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Carcassonne

The 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 the wonder you want quickly to benefit from it as often as possible!



Components

4 wonder tiles (set I)



Notre Dame



Stonehenge



Circus Maximus



Alhambra

4 wonder tiles (set II)



Abu Simbel



Tikal



Angkor Wat



Terrakotta Armee

4 wonder tiles (set III)



Great Wall of China



Nazca Lines



Cothon of Carthage



Taj Mahal

Note: All wonder tiles count as 5 connected normal tiles.

Setup

This mini expansion was developed for the **Carcassonne base game** and its rules still apply.

You can combine **The Wonders of Humanity** with other expansions.

However, there will be no official rules for these combinations.

We recommend you to play with at least 90 tiles and one additional meeple (e.g. Base game + 1. expansion).

Ignore any additional expansion rules.

- Each player takes all 9 meeple of one color.
Place 2 meeple of each color next to the space 10 of the scoring track.

Note: One of these two meeple is used only to mark your wonder. You can use the big meeple of the 1st expansion or any other token of that color.

- Place a scoring meeple as usual on the space 0 on the scoring track.
You start the game with 6 meeple in your supply.
- Pick 1 wonder tile per player. You can also combine wonders from different sets.
Place them faceup next to the scoring track (exception: Cothon, see p. 4).
Discard the remaining tiles, you do not need them for this game.

Alternatively, you can also prepare as many wonders as you like. You'll have a bigger selection of wonders and you can choose the right wonder for you, later in the game.



Get a wonder tile

There is **one** wonder for each player. So you can get a wonder tile only once (for a variation with two wonders per player see pg. 6).

When your scoring meeple reaches or exceeds the **space with the meeple pairs** (the first time the space is 10), you perform the following steps one after the other:

- Choose one of the wonder tiles and place it in front of you. You don't place it on the game board **yet** (see **1. Placing a wonder tile**).
- Take your two meeple that are next to the scoring track and put them into your supply.
- Move all **remaining** meeple next to the scoring track **5 spaces further** (i.e. the first time next to the field 15, then 20 and then 25).

Attention: You must **never** move the meeple-pairs **beyond the space 25**, even if there are more than 4 players. The meeple remain at field 25 until they are reached by all other scoring meeple.

Special case:

If several players reach the space with the meeple pairs on the same turn, the person whose turn it is chooses which of them will take a wonder tile. After that, the meeple pairs are moved 5 spaces forward as usual. If there are still scoring meeple of other players (who have not taken a wonder yet) on or behind the meeple-pair-space, the person whose turn it is decides again who will take the next wonder, and so on.



1. Place a wonder tile

If there is a **wonder tile** in front of you, you do **not draw a tile**, but instead place your wonder according to the usual placement rules. Once you have placed it, you have to mark your wonder with one of the 2 meeple you've unlocked before by placing it in the center of the wonder (not on a city, road or field). The marker meeple remains there until the end of the game. For a better distinction from other meeples you can put the marker meeple upside down.



Note: In the very rare case that you can't place the wonder correctly, you draw a tile that you must immediately place so that you can then place your wonder tile next to it. If this is also not possible, the normal tile is removed from the game and you draw another tile and place it, until you can place your wonder tile. You do not place a meeple on the additionally drawn tile.

Special case: If the game has already ended, but the wonder tile you just acquired in your previous turn is still in front of you, you may still place it (even if it is not your turn). After you have placed any meeples on the wonder tile, the game ends.

2. Place meeple on a wonder tile

After you have placed and marked your wonder, you **may** immediately place **up to 2** meeple on **different unoccupied features** (city, road, monastery or field) of this wonder. You can also place only one or no meeple. If you place 2 meeple, they may also be placed on the same tile-square.



You  place the Alhambra. Then place a meeple upside down on the wonder as a marker. Then you place a meeple on the city and another meeple on the free road.

3. Score with your wonder

Each wonder has its own function that can earn you points. Some wonders give you points **during** the game, while others give you points at the **end of the game**.

Scoring during the game



Notre Dame

During the game (not during the turn in which you place the Notre Dame), if you place a meeple on one of the 8 tiles around a monastery, you **immediately score 3 points**. Whether there is a monk on this monastery or not is irrelevant. Even if several monasteries are adjacent to the tile, you will **"only"** receive **3 points**.



You  place your meeple on this tile and immediately score 3 points.



Stonehenge

If you complete one or more **occupied roads** during your turn (not when playing the Stonehenge tile itself), you **immediately score 3 points** for each road you complete (even if you don't have a meeple on the road yourself). After that, you score the road as usual.



You complete a road with a meeple on it. You immediately score 3 points.



Abu Simbel

When it's your turn, you can **choose from 2 tiles**. The first time you draw 2 tiles. You choose one and place it as usual.

Place the other one face down in front of you for a later turn.

When it's your turn again, you draw another tile and choose from 2 tiles again, and so on.

If there are no more tiles for you to draw at the end of the game, place the one in front of you.

If your unchosen tile is the last one in the game, it goes to the next player for the last turn.



You draw a tile, look at it and choose one. You decide which one you want to play now. You place the other one face down in front of you.



Tikal

If a city is scored that has **at least 3 tiles** and you have at least one meeple in it, you receive **2 points** for each of your own meeple in a city on the playing field.

The following applies:

- You do not have to be the majority in the scored city.
- The meeple in the scored city also scores 2 points.



Blue scores the city which is bigger than two tiles and in which you also have a meeple. Since blue has the majority there, he receives the points for the city, but you receive points for your Tikal wonder. You currently have a total of 4 meeples in cities on the board and therefore you receive (4x2=) 8 points.



Great Wall of China

Each time a city in which you are **already represented** is expanded with a **city wall** (by placing a corresponding city tile, regardless of who does so), you **immediately receive 3 points**.



with city wall



without city wall



Blue expands the city wall of your shared city. You immediately receive 3 points.



Taj Mahal

At the Taj Mahal, you can use standard meeple to receive bonuses during scoring.

With the 'marker meeple' you already receive the first bonus:

Place the meeple upside down on the canal intersection next to the "Road +2" symbol, and from now on, you will receive **2 additional points** for every **road scoring in which you are involved**.

The 1-2 meeples that you are now allowed to place on the wonder tile when building the wonder you can place them on the wonder itself.

Whenever it is your turn and you **do not place a meeple** on the tile you just played, you may instead place **1 standard meeple** on the Taj Mahal **or** retrieve one from there to your supply.



Place a meeple on the Taj Mahal

You place the meeple on the next available space away from the canal. Each space occupied by one of your meeple gives you an additional or improved bonus when you **participate** in the corresponding scoring.



Field 1 "Canal Crossing" = **+2 points** for road scorings

Field 2 = **+3 points** for city scorings

Field 3 = **+4 points** for monastery scorings

Field 4 = (from now on) **+5 points** for road scorings

Field 5 = (from now on) **+6 points** for city scorings



You ★ place a Meeple on space 3.
You ★ receive +2 points for road scoring, +3 points for city scoring, and from now on also +4 points for monastery scoring.



Later, you ★ even place a Meeple on space 5.
From now on, you also receive +6 points for city scores (+5 for road scores and +4 points for monastery scores).

Retrieve Meeple

When you take a meeple from the Taj Mahal into your supply, you always take the last meeple placed (in reverse order).

Exception: The 'marker meeple' remains upside down on the canal intersection. Its bonus always applies.



Instead of placing a meeple on your tile, take the last meeple placed on the Taj Mahal from space 5 back into your supply.

From now on, you will again receive +3 points for city scoring (and continue to receive +5 points for road scoring and +4 points for monastery scoring).



Cothon of Carthage (only playable with river)

Unlike all previous wonders, the Cothon is used as the **starting tableau** and is therefore integrated into the playing field from the outset. The river is created from here.

If you choose the Cothon as your wonder, mark it as your wonder and **immediately** place up to **2 meeple** in different areas on the wonder tile and/or **in the harbor** there.

Place meeple in harbor

From now on, you may also place your own **standard meeple** in the **harbor** of your wonder instead of returning them to the supply **after scoring**.

Send meeple from the harbor

Whenever it is your turn and you do **not place a meeple** on the tile you just placed, you may place a standard meeple **from your wonder's harbor** into a **feature along the river**.

The following applies:

- This area must start directly on a river tile (directly adjacent to the river)
- **No meeple** belonging to **YOU** may be placed in this area yet.
- **Foreign meeple** may already be standing in this area.
- You may still place the Meeple in an area (**action 2**) if you complete it with the tile you just placed (**action 1**), thereby triggering another scoring (**action 3**) during this turn.

***Note:** The possible areas along the river may be completed relatively early in the game. This ends the advantage of the wonder, which is usually before the end of the game.*



Instead of placing a meeple on your played tile, you ★ now send a meeple from the harbor (left).

You ★ place it in the city further down the river, where there is already a yellow meeple (right).



Later, you ★ complete a city on the river with your tile where there is no meeple yet and place a meeple from the harbor there.

You score it and receive 4 points. You ★ decide to place the scored meeple back into the harbor immediately.



Nazca Lines

If you draw a tile that **only** has the areas **road and meadow** on it, you may take **another turn** (graphic elements such as farm, garden, highwayman, lake, walls, etc. are irrelevant.).

Note: If you play with the abbot, a *Garden* is no longer a graphic element, but a feature.

If you draw another tile that only shows road and meadows, you may take another turn, and so on.



You ★ draw a tile on which only a road and a field can be seen. You ★ show the tile to all players and announce that you now have 2 complete moves.

Scoring at the end of the game



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 open cities:

2 players: **4 points**
 3-4 players: **3 points**
 5+ players: **2 points**



Detailed view at the end of the game:

In a game with three players you  get 2x3 points for the yellow meeple and 1x3 points for the blue one. You don't get any points for your own meeple.



Alhambra

At the end of the game, you score **5 points for each of your farmers**, regardless of how many points that farmer scores. If you play with at least 120 tiles you get **6 points**. It is not relevant if it is your own farmer, the field itself scores the points.



Detailed view at the end of the game:

You  have 2 farmers on the board. So you receive 2x5 points.



Angkor Wat

For each road (open or closed) that is **at least 5 tiles long**, you receive **5 points** at the end of the game. It doesn't matter whether the roads have already been scored or are still open, whether there are meeple on them or not.



At the end of the game, you first count all roads that are at least 5 tiles long. In this section, you count 2 relevant streets that give you (2x5=) 10 points.



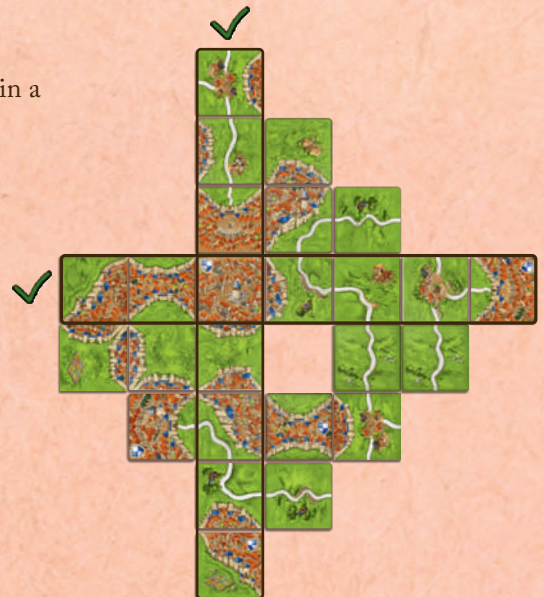
Terracotta Armee

You receive 2 points for every at least 7 tiles that are in a row or column on the board at the end of the game.

The following applies:

- You may score identical tiles for the column and for the row.
- Each column and row is only scored once.

At the end of the game, go through column by column and row by row and count how many of them consist of at least 7 tiles that are adjacent to each other without a gap. In this section, there is one row and one column. You get (2x2=) 4 points for this.



Important!

At the end of the game, you **first score the wonders that score at the end of the game**. After that, you continue with the normal final scoring. Each wonder tile counts as 5 individual normal tiles. Accordingly, the roads and cities can consist of more than one tile. You must take this into account during the scoring.

Set I: *Stonehenge* and *Notre Dame* each have a road that spans 2 tiles. The *Alhambra* has a city that spans 3 tiles, and the *Circus Maximus* has a city that spans 4 tiles.

Set II: Each wonder, except *Tikal*, has a road that extends over 2 tiles. *Tikal* has a road that even counts 3 tiles.

Variation - 2 wonders per player

If you are already familiar with *The wonders of humanity*, you can also try out the following variant, in which each player receives up to 2 wonders in the game. You now receive the effects of both wonders. Depending on the situation, you can also built interesting combinations.

Note: All the rules of the game remain the same. We are only listing the changes here.

Setup

We recommend that you play with **at least 120 or more tiles** and **2 additional meeple** (e.g. base game + river, +1st expansion and any other tiles from (mini) expansions). But ignore the expansion rules.

- Each player takes **10 meeple** of one color. Place **2 meeple** of each color next to space 10 outside the scoring board, and **1 meeple** next to the 0/50 starting space.
- Choose **2** or any number of **wonders** per player and place them next to the scoring board.

Receive the 2nd wonder tile

If your counting meeple reaches or exceeds the **50 space**, you choose your 2nd wonder, place it in front of you and take the meeple next to the 0/50 starting space. After that, you use it to mark your 2nd wonder in your next turn, after you have placed it.



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 is located in the historic center of Paris on the Seine island of Île de la Cité. On April 15, 2019, it was severely damaged by a major fire. Shortly after, the French Parliament decided to rebuild it true to the original.



Stonehenge

The monument is a Neolithic megalithic structure. It is located near the river Avon near Amesbury in southern England, and was erected in several stages (over several hundred years) starting at least in 3000 BC. There are various hypotheses 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 bigger than the Colosseum and until modern times the largest stadium in the world. It was used for chariot races until the 6th century. Its capacity is said to have been up to 250,000 seats, although this is only based on a story. More likely, but still very impressive, is 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. The most important parts of the Alhambra are the Nasrid palaces with their gardens, the medina and the Renaissance palace of Charles V. 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 set-I wonders is only relevant for the Carcassonne Game Festival 2023 in Carcassonne.



Abu Simbel

The rock temples in the village of Abu Simbel were built in the 13th century BC. The two temples - the large one for the glory of King (Pharaoh) Ramses II, and the small Hathor-Temple in memory of his wife Nefertari - have been on the UNESCO World Heritage List since 1979. To save them from the rising waters of Lake Nasser, they were demolished between 1963 and 1968 and rebuilt 64 meters higher on an island in Lake Nasser.



Tikal

The ancient Mayan city is best known for its stepped temples. It is located in northern Guatemala, in the rainforests of the Petén and was one of the most important cities in the Classic Mayan period in the 3rd-9th century. Tikal experienced its highlights in the 5th and 8th centuries. Since 2018, researchers have assumed that the area around Tikal was home to at least one million people. The city was completely abandoned by the 10th century at the latest.



Angkor Wat

The most famous temple complex in the Angkor region of Cambodia is located around 240 km northwest of the capital Phnom Penh. When the country south of China developed into a regional center of power in Southeast Asia in the 10th century, the Khmer built large cities and enormous temples. Angkor Wat was built under King Suryavarman II. The complex was built as the king's state temple and was used to worship Vishnu. There is also evidence that it was the mortuary temple of Suryavarman II.



Terracotta Armee

The so-called Terracotta Army comprises more than 7,000 life-size soldiers. It is part of an early Chinese burial complex, the Qín Shihuáng's Mausoleum. Construction began in 246 BC and Emperor Qín Shihuáng was buried in it in 210 BC. It is one of the world's largest tombs, one of the greatest archaeological discoveries of the 20th century and has been on the UNESCO World Heritage List since 1987.



Great Wall of China

The Great Wall of China is a protective structure built to secure the northern border of China. The entire structure consists of different sections from different periods, each of which was built using different construction techniques. The wide, walkable wall from the second half of the 16th century forms the typical image of the Great Wall of China. In 1987, UNESCO declared some sections of the Great Wall of China a World Heritage Site.



Nazca Lines

The Nazca Lines are over 1,500 giant geoglyphs in the desert near Nazca and Palpa in Peru. Due to their enormous size, they can only be seen from a great distance, from hills, airplanes, drones, or satellites.

The Nazca Plains feature straight lines, triangles, trapezoidal shapes, and figures measuring up to 20 km. The Nazca Plain covers an area of 500 km² and features straight lines up to 20 km long, triangles, trapezoidal areas, and figures ranging in size from approximately ten to several hundred meters. They were probably created as part of fertility rituals between 800 BC and 600 AD. The Paracas and Nazca cultures are considered to be the creators of the lines.



Cothon of Carthage

The Cothon of Carthage was probably the world's largest port in the 3rd century BC. It was divided into a commercial area and a military facility. The rectangular commercial port was located offshore. It was necessary to pass through it to gain access to the naval port. This circular facility could accommodate around 200 ships. The shape of the two harbors is still clearly visible today. The archaeological site, located in present-day Tunisia, was declared a UNESCO World Heritage Site in 1979.



Taj Mahal

The Taj Mahal in India is a mausoleum completed in 1648. The Great Mughal Shah Jahan had it built in memory of his wife, Mumtaz Mahal, who died in 1631. The building consists of fired bricks covered with white marble. In front of it lies an 18-hectare garden with an elongated water basin in the center. In front of it lies an 18-hectare garden with an elongated water basin in the center. To the right and left, the mausoleum is flanked by two buildings made of red sandstone. The Taj Mahal was added to the UNESCO World Heritage List in 1983. Today, it is considered one of the most beautiful and significant examples of Mughal style due to the harmony of its proportions.