



8+
years

2-6
players

20+
min.









UK

Wonders of the World

Contents: 200 Wonder cards, 6 continent boards, world map.

Each continent and the corresponding Wonder cards are colour-coded as shown below.

 NORTH AMERICA	North (and Central) America	 ASIA	Asia
 SOUTH AMERICA	South America	 EUROPE	Europe
 OCEANIA	Australia and Oceania	 AFRICA	Africa

The object of the game

Name different wonders from all over the world, and try to place them on the right continents!



If you get stuck, you can ask for a clue, but the more you know, the more points you will score! The player, who has placed the most wonders on the right continents at the end of the game, wins!

Setup

- Before each game, decide with which continents to play. This game is all about learning more about the world around us, so pick at least two continents and separate those cards from the rest!
- Shuffle the Wonder cards you chose and take out the right number of cards, depending on the number of players. This deck makes up your **question deck!**
- Shuffle the rest of the Wonder cards and place the deck on the table photo side up. This bigger deck makes up your **scoring deck.**
- Deal 4 question cards from the question deck to each player's continent board and place the deck on the table photo side up. Always keep the question deck separate from the scoring deck!

2–3 players: 40 Wonder cards
4–5 players: 50 Wonder cards
6 players: 60 Wonder cards



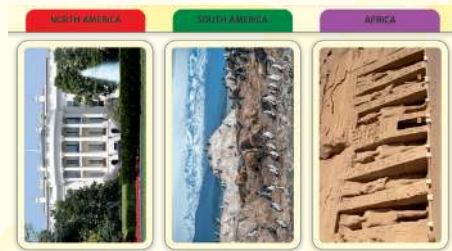
- The player left of the dealer starts the game!

Some of the wonders can be trickier to name, so you can choose to allow partially correct answers, especially if you're playing with kids! Instead of exact names, you can accept the location or the purpose of the wonder.

Playing the game

1. When you're in turn, choose a familiar wonder from the continent boards in front of one of the other players and try to name it correctly (you only get one guess!).
2. If you don't recognise any of the wonders on the other players' continent boards, you must choose one anyway and guess. The owner of the card picks it up and checks if your answer was correct, **but does not reveal the right answer if you were wrong!**

- **If you name the wonder correctly straightaway**, you win that card and **2 extra cards** from the scoring deck. Try to place all the cards under the right continents on your own continent board without turning them over.



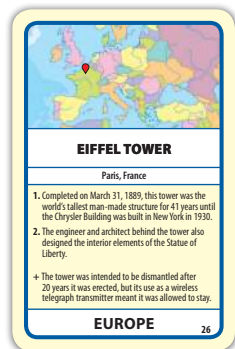
- **If you don't name the wonder correctly**, the owner of the card reads you hints from the card one at a time.

- **After 1 hint** you still win 1 extra card.
- **After 2 hints** you only win the Wonder card you managed to name.
- If you name the wonder wrong even after the second hint, the correct answer is revealed and the card is placed on the bottom of the question deck.



Example: You name the Eiffel Tower wrong, but guess it right after the first hint

= You receive both the Eiffel Tower card and one extra card from the scoring deck.



3. Then the turn goes to the next player!

The players are allowed to move the cards they won to other continents on their boards while the game goes on, but they can't check the right continent from the back of the card!

The following rounds

Take a new Wonder card from the question deck to fill the empty slot left on one of the continent boards. Then it's the next player's turn!

End of the game

Play as above until there are no more Wonder cards in the question deck to keep all the continent boards full. The unused Wonder cards on the continent boards are not added to the players' final scores.

Scoring and winning the game

All the players check how many cards they have placed on the right continents! Turn over your cards, remove the cards that were placed on the wrong continents, and just tally up the cards you had placed correctly. The player, who placed the most Wonder cards on the right continents, wins!



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