WORLD WONDERS
EUROPA
WONDERS PACK

COMPONENTS



10 Wooden Monuments



3 Victory Point Rings



10 Monument Cards



10 EUROPA Cards

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GAME SETUP



If you would like to include these new monuments in a normal game, simply add **the 10 Monument Cards** in this expansion to the Monument Cards from the base game when **setting up the game.**



Alternatively, for **EUROPA Mode** use only the Monument Cards from the base game and create another deck with **the 10 Europa Monument Cards** from this expansion. As in a normal game, reveal the top 3 cards from the base Monument deck. Then **deal 2 cards face down from the Europa deck to each player**, so that no one knows which Europa Monuments the other players received until they decide to construct them. When a player is ready to construct a Europa Monument, they reveal the card and spend all of their Gold to place that Europa Monument on their map.

EUROPA CARDS



EUROPA 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 OR the type of Building Tile on which the Monument must be placed; and*
- C *The bonus(es) received AND/OR Victory Points gained (in some cases, according to the objective depicted on the card).*

Examples: 3> = 3 or more. 1x = one time. = placed on top of. = immediately.

EUROPA MONUMENTS

The Europa Monuments introduce **new placement rules, abilities and bonuses**. Pay attention to the details of each card, and remember: *Placing a Monument on top of a Building Tile does not alter that tile's area or its adjacencies.*



1. Alhambra: This Monument must be placed adjacent to at least two Building Tiles of the same type (color). Its components serve as Road Tiles, so pieces can be placed adjacent to them. +1 Victory Point.
= *: Two Building Tiles of the same type (color).*



2. Arc de Triomphe: If possible, take a Long Road Tile or a Set of Short Road Tiles from the current round's pool and place it on the map at no cost immediately after placing this Monument. +1 Victory Point.



3. Caravel: This Monument serves as a Tower, so Road Tiles can be placed adjacent to it. In addition, once per game as a free action the Caravel can be moved to a different position within the same body of water. *The Caravel can only move through connected spaces of 'open' water – it cannot move through pieces of any kind.* +1 Victory Point.



4. Saint Basil's Cathedral: Cancel an existing Loan at no cost immediately after placing this Monument. +1 Victory Point.



5. Windmills: Place this Monument on top of one or more Farm tiles to earn up to 3 Victory Points for the number of tiles it sits on. *The two components of this Monument must be adjacent to each other, and their bases must be positioned entirely on Farm tiles.*



6. Notre-Dame: Place this Monument on top of one or more Temple tiles to earn up to 3 Victory Points for the number of tiles it sits on. *The base of this Monument must be positioned entirely on Temple tiles.*



7. Palace of Westminster: Once per game, reposition 1 Building Tile and/or 1 Long or Short Road Tile as part of the same action. *The selected Building Tile cannot have a Europa Monument on it. The usual placement and adjacency requirements must be followed for all pieces affected by repositioning tiles, except existing Monuments – their adjacency requirements can be ignored.* +1 Victory Point.



8. Brandenburg Gate: Earn up to 3 Victory Points based on the amount of Gold spent to place this Monument on the map. **Use the **Rings** included in this expansion to indicate the amount of Victory Points earned.*





9. Belém Tower: Rather than awarding Victory Points, this Monument immediately increases Resource production by 3 when placed on the map. *Any combination of Resources can be chosen.*



10. Tower of Pisa: This Monument serves as a Tower, so Road Tiles can be placed adjacent to it. +1 Victory Point.

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