



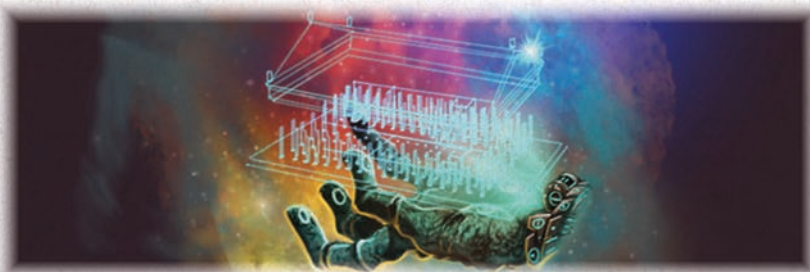
ORIGINS

ANCIENT WONDERS

RULE BOOK

They came to this planet, and they chose you. Their wisdom and resources uplifted you and allowed you to prosper. Having mastered their ways of culture, science, and warfare, you are now ready to take on a new challenge.

Under the watchful eye of the builders, your abilities will be tested, and your efforts rewarded. Once again you will guide your city to victory, and perhaps construct a wonder - a lasting legacy of your greatness, and of your benefactors watching from the skies above.



Origins: Ancient Wonders is an expansion, consisting of two separate modules, which can be added to your game separately or together.

The **Ancient Wonders** module allows players to build a new type of building in their cities, thus bringing more variability into the game.

The **Trials of the Builders** module brings to the table a set of objectives that players follow and score at the end of each round. At the same time this module determines the length of the game, eliminating all other game end triggering conditions.

EXPANSION COMPONENTS



8 Ancient Wonder tiles



24 Alien Trial tiles



24 Resource tokens
(24 of 1 Gold)



EXPANSION SETUP AND GAME PLAY

Before your first play, carefully punch out all cardboard components.

Mix in the extra Gold coins that come with this expansion with the ones in the base game. Notice that while the new Gold tokens are, for all intents and purposes, identical to the ones provided in your copy of the base game, they have a different background, making them more easily distinguishable.

Perform the setup of the base game, step by step, and pause before you draft starting dice (setup step 21). Then, choose the expansion modules that you wish to introduce to your game play. You can select any one of them, or both of them. Once your selected modules are added, proceed with regular steps until the end of the setup.

The setup and game play of each module is described in detail under their respective chapters of these rules.



MODULE 1: ANCIENT WONDERS

SETUP

Shuffle the 8 Wonder tiles and randomly assign 1 to each Encounter Site, by placing it above the board. Make sure to place the Wonder tiles the locked side up (see page 6 for more information on locked and unlocked Wonder tiles).



Place the 3 remaining Wonder tiles back in the game box. They will not be used in the game.



GAME PLAY

The Ancient Wonders are special Buildings that players may build in their Cities during the course of the game. Once built, a Wonder tile will occupy the spaces of 2 regular Buildings in your City, and offer you its special ability.

CLAIMING AN ANCIENT WONDER

Each Wonder tile starts the game on its locked side and is tied to an Encounter Site.



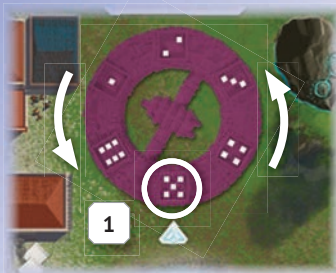
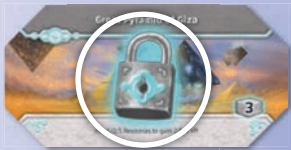
Each Wonder tile has a locked and unlocked side. With the exception of the locked sign, both sides of a Wonder tile are identical. This way, the ability of each Ancient Wonder may be freely examined without having to flip over the tile.



A Wonder tile with a locked sign is considered locked. As soon as the value of the Encounter Site reaches 5 for the first time, flip the corresponding Wonder tile to the side with no locked sign. The Wonder tile is now considered unlocked.

EXAMPLE:

The Great Pyramid of Giza remains locked, until its Encounter Site value reaches 5 for the first time. As soon as value 5 is reached for the first time (1), it flips to the unlocked side (2).



At any time during a visit at an Encounter Site with an unlocked Wonder tile, you may pay 1 Gold to claim the corresponding unlocked Ancient Wonder, by placing the Wonder tile into your player area. This Ancient Wonder is not constructed yet, therefore set it next to your player aid card, aside from your City.

EXAMPLE:

When visiting an Encounter Site with the recently unlocked Great Pyramid of Giza Ancient Wonder, you spend 1 Gold and claim the Wonder tile. You must place it clearly aside from your City, as it is not built yet.



Important! You may only ever claim a single Ancient Wonder. Once you have a Wonder tile (either just claimed or built), you may **never** claim or build another one.



CONSTRUCTING AN ANCIENT WONDER

Once you have claimed a Wonder tile, you may construct it.

1. Perform an Encounter Site action that allows you to Purchase a Building.
2. **Instead of selecting a Building tile** from the Building Market, pay 3 Stone (the cost is depicted on each Wonder tile, just like on regular Buildings).
3. Place your Wonder tile in your City (see below).
4. Optionally, immediately resolve its ability.
5. Optionally, resolve the ability of each Building that is adjacent to the Wonder tile (with the exception of any Building that is activated only when closing Districts, like the Agora).

To add a Wonder tile in your City, place it the same way as any Building tile. A Wonder tile takes up the space of 2 adjacent Building tiles. You **may** rotate the Wonder tile 90 degrees but otherwise **must** obey all other rules for placing Building tiles.





EXAMPLE:

Incorrect placements of a Wonder tile.



CLOSING A DISTRICT

For the purpose of Closing a District, Wonder tiles are considered to have no color (just like Farms, the Palace and the Agora), therefore an Ancient Wonder ability is never activated when a Freeman is added to a Seat of Power adjacent to it. For the purpose of matching District cards on display, Wonders tiles also act in the same way as colorless Building tiles.



Note that two specific Seat of Power spaces around a Wonder tile are unavailable. You may not place your Freeman there, and you may not Close Districts around these spaces.

ACTIVATING ANCIENT WONDERS

Anytime you build another Building adjacent to your Ancient Wonder, you may activate the ability printed on the Wonder tile again. However, **an Ancient Wonder ability may be activated only once per player turn.**

EXAMPLE:

*You place the **Armory Building** adjacent to your **Hanging Gardens of Babylon Wonder** tile (1). This activates the Ancient Wonder ability, allowing you to place a **Farm** in your City (2). Since an ability of a Wonder tile may be activated only once per turn, placing this farm does not activate the Ancient Wonder ability again.*





Note: While an ability of a Wonder may be activated once per turn, if you use a Superiority token to perform another action, it counts as a separate turn.

Note: A Wonder tile **does not** activate if a Building tile next to it is overbuilt with another Building tile (for example when using the Virgo Zodiac card ability).





MODULE 2: TRIALS OF THE BUILDERS

SETUP

Shuffle the Alien Trial tiles and draw a number of them as follows:

- If you have limited experience with the base game (a few plays) draw 6 Alien Trial tiles (extended game);
- If you have a fair amount of experience with the base game, select 5 Alien Trial tiles (regular game);
- If you have extensive experience with the base game and enjoy a shorter game, select 4 Alien Trial tiles (short game).

Place the drawn Alien Trial tiles, face up in a row under the bottom edge of the board. Return the rest of Alien Trial tiles to the game box, as they will not be needed for the remainder of the game.



EXAMPLE:

For a regular game, you draw 5 Alien Trial tiles and place them along the bottom edge of the board.



END OF THE ROUND

At the end of each round, after all players have passed, as an additional step of the end of the round checklist (immediately before step 1), check the requirements and benefits of the leftmost Alien Trial tile and award to all players Victory Points accordingly. Then return the scored Alien Trial tile back to the game box (or, alternatively, flip it face down).



END OF THE GAME

The game ends after the last Alien Trail tile has been scored. This condition replaces all other game end triggers from the base game. Proceed with the final scoring following the rules from the base game.

RUNNING OUT OF CITIZENS

Since running out of Citizens in one color does not end the game anymore, it is possible for this to happen before the end of the game. If this happens, simply leave the most expensive Citizen offer space empty.

EXAMPLE:

After exhausting the purple Citizens supply, the most expensive (rightmost) space on the Citizen offer is no longer refilled for the rest of the game.



SOLO SUPPORT

With the **Ancient Wonders** module place 2 Wonder tiles above the board (instead of 5), randomly assigning them to Encounter Sites. Your choice will be limited to one of those 2 Wonder tiles. There are no other changes for this module to the training solo mode.

With the **Trials of the Builders** module, always use 5 Alien Trial tiles. The winning condition changes: you win if at the end of the game you score over 230 Victory Points.

For the updated Ufobot, please go to www.boardanddice.com!





APPENDIX

Ancient Wonders tiles

Name	Ability	Additional information
Colossus of Rhodes	Move up one space on the Military Track. Then gain 2 VP or 1 Stone.	
Great Pyramid of Giza	Pay 1/2/3 Resources to gain 2/5/9 VP.	This may be any combination of any resources (they do not have to be different or identical).
Hanging Gardens of Babylon	Build 1 Farm in your City for free. Then gain 1 Food for each Farm in your City.	Remember that placing the free Farm generated by this Wonder tile next to it does not allow you to immediately place another free Farm.
Ishtar Gate	Add 1 to the value of one of your Freemen (used or unused) or to a Seat of Power die.	You are not allowed to use this ability on a Speaker. You are not allowed to use this ability on a die of value 6.



Ancient Wonders tiles

Lighthouse of Alexandria	Gain a Citizen die from the Citizen offer, paying its cost.	This is an equivalent of the Gain a Citizen action (base game rules, page 17). Follow all the regular rules of this action.
Mausoleum at Halicarnassus	Gain 2 VP for each Advisor you have.	
Statue of Zeus	Gain 1 Gold.	
Temple of Artemis at Ephesus	Gain 1 Wisdom for each Temple Track on which you have advanced at least 1 space.	You gain the points for each Temple Track, where your disk is on 1 Victory Point or higher.

Alien Trial tiles

Number	Text	Additional information
A01	Gain 3 VP for each different color among the Buildings in your City.	Buildings that are considered colorless (Palace, Agora, Farm), as well as the Wonder tiles, are not counted.
A08	Gain 3 VP for each of your Freeman.	This includes used and unused Freeman, but does not include dice in Seats of Power and Advisors.



Alien Trial tiles

A09	Gain 2 VP for each Building adjacent to your Agora or to your Palace.	When scoring, use the total of all Buildings adjacent to the Agora or all Buildings adjacent to the Palace.
A15	Gain 3 VP for each Farm in your City.	You gain Victory Points only for actual Farms - overbuilt ones do not count.
A16	Gain 1 VP for all Stone costs printed on all Buildings and the Wonder tile in your City.	This equals the total price in Stone of all Buildings in your City. A Wonder that is claimed but not constructed does not count.
A17	Gain 4 VP for each building in your City with a cost of at least 3 Stone.	This includes the Wonder tile, if it is in your City.





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