Action token** on the corresponding card to remind you that its effect has already been used this round — you cannot use it again on a future action in the same round.

Some actions can trigger automatic effects on cards (Cards with text starting with **"Whenever"** for example), these effects are not considered as an action and have to be executed fully before ending the player's turn.

Once you take the **Pass** action, you take no further actions this round. Your opponent can then take as many actions as they wish until they also pass, at which point this phase ends and you move to the end of the Round phase.

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 acquire new Building, Knowledge, Province 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. 3)*.

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**.

The exception to this are Barricades, which are placed in your Province stack *(see Province Card below)*.

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.

Province Card

When you acquire a Province card from the Development display, pay the cost in Military shown on the card to conquer it. Then take the card and place it face up on the top of your Province stack next to your City. You immediately gain the bonus effect as described on the card.

Whenever you acquire subsequent Provinces or Barricades, they are placed on top of your existing Province stack, but offset slightly so you can see the lower parts of the cards in the whole stack. The order of cards is important and cannot be changed during the game.
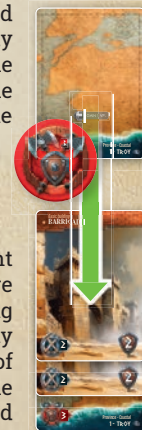
Provinces also have one of three types: Coastal, Mountain or Agricultural. Other cards refer to these types, giving you bonuses if you control certain Provinces. These cards always refer to all the Provinces you control in your stack, not just the topmost one.

Agricultural, Coastal and Mountain.

Wonder Card

Wonders are built in two steps: First you acquire it and then complete it at a later turn *(see below)*.

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 token on the leftmost circle. You have built the first section of your Wonder.

IMPORTANT: You can only build one Wonder at a time. If you build another, you must choose choose which one to keep. Discard the other to the Development card discard pile.

• 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.

When you Complete a Wonder, immediately gain the bonus shown on the card. If you gain any basic resources, take them from the general supply. Place the Wonder card **FACE DOWN ON TOP OF YOUR DECK**. Return the Wonder Construction counter to the general stock.

Note: Some cards can have effects stating "Build a Wonder section", this means that you can also build the second section of your Wonder if the first step is done, following the card's conditions.

EXAMPLE: The Mughal player completes the Hanging Gardens Wonder. They resolve the bonus effect and immediately gains 1 Culture. Then they place the Wonder card on top of their city deck.

• Develop a Cultural Policy

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 your first Cultural Policy, place the chosen card **FACE UP BESIDE YOUR CITY**. Immediately gain the bonus effect of the card (shown at the bottom of the card).

Some Cultural Policy provide you with an ongoing effect, which remains active until you develop another Policy. Others have an activated effect which can be used as an action for the turn *(see next page)*.

When you develop another Policy, place the new Cultural Policy card face up on top of the previous Policy card, keeping only the bonus effect of the previous Policy card visible. You also once again trigger the bonus effects on all previously developed Policy cards.

However, only the ongoing effect of the most recently developed Cultural Policy (on top of the stack) is active.

EXAMPLE: The Aksumite player now develops their second Cultural Policy : Salt Mining. They place it on top the previous policy and gain the bonus effect of both cards.
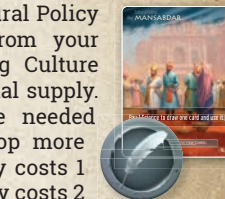
Instead of stacking them next to their city, **Mughals** place each Policy card next to a row or column. The first three developped Policies are placed next to different rows, while the two last ones are placed beneath different columns.


Activation of a row or column in the City also activates any Policy at the end of that row or column. Unlike cards in the City, activated Policies remain next to their assigned row or column and are not discarded at the end of the round.

When a new Policy is developed, its bonus effect, along with the effects of all previously developed Policies, is gained as usual.

• Use your active Cultural Policy

If your active Cultural Policy has an activated effect, you can use it as an action for the turn. Place an Action token on it as a reminder.

EXAMPLE: The GE-EZ Alphabet card (Aksum Policy) states "Pay 1 VP to gain 1 Culture." If this Policy is your active (topmost) Policy, you may use its effect as your action, and only once in the round. If you do so, place an Action token on it.
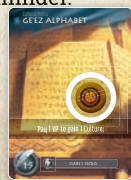
• Conquer an Opponent's Province

You may conquer the topmost Province of your opponent's Province stack. To do so, you must pay Military (to the general supply) equal to its cost.

Once you have paid the cost, take the conquered Province and place it on the top of your Province stack. You do not gain its bonus effect.

If your opponent has one or several Barricades on top of the Province in the stack, it increases the cost of the Province by 2 Military per Barricade. You must be able to pay the full amount, including all Barricades, to conquer the Province. Once you have paid the cost, return any Barricades on top of the conquered Province back to their building pile.

EXAMPLE: The Greek player want to conquer the Troy Province controlled by their opponent. They have to pay 3 Military for the Province cost and 2 more Military to overcome its Barricade.

After having paid the 5 (3+2) requested Military, they take control of it and place it on top of their previous province, not gaining the bonus effect.

• Use the effect of an activated card in your City

Choose one card in your City that was activated this round and use its effect. Place an Action token on it as a reminder.

It is never mandatory to use the effect of a card, active or otherwise.

Some cards have effects that are always active or trigger when something else happens. These effects are considered to be active as soon as the card is activated in your City (rotated), or is your active (topmost) Cultural Policy card. They do not require an Action to be used.

EXAMPLE: The Mine of the Greek player's City has the Philosophy Knowledge attached to it. As both have been activated (rotated) during the City activation, they can use the effect of either one of them as their action for the turn.

• Make scientific progress

Pay 2 SCIENCE to **DRAW AND USE** the top card of your City deck.

Once you resolve all of its effects, including its action and generating any resources, discard the card in your City discard pile.

EXAMPLE: The Mughal player pays 2 Science to draw the top card of their City deck. They reveal an Archery Range. They gain 2 Military and then discard the card to their City's discard pile.

• Take the Advantage

At the start of the game, no player has the Advantage. However, having the Advantage allows you to use the action of your Warlord, and also potentially makes the effect of other cards in your City more powerful.

To take the Advantage, you must pay any amount of Basic resources of a **single type** (you can use Gold as a substitute) and place the matching resource tokens (type and number) on the card. Then, turn the arrow on the card to your side, to indicate you have the Advantage. While the Advantage card is turned to your side, you are considered to have the Advantage.

If your opponent already has the Advantage, you must pay Basic resources matching the type currently on the card for an amount that exceeds the number already there. Remove all resource tokens on the card (place them in the general supply). Place the ones you paid on the card, then turn the arrow to your side.

EXAMPLE: The Greek has the Advantage with 2 Military. The Mughal player pays 3 Military as their action for the turn to take the Advantage.

The 2 Military present on the card are discarded and replaced by the 3 Military paid by the Mughal player, then the card is turned toward them.

• Use your Warlord

Each Warlord action is unique to its civilization.

If you have the Advantage, your Warlord action becomes available and can be used only once per round. When you use the action of your Warlord, place an Action token on the card as a reminder and resolve its effect.

• Use your Scout

Once per Round, you can use your Scout as an action. When you use your Scout, you put an Action token on it to mark it used. The Scout action is linked to the module played during your game.
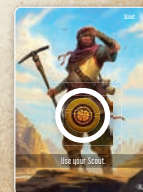
Scout Action: Spy

This box allows you to send your Scout to Spy on your opponent.

Each player may Spy as their Scout action once each round. Pay 1 Basic resource of your choice, choose to either **Train** or **Deploy**. Then, place an Action token on your Scout.

If you Train, take 1 Agent die from the general supply and place it in your supply. You can have a maximum of **3 Agent Dice at any time**.

If you Deploy, roll all of the Agent Dice in your supply. After each roll, you can choose to reroll any of the dice by paying 1 Basic resource or 1 Gold. You can do this any number of times as long as you have the resources to do so.

EXAMPLE: The Greek player deploy their 2 Agents, rolling 5 and 1. They pay 1 Military to reroll the 1 die, getting a 3. They then pay 1 Gold to roll it again and gets a 6.

Once you stop rolling, for each Agent die carry out the effect matching its number on your active Espionage card (the one on top of your stack). Each effect is mandatory, and you can choose the order in which you resolve your dice.

Note: Any resources gained from your Agents are gained only after you stop rolling, and therefore you cannot use resources gained by them to reroll any dice in the same action.

If the die shows a 1, it is discarded and placed back in the general supply.

If the die shows a 2 or 3, you must choose a new Espionage card from the stack to place on the top and be the new active card. You can do this with one die, and then activate your remaining dice with the new card if you wish. The old active card is placed back in the stack, and you can change back to it with a later Die showing a 2 or 3.

If the die shows a 4, 5 or 6, you gain an effect depending on the active Espionage card.

Note : If you combine Monumental Duel boxes, you can choose to do the Scout action linked to the module of your choice *(see p.6)*.

• PASS

On your turn, instead of performing an action, you may choose to Pass.

If you do, you can't take further actions this round, and you discard all your City's activated cards, all Action markers and any basic resource in your supply (while keeping any Gold or Culture tokens).

Once both players have passed, you move to the End of Round phase.

• END THE ROUND

At the end of a round, the players need to execute the following steps before starting a new one:

- **Replenish the City**
- **Replenish the Development display**
- **Decay the Advantage.**
- **Pass the First player marker**

• REPLENISH THE CITY

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.

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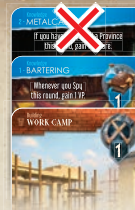
If the second card dealt is also a Knowledge, choose one of the two cards and discard the other. Keep doing this until you deal out a non-Knowledge card.

> Unrest card are dealt the same way as any other card in your City. Place them like you would do as normal. You can place them over a Knowledge card like usual.

If you ever need to 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.

IMPORTANT: You only ever shuffle your discard pile during the Replenish City phase. If you need to draw a card from your City deck during the Action phase but it is empty, you simply do not draw any cards.

• REPLENISH THE DEVELOPMENT DISPLAY

IF THERE ARE 3 OR FEWER CARDS LEFT IN THE DEVELOPMENT DISPLAY, slide the remaining cards to the right and deal new cards from the Development deck to fill the empty slots, from right to left.

IF THERE ARE MORE THAN 3 CARDS LEFT IN THE DEVELOPMENT DISPLAY, discard cards to the Development display discard pile, face-up and perpendicularly, until they are only 3 left, starting with the rightmost card. Then, slide the remaining cards to the right and deal new cards from the Development deck to fill the empty slots, from right to left.

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

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

• DECAY THE ADVANTAGE

If a player currently holds the Advantage, remove one Resource token from the Advantage card and return it to the supply.

If there is still any resources on it, this player still holds the Advantage for the next round.

If you remove the last Resource token, rotate the Advantage card to turn the arrow in the direction of none of the two players. None of them hold the Advantage anymore.

• PASS THE FIRST PLAYER TOKEN

The current First player passes the First player marker to their opponent, who will be the First player for the next round.

Then, start a new round.

END OF THE GAME

If after Replenishing the Development display there are **4 or fewer cards** in the Development display, the end of the game is triggered, and you will play one final round.

After the final round is played, each player scores points as follows.

For each controlled **PROVINCE**: 1 point.
For each acquired **KNOWLEDGE**: 1 point.
For each completed **WONDER**: 2 points.
For each developed **CULTURAL POLICY**: 2 points.

> For each **VICTORY POINT** token in your supply: 1 point.
>
> For each **UNREST** card in your deck: -1 point.

Archived cards, Barricades, uncompleted Wonders, Gold and Culture tokens **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 **KNOWLEDGES** owned: 3 points.
The most **WONDERS** completed: 3 points.
The most **CULTURAL POLICIES** developed: 3 points.

IMPORTANT: Archived cards and uncompleted Wonders do not count for Dominance.

If the players are tied for Dominance, both players receive the full 3 points of this category.

The player with the most points wins.

If there is a tie, the player currently **WITH THE ADVANTAGE WINS**. If none of the players has the Advantage and there is still a tie, the player with the most remaining Gold wins. If there is still a tie, the player with the most remaining Culture wins. If players are still tied after those three checks, they share the victory.

TERMINOLOGY

ACQUIRE: Take a card by paying its cost, and place it on top of your City deck if it's a Development card. Barricades and Provinces are not put on top of your deck but on top of your Province stack.

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, Archery Ranges and Barricades.

BASIC RESOURCE: Production, Science, and Military are Basic resources. Gold and Culture are not Basic resources.

BONUS 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.

BUILD A WONDER SECTION : Either you acquire a Wonder from the Development display and build the first section, or complete a Wonder and build the second section. You can't do both during the same action.

CONTROLLED PROVINCE: You control a Province as long as it is in your Province stack next to your City.

COPY: Use the effects of another card, even if that card has already been activated this round. 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, unless specified otherwise.

DISCARD: Discarding a card means that you take a card and put it in the corresponding discard pile.

When a card from the Development display is discarded, you put it into the Development discard pile next to the Development display, face up and perpendicular to the display.

When a card from your City is discarded, 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.

You may check the cards in your own discard pile at any time.

DRAW X CARD(S): Draw the specified number of cards from the top of your City deck. If you need to draw a card from your City deck during the Action phase but it is empty, you simply do not draw any cards.

DURING CITY ACTIVATION: Effects following this mention are to be applied during the City Activation in the order of your choice. Once this is resolved, put an Action token on the card.

GAIN CARD: Acquire a card without paying its cost.

> **GAIN UNREST:** Some effects in this box make you or your opponent gain Unrest cards. When this happens, the affected player takes Unrest cards from the stack in the middle of the table and places them in their City's discard pile.

IF YOU GAINED: Some effects (such as the Mine's) can only be resolved if you have gained a specific amount of resources this round, either during the city activation or later in the round. These resources are not spent to fulfill the condition — you may still use them after resolving the effect. If you already have spent the resources specified on the card, you can still activate the effect as you effectively gained them before activating this effect.

GAIN THE ADVANTAGE: Take the Advantage without paying the cost of this action. Remove all resource tokens present on the card.

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

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

RESERVE: Take the chosen card and place it next to your City. Only you can acquire it later by paying the cost. You can't have more than 2 Reserved cards at the same time.

THE FIRST TIME: Effects following this are automatically applied when the specified condition happen. This don't count as your action for the turn. Once this is resolved, put an Action token on the card.

USE A CARD: When using a card, immediately gain any resources it generates (top right corner). You may also use its effect (if any). Discard the card in the corresponding discard pile afterward.

WHENEVER: Effects following this trigger automatically during players turns and are repeatables.

YOU MAY: Effects starting with "you may" are optional effects you can choose to ignore. These effects are permanent effects and don't count as your action for the turn. You can use these cards several times during a round.

AKSUMITES

Aksum, an ancient kingdom in Northern Ethiopia and Eritrea, thrived in the early centuries AD, benefiting from its strategic location for trade with Oriental Africa and India via the Red Sea and Indian Ocean. It reached its peak during the 1st century AD, rivaling major powers like the Roman Empire, Persia, and China.

Famed for its agricultural techniques and economic prowess, Aksum boasted abundant harvests, advanced irrigation, coinage, and the promotion of the Ge'ez language. However, conflicts with Persian and Arab traders over trade routes, compounded by unsustainable agricultural practices, led to Aksum's decline in the 7th century.

• SPECIAL GAMEPLAY RULE

Aksum can reserve cards from the Development Display, with Victory Points tokens, using its Maritime Trading Routes Cultural Policy, *see Reserve p.15*.

MUGHALS

The Mughal Empire, founded in 1526 in India by Babur, a descendant of Tamerlan, derived its name from the Central Asian steppes once known as Mughalistan. This region was also the birthplace of the Timurid Empire, which preceded the Mughals until the early 15th century.

At its zenith, the Mughal Empire represented the pinnacle of Muslim expansion into India, notably under Akbar the Great, the third Mughal Emperor. However, the empire began its decline in the early 18th century, succumbing first to Persian influence and later to European domination, culminating in the British exile of the last Mughal Emperor.

• SPECIAL GAMEPLAY RULE

Mughals use their Cultural Policies by placing them around their City and activating up to two at the same time, *see Cultural Policies p10*.

GREEKS

Greece, hailed as the cradle of Western civilization, saw the rise of democracy, philosophy, and literature. In the 4th century BCE, Philip of Macedon's unification of Greek city-states set the stage for Alexander the Great's conquests, marking the Classical Period with figures like Socrates, Plato, and Aristotle and advancements in various fields amidst ongoing warfare.

After Alexander, Greece fell to Roman rule, then became the Byzantine Empire, preserving Greek culture. Ottoman dominance followed until the Greek War of Independence in 1830, solidifying its legacy with contributions to democracy and architecture, and numerous UNESCO World Heritage Sites.