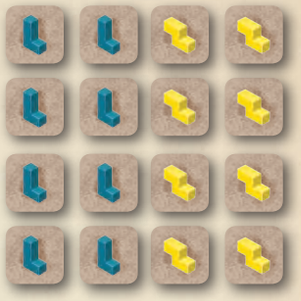

ELZRA™
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Component List

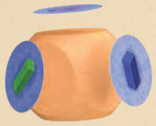


2x Player Boards



16x Quarry Tokens

Apply the stickers to the Quarry Dice the same way as instructed on page 2 of the *Catacombs Cubes* manual.





4x Quarry Dice



2x Palace Trackers



14x Residence/Monument Ownership Trackers



2x Victory Trackers



5x "Marble" Quarry Resources



14x Monument Structure Tiles



3x Park Structure Tiles



1x Town Hall Tile



5x "Gold" Quarry Resources



4x Palace Structure Tiles



10x Village Structure Tiles



4x Residence Structure Tiles



5x "Obsidian" Quarry Resources

Setup

Complete the following additional steps when setting up a game of *Catacombs Cubes* with the *Monuments* expansion.

Include the new **"Marble"** and **"Gold" Resources**, and the extra Obsidian Resources in the game as normal. If playing with the Quarry Tokens instead of the Quarry Dice, all 16 of the Marble and Gold Quarry Tokens are included in the draw pile.



Marble (4 Cubes)



Gold (4 Cubes)

Optional: Include the new Village, Palace, and Residence Tiles. Refer to the rules on page 2 of the *Catacombs Cubes* manual.

Optional: The two new characters in this expansion may be used instead of, or in addition to, the characters from *Catacombs Cubes*. This expands the game to support up to six players!

Optional: The alternate **Town Hall Tile** may be used instead of the Town Hall Tile from the base game.

Optional: Shuffle all of the **Monument Tiles** and then draw up to the number of players. For example, in a four player game, draw four tiles. Place this deck on the indicated square on the **Planning Board**, blueprint side up.



Optional: Add all three **Park Structure Tiles** to the Village Tile deck. These Park Tiles are not substituted like other expansion Village Tiles. Instead, they are added to the Village Tile deck, resulting in a 30 tile deck (instead of a 27 tile deck).



Penhale Park Tile



Hillcrest Park Tile



Empress Park Tile

Rolling the Quarry Offers

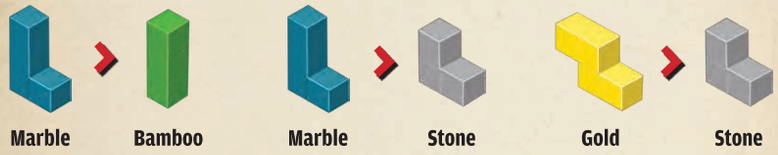
Use the graphic below to determine which Quarry Dice to roll when playing with five or six players. This graphic expands the one found on page 6 in the *Catacombs Cubes* manual.



Change Quarry Resource Action



When using either a Blue Coin or executing the Change Quarry Resource Action (see page 8 from the *Catacombs Cubes* manual), the following conversions can be made:



Park Structure Tiles

Parks are a special type of Village Tile that use the new **white connector**. They do not provide any additional Bonus Rewards.



The white connectors do not provide any connector rewards, even when they are adjacent to each other.



In this example, the player would receive one Blue Coin.



In this example, the player would not receive any connector rewards.

Monument Structure Tiles



Monument Tile

Just like a Village or Residence Structure Tile, a Monument Tile can be built during a player's turn if they choose to perform the Build a Structure Tile action (see page 7 in the *Catacombs Cubes* manual).

Players can only build the visible Monument Tile at the top of the Monument Tile deck. Once that tile is built and placed in the Village Grid, the next tile in the deck becomes available.

Monument Ownership Rewards

Once added to the Village Grid, the player places their Ownership Tracker in the ownership square on their completed Monument Tile.



When a completed Structure Tile is placed beside a Monument Tile during another player's turn, the Monument's owner receives one Coin of their choice from the Town Treasury, added to their Coin Chest.

The player who placed the adjacent tile may then receive the **adjacency reward**, found in the top right corner of the completed side of the Monument Tile.



Resource Bonus: If the player who placed the adjacent tile used the indicated resource to build it, they immediately receive one Victory Point per use of that resource.



Efficiency Bonus: If the player who placed the adjacent tile *did not* use the indicated resource to build it, they immediately receive one Victory Point.



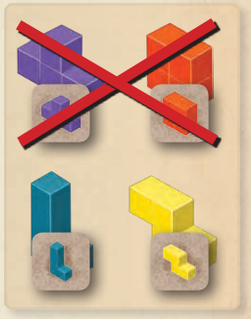
Village Tile Bonus: If the player placed an adjacent Village Tile matching the level indicated on the icon, they immediately receive one Victory Point.

Note: Players do not receive any rewards for building beside their own Monument Tile.

Note: Placing a Monument Tile beside another Monument Tile in the Village Grid results in the same rewards as any other tile.

Note: A player may build a maximum of two Monument Tiles.

Solo Mode Setup



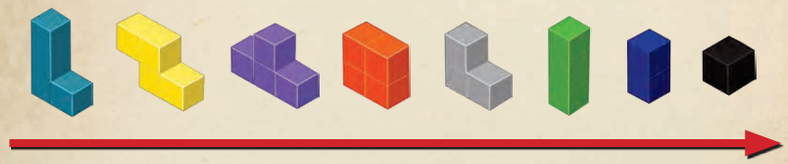
The Marble and Gold Resources included in this expansion may be substituted for the Clay and Crystal Resources (along with their Quarry Tokens) when playing the Solo Mode.

The Village Tiles and Palace Tiles included in this expansion may be used in Solo Mode following the substitution rules on page 2 of the *Catacombs Cubes* manual.

Park and Monument Tiles are not used in Solo Mode.

Passive Resource Rule

With the addition of the Gold and Marble resources, the diagram below replaces the one found on page 5 of the *Catacombs Cubes* manual for the Passive Resource Rule.



End Game Scoring

The maximum size of the Village Grid is dependant on the number of players participating in the game. The Village Grid cannot exceed the dimensions shown below. Refer to page 16 in the *Catacombs Cubes* manual for two to four players.



5 x 5 Grid
5 Players



5 x 6 Grid
6 Players

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Lead Graphic Designer: Jordan Silvestri
Illustrator: Denis Martynets
Project Manager: Aron West

Manual Editors: Jordan Silvestri, Ken Valles, Aron West
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Special Thanks: Una & Phil, Ryan, Marc, Nazila

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