

# RAILROAD TILES

## MONUMENTS EXPANSION

### COMPONENTS



44 MONUMENT  
ROUTE TILES



12 MONUMENT  
OBJECTIVE TILES



4 ARCHAEOLOGIST  
PAWNS



13 TEMPLE MONUMENT  
PAWNS



13 ARCH MONUMENT  
PAWNS



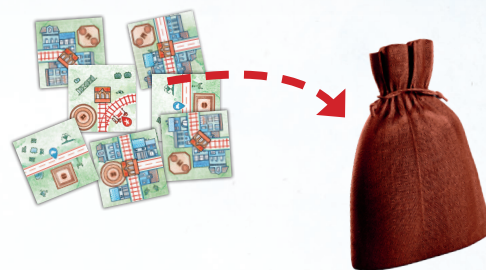
13 TOWER MONUMENT  
PAWNS



1 BAG

### ADDITIONAL SETUP

- Shuffle all the **Monument Route tiles** inside the Expansion bag.
- Add the **Monument pawns** to the general pool of pawns.
- When selecting Starting tiles, use tiles from the **Expansion bag** instead of the Core Game bag.
- Place your **Archeologist Pawn** on your Starting tile.

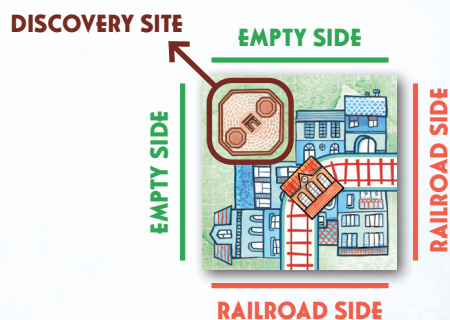


### ROUND SETUP

When revealing **Route tiles**, you must follow a pre-determined mix of tiles from the Core Game bag and the Expansion bag. Each column will still contain as many tiles as the number of square icons at the top of that column.



### MONUMENT TILES



ARCH DISCOVERY SITE



TEMPLE DISCOVERY SITE



TOWER DISCOVERY SITE

**Monument tiles** are a **new type of Route tile**. In addition to Empty sides, Highway sides, and Railroad sides (which follow the regular placement rules), they also have **Discovery Sites**—acting as “Pinpoints” where you can place Monument pawns. There are 3 types of Discovery Sites, one for each type of Monument pawn.

# ARCHAEOLOGISTS AND MONUMENTS



Each round, you have **3 Action points to spend**.

You can spend 1 Action point to **move** your Archaeologist or to **discover** a Monument on the tile where the Archaeologist is currently standing.

For each Placement token in the Active Area, you may **spend 1 additional Action point** instead of placing the pawn indicated on the token. You may also **spend 1 additional Action point** for each **Star pawn that you discard from your reserve** instead of using it to place a pawn of your choice.

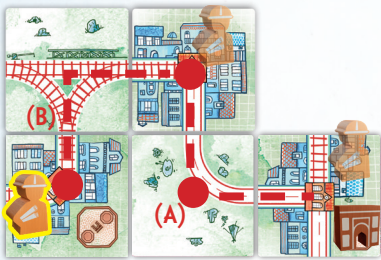
## MOVE YOUR ARCHAEOLOGIST:

By spending 1 Action point, you can move your Archaeologist:

- To an adjacent tile connected only by Highway.
- From a tile containing a Station to another tile containing a Station, connected only by Railroads.

## DISCOVER A MONUMENT:

If your Archaeologist is standing on a tile with an empty Discovery Site, you can spend 1 Action point to place the corresponding Monument pawn. You don't get any points when you discover a Monument.



*Lara spends 2 Action points to move her Archaeologist to the Town tile with a Station (A) by Highways (1 point for each tile). Then, she uses 1 more Action point to move the Archaeologist by Railroad, from that Station to the next, on the tile with an empty Arch Discovery Site (B).*



*She has no more free Action points to spend, but the Placement tokens in the Active Area show a Car and a Train. Lara decides to use the Train Placement token to get 1 extra Action point and place an Arch pawn on the Discovery Site instead of placing a Train pawn. To end her turn, she uses the other Placement token to place a Car pawn.*

# END OF GAME SCORING

You score **1 Prestige point** for each Monument pawn on your tiles.

You also score **3 additional Prestige points for every set of 3 different Monument pawns** you have.



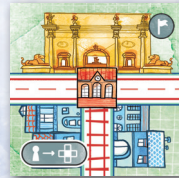
*At the end of the game Lara has 4 Monuments, so she gets 4 Prestige points. Additionally, she has 1 set of 3 different Monuments (Arch + Temple + Tower), so she scores an additional 3 Prestige points.*

# PLAYING WITH OBJECTIVES

This expansion includes 3 additional sets of Objective tiles; they work exactly like those in the Core Game (apart from their Monument-themed scoring conditions, of course).

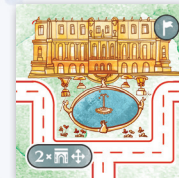
When playing with the Monuments expansion, you can use all Objectives from the Core Game, from this expansion, or a combination of both. We recommend including at least 1 Monument Objective. It is not possible to use Objectives from this expansion if you are playing only with the Core Game or with other expansions.

## SCORING CONDITIONS



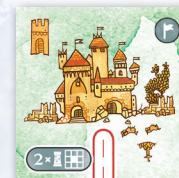
### MUSEUM

Your Archaeologist must end the game on the Museum tile or on any tile orthogonally adjacent to it. This tile counts as a Town tile.



### ROYAL GARDENS

The Royal Gardens must have at least 2 Arch Monument pawns in its row and/or column.



### CASTLE

The Castle must have at least 2 Tower Monument pawns on the tiles that surround it.

# SOLO MODE CHALLENGES

When you play in solo mode with this expansion, draw 1 Starting tile from the Expansion Bag at the beginning of the game. You may only use the Challenges listed below.

CHALLENGE	MISSION	1★	2★	3★
MURDER ON THE ORIENT EXPRESS	Your Archaeologist can't use Railroads to travel.	45	55	65
LOST CIVILIZATIONS	Each Monument must be orthogonally adjacent to at least 1 Monument of the same type.	45	55	65
ANCIENT CITIES	Have at least 3 Cities, each containing at least 1 Monument.	45	55	65

## CREDITS

GAME DESIGN AND DEVELOPMENT: Hjalmar Hach, Lorenzo Silva  
 ARTWORK: Marta Tranquilli, Francesco De Benedittis  
 GRAPHIC DESIGN: Annachiara Rossi, Nicolò Sala, Fabio Frencl  
 RULEBOOK: Renato Sasdelli, Lorenzo Silva, Alessandro Pra', William Niebling  
 PROJECT MANAGER: Lorenzo Silva, Renato Sasdelli  
 ADDITIONAL DEVELOPMENT: Carola Corti  
 HORRIBLE GUILD TEAM: Davide Amici, Federico Corbetta Caci, Ylenia D'Abundo, Federico Dossi, Andrea Lugli, Giulia Monte, Camilla Muschio, Laura Severino



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