



7 Wonders

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1 Intro

You have 3 ages to develop a great city of the ancient world and build one of the 7 wonders of the world. using your cards, develop the military or scientific side of your city. Highlight your city by constructing prestigious buildings, without forgetting to develop your economy. Manage your city as well as possible and leave a trace in history...


2 Establishment



1. Remove the **unused cards**, according to the number of players (number at the bottom of the card).
2. **Guild**: In the deck of **Age 3**: add the number of Guilds (8 purple face-up cards) according to the number of players (number of players + 2).
3. Make a pile with the 3 kinds of **Military tokens** (red).



Each player receives:

- 1 Wonder card
- 3 gold coins 
- 7 Age 1 cards

3 Game turn



A game is played in 3 ages represented by 3 stacks of cards numbered I, II and III. For each age, do the following:

3.1 CHOOSE A CARD

- Choose 1 **card** from the cards in your hand.

3.2 USING THE CHOSEN CARD:

There are 3 possible actions with this card:

- **BUILD THE BUILDING:**
 - The construction cost is indicated by a number of resources to be spent (on the left of the map). If the area is **empty**, the card is free.
 - You must have the necessary resources in your City. Resources are generated using the Production cards (brown and gray) that you have previously placed.
 - If you already have a Building with the same **symbol** as the one shown next to the cost, you pay nothing (Chaining).
 - If you lack resources, you can buy them from your neighbors (right and left) by *Trading*. In this case, give 2 coins to this neighbor to use the resource(s) produced by one of his brown or gray cards.
 - You cannot build 2 identical Buildings (same name).
 - Place the card above your Wonder.
- **BUILD A STAGE OF HIS WONDER:**
 - If you have the necessary resources: cost indicated on each location of the Wonders.
 - Ability to Trade with your right and left neighbors to obtain missing resources. Slide the card *back* side up under the leftmost **free** slot of your Wonder.
- **DISCARD THE CARD TO GET 3 GOLD COINS.**

3.3 PASS THE REMAINING CARDS

- Pass the remaining cards in your hand to your neighbor: left (1st and 3rd Age)/right (2nd Age).
- On the sixth turn, choose a card from the 2 cards you have just received and discard the other. You don't get any coins for the discarded card this way.

3.4 END OF AN AGE

- Resolve Military Conflicts: Compare the number of **Shields** in your City with those of your right and left neighbors.
- If you have a total higher than that of a neighboring City, gain 1 Military token (Age 1 = 1 point / Age 2 = 3 points / Age 3 = 5 points) or -1 token (-1 point) if your total is lower. In the event of a tie, no token is taken.

CARDS DESCRIPTION

- **Brown cards:** Raw materials. They produce the resources shown on the card each turn.
- **Grey cards:** Manufactured products. They produce scarcer resources.
- **Blue cards:** Civilian buildings: They are worth victory points at the end of the game.
- **Red Cards:** Military Buildings: Increase Military Strength (Shields). Allows you to win militarily over your neighbors and gain victory points during End of Age conflicts.
- **Yellow cards:** Commercial buildings: Produce money and commercial advantages. (More advantageous trade with neighbors or additional production of resources).



- **Purple cards:** Guilds: Allow you to earn special points at the end of the game.
- **Green cards:** Scientific buildings: Allow you to score points according to the number of symbols. The 2 ways of scoring are cumulative:
 - Identical symbols = total multiplied by square.
 - 3 different symbols = 7 points

4 End of Game

The game ends at the end of the 3rd Age. Count your victory points. The player with the most wins the game:

1. Add up the Military Victory Points.
2. Each set of 3 coins = 1 victory point.
3. Victory points of the different combinations of **Scientific** Buildings.

Add the victory points indicated on:

1. *Wonder Cards.*
2. *Civilian Buildings.*
3. *Special yellow cards.*
4. *Guild Cards.*