

## MONUMENT CARDS SETUP



After setting up the Adventurer cards, shuffle the Monument cards and deal 5 cards face-up in a line above the Adventurer cards. Place the remaining Monument cards face-down at one end of the line.

## ADDITIONAL ACTION RULES

Additional rules for specific actions in the base game:

RECRUIT: Any time you Recruit an Adventurer, you may also pay one additional Gold to take one of the face-up Monument cards. You may not take a Monument card unless you also recruit an Adventurer.

Place this card face-up and sideways near your Castle card to indicate that the Monument is incomplete. You may only have one incomplete Monument at a time.

DEVELOP: When you lead or follow a Develop action, you may dedicate a Resource to your incomplete Monument instead of your Castle by placing a card from your hand beneath your Monument with the Resource showing. You do not discard any cards when dedicating a Resource to your Monument.

Resources dedicated to your Monument are not available for placing Gold tokens during a Build action.

**BUILD:** When leading or following a Build action, you may complete your Monument instead of a Building card. To do this, pay the Monument's Resource cost in full by discarding all of the dedicated Resources under the Monument and using other methods as needed:

- Applying special powers from the Buildings and Adventurers in your Village.
- Using Gold to activate your wild Castle Resource and/or your or your opponents' developed Resources.

Turn the Monument card upright to show it is now completed.

## END GAME AND SCORING

Monuments do not count toward the card count needed to end the game.

During scoring, completed Monuments count as if they were Buildings of their indicated type.

Incomplete Monuments do not score.

Dedicated resources under an incomplete Monument do not count when scoring the Merchant Adventurer card.

For a complete list of clarifications, visit  
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