## Content

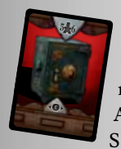
**18 Special Cards**
There are 3 Special cards, 6 copies each. **Crystal Showcase** and **Success Key** will be shuffled into the Wonders deck, and 1 **Safe** card is dealt to each player.
You can play ONLY ONE Special Card in each Exhibit Phase*, whether or not you exhibit a Wonder card (or Wonders Set).



**Crystal Showcase** (6)
Crystal Showcase must be put in a Showcase with a single Wonder card. This adds a Fame token to the chosen Showcase.



**Success Key** (6)
Success Key must be put in a Showcase with a Wonder card (or Wonders set). This allows you to pick up those Wonder card(s), place them back in your hand, and take another exhibition in the same turn. Then discard the Success Key.



**Safe** (6)
The player can place from 1 to 3 Pounds on this card from their personal reserve. These Pounds may not be retrieved once placed.
At the end of the game, each player compares the total of Pounds in their Safe with the individual total of the Pounds in each Safe of the players to their left and right. Gain a Fame token for each adjacent player that you have more Pounds in your safe than they do (up to 2 Fame tokens). The Pounds in the Safe don't contribute to Fame points in the end game.

**NOTE: You can use the Special Cards even in a player count lesser than 5. Shuffle them into the Wonders deck.*



**6 Train Boards**
There are 6 Train Boards; all are the same. Each board has 3 slots that work like 3 Showcases. They cannot be blocked with the "Coming Soon" marker for any reason. See more in the Orient Express Game mode.




**6 Ship Boards**
There are 6 different Ship Boards. Each board has 3 slots that work like 3 Showcases. They cannot be blocked with the "Coming Soon" marker for any reason. Each slot has an effect a player can exploit at the time you place the Exhibition (one Wonder card or Wonder Set).
If the effects create combos and conflict among multiple players, these effects are resolved clockwise starting with the current player.
See more in the Overseas Exhibitions Game mode.

# Chamber of Wonders

# Fair of Wonders

## Expansion for 5-6 Players

30' 14+ 2-6

## Combination with the other Expansions

**Fair of Wonders is designed to be combined with all the available Chamber of Wonders Expansions, except for A Chamber in Red, which is only designed for up to 4 players.**

**Please note: Players may freely intermix any Wonder Cards from the expansion packs with Wonder Cards from the core game. However, we recommend that you always use the Grotesque Wonder Cards for play balance reasons.**
**When playing the Overseas Exhibitions mode, you must use all Wonder Cards that are linked with the ships (see Ship Descriptions further below, i.e., Arcana Cards, Legendary Cards, etc.).**

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**With this expansion set, you can play with up to 6 players to extend the challenge of each game. With more players, you have to use all the additional content available in this expansion set.**
**Additional content that can be used also in standard games.**

**Fair of Wonders gives you 3 Game Modes; choose what Mode you want to use before the setup:**

### Fair

**This game mode adds Special cards to the deck and also a Mid-game Scoring phase.**

### Orient Express

**This game mode adds Special cards to the deckand also the Train Boards that can be used between 2 players to share any Wonder cards that those players exhibit on that Train.**

### Overseas Exhibitions

**This game mode adds Special cards to the deck and also the Ship Boards, randomly dealt to each player. All the ships will be secretly loaded during play with Wonders which give the players extra advantages and Fame points for the end game.**



# Overseas Exhibitions

## Setup

Each player receives 2 Display Cabinets with a "Coming Soon" token on them, 2 Agents of their chosen color, and the Initial Equipment (Wonder Cards and Pounds) given by the chosen Areas. Each player also receives a Safe card and a random Ship Board.
Setup proceeds as usual as described in the rulebook.

## Game Flow

During each Exhibition Phase, each player can choose if they wish to place Wonder Cards as usual on their Showcases or on their Ship Board, in order from left to right order starting with Hold 1 and up to Hold 3.
When a player places a Wonder Card in a Hold space, they can take the bonus depicted in the respective Box. If there are 2 Boxes with bonuses, the player must choose which bonus they will use.
Boxes with 🂠🂠, below the Holds, must be comparated to matching Holds of adjacent players: the player gains 1 Fame token if a Wonder card exhibited in their Hold has a Purchase Value higher than the most expensive card in the adjacent players' Hold showing the same Hold symbol (up to 2 Fame tokens if the player exceeds both adjacent players).

## Ship Descriptions




### Blue Merlin

**Hold 1:** Activate 1 available Contact.
**Hold 2:** Purchase Value Comparison Area with the adjacent players.
**Hold 3:** All the Showcases that exhibits Arcana Cards worth 1 Fame point more (at game end) - ***OR*** - the player can sold up to 3 cards.




### Titanic

**Hold 1:** Take 1 random Grotesque Token.
**Hold 2:** Purchase Value Comparison Area with the adjacent players.
**Hold 3:** All the Showcases that exhibit Grotesque Cards are worth 1 Fame point more (at game end) - ***OR*** - the player can take 1 Wonder card from the Discard pile.




### Le Chuck

**Hold 1:** All the Showcases that exhibit Precious Cards are worth 1 Fame point more (at game end) - ***OR*** - the player can take 1 Pound from the reserve for each player in the game.
**Hold 2:** the player draws up to 3 Wonder Cards.
**Hold 3:** Purchase Value Comparison Area with the adjacent players.




### Gamera

**Hold 1:** All the Showcases that exhibit Monster Cards are worth 1 Fame point more (at game end) - ***OR*** - the player can swap 1 of their cards with a random Wonder card from each adjacent player.
**Hold 2:** Activate 1 available Contact.
**Hold 3:** Purchase Value Comparison Area with the adjacent players.




### Dr. Livingstone

**Hold 1:** Purchase Value Comparison Area with the adjacent players.
**Hold 2:** All the Showcases that exhibit Legendary Cards are worth 1 Fame point more (at game end) - ***OR*** - the player can sell 1 Wonder Card from their hand, at double worth.
**Hold 3:** the player draws 5 Wonder Cards then discards 4 Wonders from their hand.




### St. King

**Hold 1:** Purchase Value Comparison Area with the adjacent players.
**Hold 2:** All the Showcases that exhibit Book Cards are worth 1 Fame point more (at game end) - ***OR*** - each Fame Token is worth 1 Fame point more at game end.
**Hold 3:** Activate 1 available Contact.

# Orient Express

## Setup

Each player receives 2 Display Cabinets with a "Coming Soon" token on them, 2 Agents of their chosen color, and the Initial Equipment (Wonder Cards and Pounds) given by the chosen Areas. Each player also receives a Safe card.
Place a Train Board between each player at the table.
Setup proceeds as usual as described in the rulebook.

## Game Flow

During each Exhibition Phase, each player can choose if they wish to place Wonder Cards as usual on their Showcases or on one of the available spots on either of the adjacent Train Boards.
All Wonder Cards (or sets) exhibited on Train Boards must be placed face-down and they will only be revealed at game end.
***NOTE: Once placed on a Train Board, no player may inspect a face-down Wonder Card until the end of the game, including the player who placed it.***

## Game End

At the end of the game, each player receives Fame points for all Showcases on adjacent Train Boards (and also for all related tokens).

# Fair

## Setup

Each player receives 2 Display Cabinets with a "Coming Soon" token on them, 2 Agents of your chosen color, and the Initial Equipment (Wonder Cards and Pounds) given by the chosen Areas. Each player also receives a Safe card.
Setup proceeds as usual as described in the rulebook.

## Game Flow

The game proceeds as usual for a 2-4 player game, with an additional Mid-game Scoring phase.
At the end of the turn in which the last player placed their last Agent, a Fame point count takes place (as per a standard end game).
The player, or players in case of a tie, with the most Fame points takes 2 Fame Tokens, then discards all Wonder cards from their Showcases.
The second player, or players in case of a tie, with the most Fame points takes 1 Fame Token, then discards all Wonder cards from their Showcases.
All the other players take 3 Pounds and they can decid if they wish to discard all their Wonder cards or keep only 1 Showcase with Wonder cards in it.
Note. When discarding Wonder cards, players must also discard the respective tokens on them.
After the Mid-game Scoring phase, the players retrieve their Agents.

## End Game

After the Mid-game Scoring, the game proceeds as usual as per a standard game.

