

RULES

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Christ the Redeemer is an extra and temporary piece available from the start of the game and contested by the players during the game.

The first player to have 3 Monuments and meet the requirements indicated on the card may place the Christ the Redeemer piece on their map immediately and free of charge.

At any point during the game, if another player surpasses the number of Monuments* of the player who owns Christ the Redeemer and meets the necessary requirements to place it, they may immediately and without cost take the Christ the Redeemer piece and place it on their own map.

**(Christ the Redeemer does not count as a Monument).*

Game End Scoring: Christ the Redeemer is worth 3 Victory Points to the player who possesses it.