

The Great Wall

Special Rule: the Stages of the Great Wall can be built in any order, at the player's choice.

Clarification: The player must choose the Stage to be built before the other players reveal their action.

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STAGE 1: The player takes 8 coins from the bank and adds them to their treasury.

STAGE 2: At the end of the game, the player gains an extra scientific symbol of their choice.

STAGE 3: The player adds 2 Shields to their total during each conflict resolution.

STAGE 4: The player can choose, at the end of the current turn, an Age card in the discard pile and put it in play for free.



·B·

STAGE 1: The player takes 8 coins from the bank. Both adjacent players each take 2 coins from the bank.

STAGE 2: At the end of the game, the mask copies the scientific symbol of a green card present in one of the two neighboring cities.

Clarification: A player is allowed to copy the symbol of a neighbor's card even if a copy of that card is present in their own city.

STAGE 3: At the end of the current Age, the player does not take part in the conflict resolution. The city to their left thus faces off against the city to their right. Moreover, each player, other than the owner of the Wonder, must pay 2 coins to the bank.

If you're not playing with the Cities expansion, a player who only has one coin left simply returns it to the bank, a player who has no coins left does not suffer this loss.

Clarification: In the situation where there are only 2 players remaining during a conflict resolution, they only face each other once and each gains only one token.



STAGE 4: This Stage allows the player to benefit, each turn, from a resource, of the player's choice, from among those not produced by its city from among their brown, gray and the initial resources of their board.

Clarification: The resources produced by the yellow, white, or black cards are not taken into account.

Abu Simbel

Clarification: This wonder requires the Leaders expansion.

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STAGE 3: At the moment when this Wonder Stage is built, the player must choose one of their previously recruited Leaders and place it face-down on the space reserved for that on their board. The player can no longer benefit from the chosen Leader's effect. At the end of the game, the player scores a number of points equivalent to double the Leader's cost.

Example: Alicia builds the Wonder Stage and places Archimedes on the side of her board. She no longer benefits from the reduced cost of green cards and will score 8 victory points at the end of the game (cost of 4 coins x 2).



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STAGE 1: Same as Stage 3 of side (A)

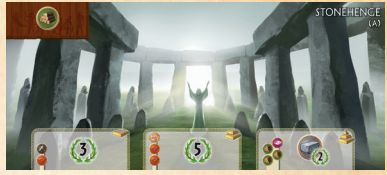
STAGE 2: Same as Stage 3 of side (A)



Stonehenge

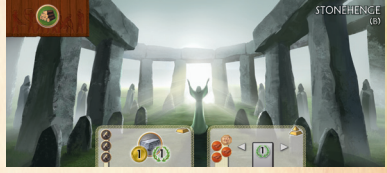
·A·

STAGE 3: At the end of the game, the player scores 2 victory points for each Stone resource present on their brown cards.



·B·

STAGE 1: This Stage grants 1 coin for each Stone resource symbol present on the player's brown cards when it is built. At the end of the game, this Stage scores 1 victory point for each Stone resource symbol present on the player's brown cards.



STAGE 2: At the end of the game, the player flips face-up the card used to build this Stage. Then, the player scores 1 victory point for each card of that color present in both neighboring cities.

Example: Clarence has built the Wonder Stage by using a blue card. At the end of the game, he reveals the color of that card and scores 1 victory point for each blue card present in both neighboring cities.

Manneken Pis

Special Rule: The Manneken Pis produces no resources, but its player begins the game with 4 extra coins.

·A·

STAGE 1: The player applies the effect of the first Stage of the Wonder board to their left.



STAGE 2: The player applies the effect of the second Stage of the Wonder board to their right.

STAGE 3: The player applies the effect of the last Stage of the Wonder board to their left.

Clarifications:

- the construction costs of the Manneken Pis Stages are identical to those of the Stages copied.
- it is not required for the Stages copied by the Manneken Pis to have been built by their owners.
- if the Great Wall Wonder neighbors the Manneken Pis, the owner of the Manneken Pis can choose the Stage he or she wants to copy.

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STAGE 1: The player takes 7 coins from the Bank. That player benefits from an extra Shield during Conflict resolution and 7 victory points.



FAQ



If multiple players take cards from the discard pile during a given turn, the resolution order is the following: Halikarnassós, The Great Wall, Manneken Pis, Salomon and finally, the Courtesan's Guild.