

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:

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