



NATIONAL WONDERS:

Live Release

Overview:

I always liked the National Wonder system in Civ 5 as a way of further empowering single cities, encouraging tall play, and rewarding city planning, even though their exact implementation in game at times felt a bit limiting. This mod aims to bring back the National Wonder system, but in a manner that fits better with Civ 6's design! The National Wonder system in this mod takes a lot of cues from Civ 5's (with certain National Wonders making a return), while still hopefully allowing for the more dynamic play Civ 6 is loved for!

With that all said, let's take a quick look at how the system works...



For those that are unfamiliar with previous Civ games and National Wonders, they basically work as follows:

- *National Wonders are buildings that are limited to **one per civilization**, as opposed to normal Wonders **one per game**.*
 - This means that each civilization in a game will have the opportunity to build a copy of these Wonders, however they may only build them once.
- *National Wonders have special requirements for unlocking the ability to build them*
 - In **Civ 5** this usually meant having a certain prerequisite building built in **all cities in your empire**. For ex. In order to be allowed to build the National Treasury, you needed a Market building built in all your cities.

The National Wonder system in Civ 6 will basically follow these same two principles, however the special requirement system will be a bit more varied and less restrictive.

Some additional details:

- **IMPORTANT:** If two players are building the same National Wonder at the same time, the first one to complete it will trigger a %50 Production refund (*the same behaviour that happens when someone beats you in building a vanilla Wonder*) for the second player. The second player can then start building it again, but will still have the %50 Production loss. This is not an *intentional* design choice, but unfortunately there's no way I've found to be able to fix it without introducing many other issues. It does however add a bit of interesting strategy, as it does put some emphasis on speed with regards to finishing the National Wonder.



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- The National Wonders will be **tile based** just like the vanilla Wonders. However for times sake, they will not feature *full* wonder build movies. (Just a construction state, and a built state)
 - They will trigger normal vanilla Wonder mechanics like provide adjacency bonuses for Theater Squares, being affected by wonder related policies, etc.
 - National Wonders will cost **less production to build** than their era equivalent wonders. Currently they're 25% cheaper.
 - If the condition for unlocking the National Wonder is lost *while building* the national wonder, you will **lose** its production progress.

Now onto the actual Wonders!



1. The National Theme Park!







Click the image above to see the video!

Current Effects




Unlock with Civic: Mass Media

National Wonder. Can only be built once in your empire.

To unlock: **Requires 4 Entertainment Complex or Waterpark districts to have been built in your empire.**

 Gold and  Amenity bonuses extend to all cities within 6 tiles. +5  Tourism to all Entertainment Complex or Waterpark districts within 6 Tiles, this increases to +15  Tourism if adjacent to the National Theme Park.



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- +2  Gold
 - Additional +4  Gold if  powered
 - +2  Amenities
 - Additional +2  Amenities if  powered
 - Must be built on Flat terrain adjacent to an Entertainment Complex
 - Requires 4  power

NOTES:

This N. Wonder is probably the most straightforward. It basically functions as an even more powerful Stadium, and will ensure that all your cities built within its 6 Tile range will have their Amenities paid for!

Its secondary effect of providing tourism to Entertainment Complex and Waterpark districts is a neat way to generate quite a bit of tourism late game. Be sure to try and plan out your cities Entertainment districts to try and get as many surrounding the Theme Park as possible in order to maximize its bonus. (and make an epic theme park!)



2. The National Epic!






Click the image above to see the video!

Current Effects



Unlock with Civic: Nationalism

National Wonder. Can only be built once in your empire.

To unlock: **Requires that you are in a Golden Age.**

+20%  Great Person Points generated per turn and +1  Production for  Great Works of Writing in this city. These bonuses are doubled during a Golden Age.



- +1 Slots for Great Works of Writing
- +2  Production and +2  Culture
- **Must be built adjacent to a Theater Square**

NOTES:

This N. Wonder is the first returning feature from previous Civ games. Its effect is similar to its Civ 5 counterpart, but also puts a new focus on the Golden Age mechanic. Its bonus is okay on its own, but becomes quite a bit more meaningful when in a Golden Age.

When building the National Epic, **be sure to keep an eye on how many turns of your Golden Age you have left**. If it ends before you've completed the National Epic (**even if you enter into another Golden Age**), you will lose all production progress on the N. Wonder.



3. The Grand Citadel!



Click the image above to see the video!






Current Effects





Unlock with Tech: Siege Tactics

National Wonder. Can only be built once in your empire.

To unlock: **Requires that you are at War.**



Provides the same defensive bonuses as the Fort improvement. +4  Combat strength and +1  Movement for all Ranged and Siege units within 10 tiles. **When at War**, all Fort improvements gain +2  Production, +1  Science, and +1  Culture.

- 2  Production, +1  Science, and +1  Culture
- +2  Great General Points per turn
- **Must be built adjacent to an Encampment district**

NOTES:

The Grand Citadel is a great N. Wonder for performing a powerful timing attack on your neighbor. It will provide great mobility and strength to your Ranged and Siege units to take over their cities, however its limited effect range will stop it from being too powerful over the course of the whole game. Its secondary effect can also help the Fort Improvement be a bit more meaningful when going for domination games.

Like the National Epic, be sure to not make peace before you have finished its construction as you will lose all your production progress!



4. The National College!






Click the image above to see the video!

Current Effects



Unlock with Tech: Education

National Wonder. Can only be built once in your empire.

To unlock: **Requires that you have completed at least 3 Campus Research Grant projects.**

+50%  Science in this city. This bonus is **lowered** by 5%  Science for each **additional** city in your empire (down to a minimum +10%  Science).



- +3  Science
- +2  Great Scientist Points per turn
- Must be built on Flat terrain adjacent to a Campus district

NOTES:

It just wouldn't feel right to add in N. Wonders without including the infamous National College! This building was a meta defining feature in Civ 5, and in Civ 6 it features a similar effect, though now with a very significant caveat.

Essentially the effect works such that if you are going for a 1 city challenge, you will get the full +50% Science bonus from the College. However, for each **additional** city you build, this bonus will be lowered by 5%. **For ex.** If you have 4 cities, the bonus will be +35%. This debuff is capped at a minimum +10% Science, meaning that once you hit 9+ cities in your empire, you will still always get a +10% Science bonus from the College.



5. The Grand Temple!



Click the image above to see the video!

Current Effects

Unlock with Civic: Theology

National Wonder. Can only be built once in your empire.

To unlock: **Requires that you have converted at least 8 Cities to your Religion**



For each Worship building from your religion constructed, all your cities gain an additional 25% Religious spread from adjacent city pressure and 10% further Religious spread range.

- +2  Faith
- +1  Amenities
- **Must be built adjacent to a Holy Site district, and you must have founded a Religion.**

NOTES:

The last N. Wonders in the first release is another returning feature, the Grand Temple. In Civ 5 it simply provided a large amount of Faith and Religious Pressure in the city it was built in. In Civ 6, it features a similar themed effect, though implemented in a bit different way.

Basically, If you found a Religion and choose (*for example*) the Mosque as your Religious building, for each Mosque you have in one of your cities, **ALL** your cities gain additional stacking passive Religious spread pressure and range.

In vanilla civ, passive Religious spread is more or less completely negligible even with various religious beliefs affects/ other mechanics active. The Grand Temple aims to make it a bit more meaningful of a mechanic (at least for your local area), and even potentially viable for a religious victory if combined with other effects!



6. The Ironworks!



Click the image above to see the video!



Current Effects




Unlock with Technology: Mass Production

National Wonder. Can only be built once in your empire.

To unlock: **Requires 6 improved Strategic resources in your empire.**



Each improved Strategic resource within 4 tiles of this National Wonder provides +3  Production and +1  Science in this city.

- +4  Production
- +2  Science
- +2  Great Engineering points per turn
- **Must be built adjacent to an Industrial Zone district**

NOTES:

The effect for this wonder may seem a bit confusing at first; I've definitely seen a lot of comments from people thinking that the effect applies to the strategic resources themselves. In actuality, the bonus Production and Science are applied to the city yields themselves and will show up in the cities details panel under "Production/ Science from Modifiers" category.



7. The Financial Center!



Click the image above to see the video!




Current Effects



Unlock with Technology: Economics

National Wonder. Can only be built once in your empire.

To unlock: **Requires you own 8 Trader units.**



International  Trade Routes from this city gain +1  Gold for every Bank building and +2  Gold for every Stock Exchange building in your empire. Provides adjacent Commercial Hub districts +100% district adjacency bonus.

- +6  Gold
- +2  Great Merchant points per turn
- **Must be built adjacent to a Commercial Hub district**



8. The International Terminal!



Click the image above to see the video!

Current Effects

Unlock with Technology: Advanced Flight

National Wonder. Can only be built once in your empire.


To unlock: **Requires you have at least 3 Airport buildings.**



Each Airport building provides an additional +3  Production to all Airport buildings in your empire.

Aerodrome districts adjacent to the International Terminal gain +2 Airslots. +100% Tourism from

Wonders for every 10 Population in this city (maximum +200%).

- +4  Production
- **Must be built on flat terrain adjacent to an Aerodrome district**