

# 7 WONDERS

The object is to collect the most victory points, by building a civilization in seven different ways.

## GAMEPLAY

The game is divided into three Ages, of 6 turns per Age. Each turn, players select a card and then pass their hand to a neighbour: pass left in Ages I & III, and right in Age II. All players simultaneously take action with card selected. At end of Age: discard last cards and award conquests.

## POSSIBLE CARD ACTIONS

### Action A: Build a Structure

- Cost is located in upper left corner (coins/resources/free)
- Resource cost is satisfied if player produces necessary raw materials and manufactured goods, or via commerce.
- *Chains* allow free building if an owned structure is a cost; the bottom right corner shows opportunities in next Age.
- Note: can never build duplicate structures.

### Action B: Add a Stage to Your Wonder

- Pay the stage cost, and place the card face down under the wonder card to indicate that the stage is completed.
- Stages must be built in order, from left to right.
- Stage(s) can be built during any Age.
- Finishing (or even starting) a wonder is not required.

### Action C: Sell card for 3 coins

- *Commerce:* Purchase a neighbour's resource for 2 coins; cannot be refused and doesn't affect the neighbour's turn.
- Also used for some structure costs, and VPs at game end.
- Each player starts the game with 3 coins.

## MILITARY CONQUESTS

Compare Military Strength with each neighbour:

- If more shields, receive victory token  
[1 VP in Age I, 3 VP in Age II, 5 VP in Age III]
- If equal shields, players tie [0 VP]
- If fewer shields, receive defeat token [-1 VP]

## VICTORY POINTS

### Raw Materials

Brown

Produces Lumber, Stone, Ore or Brick.

### Manufactured Goods

Gray

Produces Papyrus, Textile or Glass.

### Military Structures

Red

At the end of each round, resolve conquests.

Victory Points: Total victory & defeat tokens.

### Treasury

Coins

Coins are used for commerce and building.

Victory Points: Score 1 for every 3 coins

\*\*\*Also used to resolve ties\*\*\*

### Wonders

Black

Some stages provide skills, see card for details.

Victory Points: Total completed stage awards.

### Commercial Structures

Yellow

May earn coins, produce resources, change commerce rules or earn victory points.

Victory Points: Follow instructions on cards.

### Civilian Structures

Blue

Victory Points: Total Laurel Numbers.

### Guilds

Purple

Victory Points: Follow instructions on cards.

### Scientific Structures

Green

Victory Points: Scored twice, in matches & sets.

Sum of squares for each symbol.

Plus 7x number of complete triads.

**TOTAL:**

# 7 WONDERS

The object is to collect the most victory points, by building a civilization in seven different ways.

## GAMEPLAY

The game is divided into three Ages, of 6 turns per Age. Each turn, players select a card and then pass their hand to a neighbour: pass left in Ages I & III, and right in Age II. All players simultaneously take action with card selected. At end of Age: discard last cards and award conquests.

## POSSIBLE CARD ACTIONS

### Action A: Build a Structure

- Cost is located in upper left corner (coins/resources/free)
- Resource cost is satisfied if player produces necessary raw materials and manufactured goods, or via commerce.
- *Chains* allow free building if an owned structure is a cost; the bottom right corner shows opportunities in next Age.
- Note: can never build duplicate structures.

### Action B: Add a Stage to Your Wonder

- Pay the stage cost, and place the card face down under the wonder card to indicate that the stage is completed.
- Stages must be built in order, from left to right.
- Stage(s) can be built during any Age.
- Finishing (or even starting) a wonder is not required.

### Action C: Sell card for 3 coins

- *Commerce:* Purchase a neighbour's resource for 2 coins; cannot be refused and doesn't affect the neighbour's turn.
- Also used for some structure costs, and VPs at game end.
- Each player starts the game with 3 coins.

## MILITARY CONQUESTS

Compare Military Strength with each neighbour:

- If more shields, receive victory token  
[1 VP in Age I, 3 VP in Age II, 5 VP in Age III]
- If equal shields, players tie [0 VP]
- If fewer shields, receive defeat token [-1 VP]

## VICTORY POINTS

### Raw Materials

Brown

Produces Lumber, Stone, Ore or Brick.

### Manufactured Goods

Gray

Produces Papyrus, Textile or Glass.

### Military Structures

Red

At the end of each round, resolve conquests.

Victory Points: Total victory & defeat tokens.

### Treasury

Coins

Coins are used for commerce and building.

Victory Points: Score 1 for every 3 coins

\*\*\*Also used to resolve ties\*\*\*

### Wonders

Black

Some stages provide skills, see card for details.

Victory Points: Total completed stage awards.

### Commercial Structures

Yellow

May earn coins, produce resources, change commerce rules or earn victory points.

Victory Points: Follow instructions on cards.

### Civilian Structures

Blue

Victory Points: Total Laurel Numbers.

### Guilds

Purple

Victory Points: Follow instructions on cards.

### Scientific Structures

Green

Victory Points: Scored twice, in matches & sets.

Sum of squares for each symbol.

Plus 7x number of complete triads.

**TOTAL:**