

CHAMBER OF WONDERS

As English Gentlemen, in a curious 19th century London,
you have to set up the most amazing and impressive

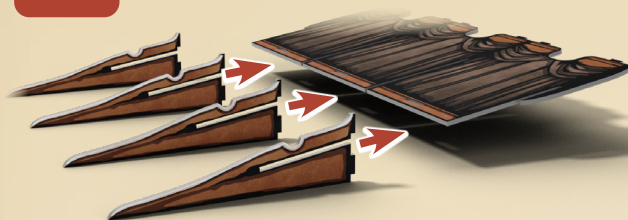
CHAMBER OF WONDERS
to be the envy of all!



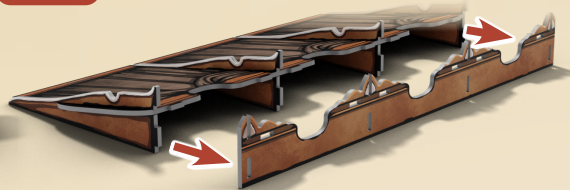
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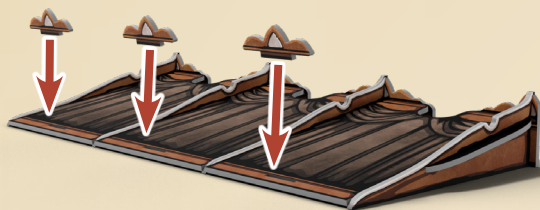
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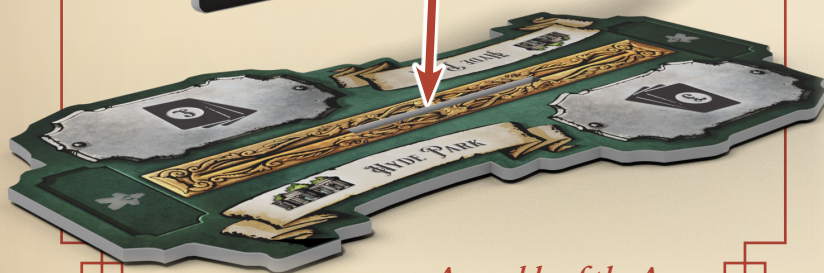
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Assembly sequence of Display Cabinet



Assembly of the Areas

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LONDON, EARLY 1800's...

In the shoes of English nobles, rich and bored, you are about to follow a new and bizarre fashion: the construction of the most unique "Chamber of Wonders".

It will be a race against your friends and rivals, to see who will be able to boast about having the strangest objects in all of London.

You will visit auction houses, do business with shady dealers, and search for unlikely artifacts in the shops of Piccadilly.

Who will be able to exhibit the most impressive wonders?

GAME OBJECTIVE

Chamber of Wonders is a game for 2 to 4 players. The object of the game is to set up the best Chamber of Wonders, by collecting Wonder Cards through your Agents in the various areas of London, and placing them into your Display Cabinet.

Each player will score Fame Points by using their actions wisely. The winner will be the player who scores the highest number.



GAME COMPONENTS AND SETUP

Agent Meeples (12)

These represent your agents, engaged in the pursuit of wonders. They will help you in the development of your precious Chamber. Depending on the number of players, you will use 2 or 3 agents during each game:

- 2 players 2 Agent Meeples each
- 3 players 3 Agent Meeples each
- 4 players 2 Agent Meeples each

2 PLAYER GAME

Agents can be taken back and used a second time (for a total of 8 activations). In this mode, therefore, the same area can be activated up to 2 times.



Display Cabinet (12)

Each player will use 3 Display Cabinets during a game. Each Display Cabinet is made up of 3 Showcases. Place a Coming Soon marker on a Showcase of each Display Cabinet.

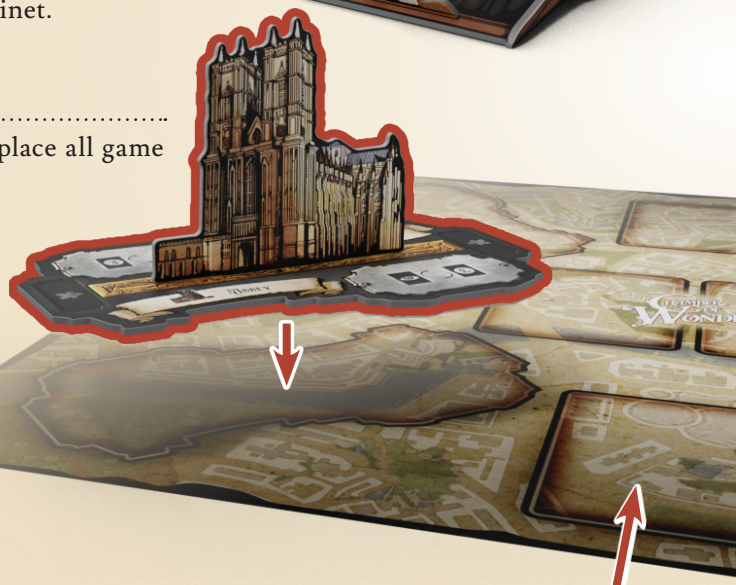
Map (1)

During Setup, the London Map will help you to correctly place all game elements.

Areas (5)

Each game uses 4 of the 5 available Areas which you will visit to conduct your business. Players must agree during setup which Areas will be used. The bases are double-sided and are placed on the map in the designated locations.

Note: for the first game select the Areas indicated on page 8 by the symbol ♥.



Contact Cards (6)

These cards represent the Contacts available during a single game. Shuffle them, draw 4 cards and place them face up in the designated areas.



Wonder Cards (92)

These cards represent the Wonders that you can recover during the game, they are of 6 different types (indicated by a symbol and the color of the curtains).

Shuffle the Wonder Cards deck and place it in the center of the map in the designated area.
At the start of the game each player draws 3 cards from this deck, without showing them to the other players.

Then reveal the top card of the deck and place it next to the deck to start a discard pile.

At the end of the game, the Wonder Cards will be the main source of Fame points.



- A Name
- B Type
- C Cost
- D Fame Point

Important: if, at any time during the game, the Wonder Cards pile runs out, restore it by shuffling the discard pile and then reveal the top card to start a new discard pile.

Pound Coin Tokens (50)

Coins are of 2 different denominations, 1 or 3 pounds.

Each player receives £8 at the start of the game. Place the remaining coins in an area of the table easily accessible by all players.



Grotesque Tokens (20)

Each token has a value from 1 to 5 (See page 11, Grotesques).

Place these tokens in an area of the table easily accessible to all players.

Fame Point Tokens (24)

These tokens are awarded based on the goals achieved by each player, they have a value of 3 Fame points.

Place these tokens in an area of the table easily accessible to all players.



Whoever has visited a museum most recently is declared First Player, otherwise you can randomly determine who will start the game.

YOU ARE NOW READY TO START YOUR CHAMBER!

GAME FLOW

Starting with the first player, and continuing clockwise, each player takes her turn. Each turn consists of two phases, which must be carried out strictly in the following order:

1. SEND AN AGENT

The player sends her own Agent, by placing the Agent meeple on a London area, in the appropriate space, in order to activate its effect.

During the game the player cannot place more than one of her agents in the same area.

This action produces two different effects:

- **(mandatory)**
The area effect is activated (see page 8)
- **(optional)** The player can use the special ability of one of the two Contact Cards adjacent to the activated area. This can occur before or after the application of the area affect, at the player's choice (see page 7).

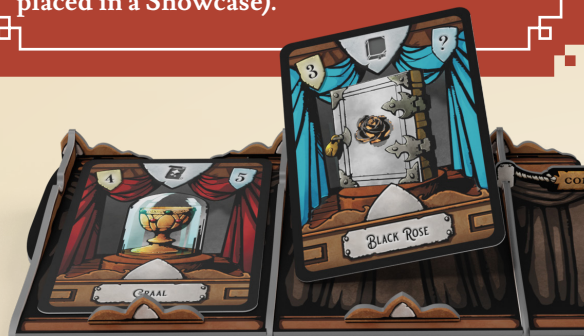
A player cannot place an Agent on an area where there is already one of her Agents, but she can always send Agents where other players' Agents are already present.

2. SETTING UP THE CHAMBER OF WONDERS

All players can place Wonders in one of their display cabinets.

To do this, all players secretly choose a Wonder Card from their hand (or more than one if they form a Set, see page 10). They reveal it to the others at the same time, and then they place it in a free Showcase of their Display Cabinet.

It is not possible to remove or move Wonder Cards from the Showcase, or add Wonder Cards to an already set up Showcase (for example, it's not possible to add another book to a set of books already placed in a Showcase).



A single Showcase can contain one or more Wonder Cards, choosing from:

- A single Wonder of any type (even Books or Monsters, see below)
- A Set consisting of any number of different Books (max 4)
- A "Monster" Set, composed of three different Wonder Cards: a Head, a Body and Legs

Once phase 2 is over for a player, the turn passes to the next player (clockwise), who will play the 2 phases. The game will proceed in this way until all players run out of their Agents.

EXPAND THE CHAMBER OF WONDERS
A Showcase with the "Coming Soon" marker cannot be used to place Wonders!
At any time players can pay £5 to remove one of the "Coming Soon" markers from their Display Cabinets, to expand their Chamber of Wonders.



CONTACTS

During her turn, a player can activate the special ability of one of the two Contacts present in the alleys adjacent to the Area visited by her Agent.

Contact abilities can be activated at any time during a player's turn, before or after resolving the effects of the Area. A player may choose not to activate a Contact's ability, although this is generally not beneficial.



MR. DREYFUSS (Banker):

The player gets £3 from the Cashier.



J.K. FEZZIK (Informer):

The player draws a Wonder Card from the deck.



SIR PEBBLETON (Benefactor):

The player draws 2 Wonder Cards from the deck. Moving clockwise, all the other players draw 1 Wonder Card from the deck.



CPT. REK (Fencer):

The player discards a Wonder Card from her hand and gains its value in Pounds.



BUTCH (Carpenter):

The player unlocks a Showcase in her Display Cabinet for free by removing the "Coming Soon" marker.



LORIS (Seer):

The player draws the top card of the Wonder deck and looks at it. Then she can choose to put it back on top of the deck or discard it.

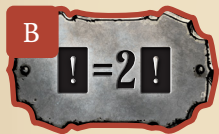
AREAS

Areas represent significant places in London. Each Area has an effect that is activated when a player sends one of their Agents there. Each Area consists of a board with a unique skyline and 2 different effects, but with similar mechanics.



Curiosity killed the cat...

All the other players draw 1 Wonder Card. The current player then reveals the top card of the Wonder Cards deck. The player must now choose whether to stop or reveal other cards: if she reveals two cards of the same type, she must discard all those revealed and her turn ends. If she decides to stop, she takes all the revealed cards and puts them into her hand.



I bet on the King ... winning!

Each player, starting with the current player, announces a type of Wonder Card and then turns over the top two cards of the Wonder Cards deck: the player can add to her hand the cards of that type, otherwise they are discarded.



Inviting meal, I will dive in!

All players, starting with the current player, draw 3 Wonder Cards. All players choose one card and add it to their hand, then pass the 2 remaining cards, one to the player on their right and one to the player on their left. (Note: with 2 players, you choose one card and give the other 2 cards to the other player).



Take your turn and you won't get burned.

All players, starting with the current player, draw 3 Wonder

Cards. All players choose one card, add it in their hand and pass the remaining 2 cards to the player on their right. All players now choose a card from the 2 received, add it in their hand and pass the remaining card to the player on her right, who adds it to her hand.



I have 5 pounds for one, 5 pounds for two, 5 pounds for three ... sold!

The current player draws a number of Wonder Cards equal to the number of players, then places them face up for all to see. He chooses one card and announces a basic offer of at least £1 if that Wonder Card is of interest, otherwise she passes. Proceeding clockwise, each player can raise the offer, adding at least £1, or they can pass. A player who passes cannot make subsequent raises on the same card. The winner of the auction pays the Pounds of his bid and gets the Wonder Card. The current player repeats the action for each of the 2 remaining Wonder Cards. If a card does not receive offers, it is placed in the Discard pile.



We bet...

The current player draws a number of Wonder Cards equal to the number of players, then places them face up for all to see. She chooses one card, all players secretly take in their hand the amount of pounds they want to offer to buy the card (even zero). All bids are revealed, whoever has bid the most Pounds pay them to the current player and adds the Wonder Card to his hand. In case of a tie, the current player chooses who buys the card from among those who are tied. The current player repeats the action for each of the remaining Wonder Cards. If a card does not receive offers, it is placed in the Discard pile.



HYDE PARK



Banks do a business of gold in these times.

The players, starting with the current player, can sell one Wonder Card from their hand, obtaining its value in Pounds increased by 3. Cards sold in this way are placed in the discard pile.



Promotion sale!

The players, starting with the current player, can sell up to 3 Wonder Cards from their hand, obtaining their value in Pounds. Cards sold in this way are placed in the discard pile.



BAKER STREET



Play your game.

The current player draws as many Wonder cards from the deck as the number of players and without looking at them, she places them in front of her, forming a pile. Then she takes the first one, looks at it and decided who to give it to, including herself. The current player repeats the action for each of the remaining Wonder Cards. It is not possible to give more than one card to the same player. Each player will receive only one Wonder Card.



It seems like a fair trade to me...

Each player must discard a Wonder Card from her hand and draw another one from the Wonder deck. If a player has no Wonder cards in his hand, she will still draw one from the deck.



ABBEE



He has a lot of that money ...

All players reveal a Wonder Card from their hand. The current player can buy the Wonder Cards by paying the owner their value in Pounds. Cards not purchased remain in the hands of the owners.



The usual opportunist!

All players reveal a Wonder Card from their hand. The current player can take them by giving in exchange, for each, one of the Wonder Cards from his hand, without showing it to the other players. Cards not exchanged remain in the hands of the owners.






WONDERS

Wonder Cards represent all the items that players can collect and show in their Display Cabinets. There are 6 different types of Wonder Cards, recognizable by the color of the curtains and the symbol, each one with its own rules:

MONSTERS (18)



Wonders available in the form of  Heads,  Bodies and  Feet. They can be displayed as a single Wonder or as a Monster Set (made up of 3 different parts), placing the card or the Set in a single Showcase (it is not possible to put only 2 parts in the Showcase). If the player places the 3 cards of a complete Monster, she gets one Fame point Token and places it on top of the Monster Set.

GROTESQUES (12)



Each time a Wonder of this type is exhibited, the player draws one Grotesque Token and places it face down on the Grotesque card just placed on the Showcase. Only the owner can see the tokens drawn and placed on their cards.

At the end of the game the players will reveal all the Grotesque Tokens accumulated in their Display Cabinets and will count the total number of skulls shown on them and whoever has the most skulls will get one Fame point Token.

LEGENDARIES (18)



These are worth the Fame point values indicated on the card.

Each time one of these Wonders is exhibited, the player places one Fame point Token on it. If another copy of the same Legendary Wonder Card appears in any of the players' Display Cabinets, the Fame point Tokens must be discarded.

PRECIOUS (12)



Whenever a player exhibits a Precious card, she immediately gets £3 from the Cashier.

ARCANA (12)



The Fame point value for each Arcane card at the end of the game is equal to the number of different types of Wonders exhibited by the player (including Arcane ones).

BOOKS (20)



There are 4 different types of Books. From 1 to 4 Books can be displayed in a single Showcase, but they must all be different from each other, to form a Set.

At the end of the game, each Book Set displayed provides a number of Fame Points according to the following scheme:

- 1 Book = 1 Fame Point
- 2 different Books = 4 Fame Points
- 3 different Books = 9 Fame Points
- 4 different Books = 16 Fame Points



END OF THE GAME

The game ends at the end of the turn in which the last player placed their last Agent, and all the related phases have been resolved. At this point, each player calculates the total value of their Chamber of Wonders, adding:

- Fame point values of all the Wonder Cards in her Display Cabinet, according to the different rules of the card types;
- Fame points obtained during the game;
- One Fame point for every £3 left in her reserve;

Then each player must subtract 1 Fame point for each Wonder Card left in her hand.

The player who has the most Fame points is declared the winner.

Tie: if 2 or more players share first place, the winner will be the one who exhibited more Wonders (every single card is counted, even those that make up the sets). In case of a further tie, the player with the most Pounds in her reserve will win. In case of a further tie, the players share the victory.

Example

In a 3 players game with Paolo, Diana and Diego, Paolo places his last Agent, all players complete one last turn.

It's time to calculate Fame points.

Diana has placed Wonder Cards in 7 different Display Cabinets, totaling 36 Fame points. She adds to them 2 Fame Point Tokens (6 Fame Points), one obtained with a complete Monster Set and one because she displayed the only "Puzzle box" on the table (see page 10, Legendaries). Finally she adds 2 points thanks to the 7 Pounds she still has.

Having only one Wonder card in hand, she deducts 1 point and concludes with a total of 43 Fame points.

Paolo has focused on his Books collection, having placed Wonders in 8 Showcases he gets 39 Fame points. He adds now 1 Fame Point Token, obtained thanks to "Lance" (Legendaries). He still has 12 Pounds, so he adds 4 Fame points. He doesn't have any Wonder Card still in hand, so he doesn't deduct Fame points for that. Paolo ends the game with a total of 46 Fame Points.

Diego instead focused on money. He placed Wonders in 8 Showcases, getting 38 Fame points.

He can add to these Fame points from 2 Fame tokens, obtained from the complete set of Monsters and from the only "Tablet" (Legendaries) exhibited among all players. He also adds 4 Fame points thanks to his 14 Pounds, but he has to deduct 3 points because he still has 3 Wonder Cards in hand.

Diego ends with a total of 45 Fame Points.

Now Diana and Diego reveal their Grotesque tokens, Diana has one 5-point token while Diego has 2 tokens for a total of 4 points. Diana gets one additional Fame token (see page 10, Grotesques), so her Fame points total is now 46.

There is a tie for the first place, between Diana and Paolo, but Paolo, having displayed 11 Wonder Cards, wins the tiebreaker and the game.

