

WORLD WONDERS

MUNDO

WONDERS PACK

COMPONENTS



9 Wooden
Monuments



9 Monument
Cards



9 MUNDO
Cards

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GAME SETUP

If you would like to include these new monuments in a normal game, simply add **the 9 Monument Cards** in this expansion to the Monument Cards from the base game when setting up the game.

Alternatively, for **MUNDO Mode** use only the Monument Cards from the base game and create another deck with **the 9 MUNDO Cards** from this expansion. **Reveal the top 2 cards from both decks** and put their respective Monuments above them. As such, there will always be 2 cards revealed from each deck while possible. Should either deck run out, reveal another card so that there are always 3 Monuments to choose from.



MUNDO CARDS


MUNDO Cards are separated into 3 parts:

- A** The spaces and type(s) of terrain the Monument must be placed onto;
- B** The adjacencies required to place the Monument on the map; and
- C** The Victory Points gained by purchasing this Monument, and the additional Victory Points gained for completing the objective(s) depicted before the end of the game. **Players earn at least 1 point** \diamond for placing these Monuments in their city, and up to 3 points for meeting their optional requirements. *Examples: $4 \triangleright = 4$ or more. $\checkmark =$ objective completed.*



MUNDO MONUMENTS

Have these objectives **at the end of the game** to earn bonus points:

1. Great Sphinx: Place at least 1 more Monument adjacent to the Sphinx.  = Any Monument.

2. Stonehenge: Have a large Population in your city.
Resource Board Side A: $10 >$ (2 points); 12 (3 points).
Resource Board Side B: $12 >$ (2 points); 14 (3 points).

3. Olmec Colossal Heads: Place many Building Tiles between the two heads. *Players must leave 2 to 6 spaces between the pieces of this Monument when placing it on the map.*

4. Hanging Gardens of Babylon: Surround this piece on all sides, similar to a City District. *As shown on the card, players may choose to position the extremity of this Monument on either a land space or a water space.*

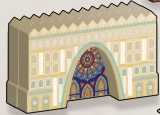
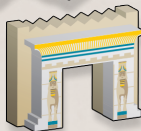
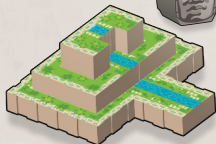
5. Gate of All Nations: Create a long, continuous road that passes through the middle of this Monument. *There must be a road tile in the center of this piece, and this space counts toward the total length of the road.*

6. Colossus of Rhodes: Place many Building Tiles adjacent to Water spaces. *There must be a Water space below the center of this Monument.*

7. Terracotta Army: Occupy all five spaces between this Monument with pieces of any type.

8. Arch of Ctesiphon: Isolate this Monument so that none of its sides are adjacent to any other piece, Natural Resources, Water, or the sides of the map. *Diagonal spaces surrounding this piece are excluded from the requirement.*

9. Himeji Castle: Have many Natural Resources adjacent to any part of your city.



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