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Wonders of humanity

The wonders of humanity have reached Carcassonne. Each of them brings you individual advantages. But everyone can only use one per game. Get a matching wonder quickly to benefit from it as often as possible!



Contents

4 wonder tiles with wonders of humanity (in the size of 5 landscape tiles)



Stonehenge



Notre Dame



Circus Maximus



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Setup

We recommend you to play "The Wonders of Humanity" with more than just the basic game tiles (about 90+). You can use any tiles you want (more basic game tiles or from the (mini) expansions, without having to play with their rules).

- To mark your wonder later, we recommend you to take another (marker) meeple in your color. As always, place one meeple of each color on the scoreboard as a counting meeple.
- Place another meeple of each color + the marking meeple next to the field 10 outside the scoreboard.
- Each player starts the game with 6 meeple in his or her own supply.
- Select as many wonders as there are players and place them openly next to the scoring board. Put the remaining wonders aside for further games.

***Note:** Only 4 wonders are included in the first set. So you can play with maximum up to four players. However further sets will be available, which will allow you to choose the wonders and/or play with more than 4 players.*

*This expansion was developed for the CARCASSONNE - base game, therefore the basic rules stay the same! You can play **The Wonders of humanity** in combination with other expansions but there won't be any official rules.*



Placing a wonder tile

There is one wonder for each player. To receive a wonder tile, you must fulfill a condition. This falls under the point

3. Scoring:

The first player to get 10 or more points by scoring (entering or crossing the scoring space with the 10) performs the following steps in this order:

Take meeple and move it along

Take your two meeple that are next to the scoring board into your supply. Now move all remaining meeple 5 spaces forward next to space 15.

Wonder tile obtained

You now choose one of the selected wonders and place it in front of you. This ends your turn. You don't place it until your next turn (see 1. Placing a wonder tile).

Whoever reaches the space with the remaining meeple first (space 15, possibly later 20 and 25), takes both of their own meeple in the same way, moves the remaining meeple 5 spaces forward and chooses one of the remaining wonders.

Special cases

- If more than one player reaches the space with the meeple on the same turn, the active player chooses which of them will take their meeple (moving the others) and choose a wonder. Therefore, it is possible that another player who has also reached the space will have to wait.



- You may not move the meeple further than **space 25**, even if you are more than 4 players. The meeple will then "wait" there until the last player picks up the remaining wonder.

1. Placing a wonder tile

If there is a wonder in front of you, you do not draw a tile, but instead place your wonder according to the usual rules. Once you have placed it, you mark your wonder with your marker meeple by placing it in the center of the wonder (not on a city, road or field).

Note: If you are using normal meeple, you can place them upside down to distinguish them from the other meeple. In this way you won't confuse them with knights, travelers or peasants. The marker meeple remains there until the end of the game.

2. Placing a meeple on a wondertile

After you have placed and marked your wonder, you may immediately place up to 2 meeple on different **unoccupied areas** (city, road, monastery or field) of this wondertile. You may also place only one or no meeple.



You ★ place Albambra. Then place a meeple upside down on the wonder. Then place a meeple in the city and another meeple on the free road.

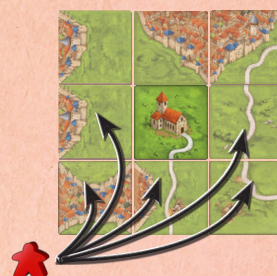
3. Scoring a wonder

Each wonder has its own function that can earn you points. Some wonders give you points **during the game**, others at the **end of the game** (maybe both for future wonders). Starting with the turn in which you place and mark your wonder, you can use it to score points.



Notre Dame

During the game, if you place one of your meeple on one of the 8 tiles around a monastery, you immediately score **3 points**. Even if several monasteries are located next to each other, you will "only" receive 3 points.



Stonehenge

If you complete one or more roads **and score points during the game**, you immediately score **3 points** for each of those road scorings, even if you don't have a meeple on the road yourself. After that, you score the road as usual.



Circus Maximus

At the end of the game, depending on the number of players, you will receive points for each meeple of another color in (still unfinished) cities:

2 players: **4 points**

3+4 players: **3 points**

5+ players: **2 points**

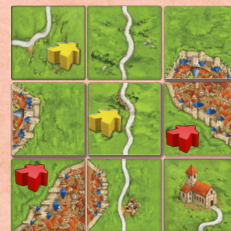


Detailed view at the end of the game:
In the game with three players you ★ get 2x3 points for the yellow meeple and 1x3 points for the blue one. You do not get any points for your own meeple.



Alhambra

At the end of the game, you score 4 points for each of your peasants, regardless of whether they score any other points.



Detailed view at the end of the game:
You ★ receive 2x4 points for this.

Important!

- At the end of the game, you always score the wonders that have a score at the end of the game first, before continuing with the normal final score.
- Notre Dame and Stonehenge, also have a longer road that is 2 "normal" tiles long. This is considered like 2 roads for the scoring.



Notre Dame

The *Cathédrale Notre-Dame de Paris* is a Roman Catholic church. It was built between 1163 and 1345 and is one of the earliest Gothic church buildings in France. It stands in the historic center of Paris on the Seine island of Île de la Cité. On April 15, 2019, it suffered severe damage from a major fire. Shortly after, the French Parliament decided to reconstruct it true to the original.



Stonehenge

The monument is a megalithic structure of the Neolithic period. It is located near the river Avon near Amesbury in southern England, and was erected in several sections (over several hundred years) starting at least in 3000 BC. Various hypotheses exist about the occasion and purpose of this highly elaborate monument. Stonehenge has been a UNESCO World Heritage Site since 1986.



Circus Maximus

First built in stone as a permanent installation, construction began around 31 BC. With a total length of about 600 meters and a width of 140 meters, the Circus Maximus was the largest circus in ancient Rome. So it was even larger than the Colosseum and until modern times the largest stadium in the world. Chariot races were held in it until the 6th century. Its capacity is said to have been up to 250,000 seats in the meantime, although this is only based on a story. More likely are - still very impressive - 150,000 seats.



Alhambra

On the Sabikah Hill in Granada, Andalusia, Spain, stands the Alhambra City Castle. The castle complex in the Moorish style of Islamic art is about 740 meters long and 220 meters wide. Especially the Nasrid palaces with their gardens, the medina and the Renaissance palace of Charles the Fifth are significant for the Alhambra today. It is one of the most visited tourist attractions in Europe and was declared a World Heritage Site in 1984.

Note: The map printed on the back of the wonder tokens is only relevant for the Carcassonne Game Festival 2023 in Carcassonne.