OSTIA[®] SPIELE

Stefan Risthaus

ETERNAL FAME

Expansion No. 4 to »MONUMENTS – Wonders of Antiquity« 2-4 Players aged 10+, about 50 min.

Rules of Play:

The expansion may be combined with any other expansion. The rules for the MONUMENTS basic game and other expansions apply.

Preparation:

Before the first play, cut out the markers and the two pieces of the Fame Track (1-7 and 8-14). Take the four markers in your color. The Fame Track is placed near the board to form a single track (1-14).

Play:

Every time you erect or expand a monument, count the number of cards for the largest monument in your display. Then, count the number of helmets on ALL cards on all monuments in your display, then the scrolls and finally the ship symbols. The first time any of those numbers are higher than 0, put the corresponding marker next to the Fame Track for the corresponding number.

For example: Alex erects his first monument with 5 cards. Three cards show helmets and two cards show ships. He puts his marker "Monument" near the "5" of the Fame-Track, the marker "helmet" near the "3" and the marker "ship" near the "2".

When you achieve a higher number for a category, move up your corresponding marker on the Fame Track. If the track is not sufficient, use a piece of paper to add numbers beyond 14. **Note: The markers will never move backwards!** They always show the highest number for each category that a player has reached during the game.

Place your marker as close to the Fame Track as possible and place markers that come later beside those that are already there. This way, you mark which player's marker was the first at the number.

Scoring at the end of the game:

The first- and second-place markers for each category (helmet, ship, scroll and monument cards) score 6 and 3 points respectively. The first-place marker is the one at the highest number. In case of a tie, the first-place marker is the one closest to the Fame Track (the earlier one placed).

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