



## Great Pyramid of Giza

2584–2561 BC

Giza, Egypt

3 stone  
2 clay  
1 iron



## Hanging Gardens of Babylon

circa 600 BC

Nineveh, Iraq

1 marble  
1 glass  
2 gold



## Temple of Artemis

circa 550 BC

Selçuk, Turkey

3 marble  
1 glass  
1 gem



## Statue of Zeus at Olympia

466–456 BC

Olympia, Greece

1 marble  
1 clay  
2 gold





## Mausoleum at Halicarnassus

351 BC

Bodrum, Turkey

3 clay  
1 glass  
2 iron



## Colossus of Rhodes

292–280 BC

Rhodes, Greece

2 marble  
2 glass  
1 gem



## Lighthouse of Alexandria

circa 280 BC

Alexandria, Egypt

2 stone  
2 glass  
2 iron

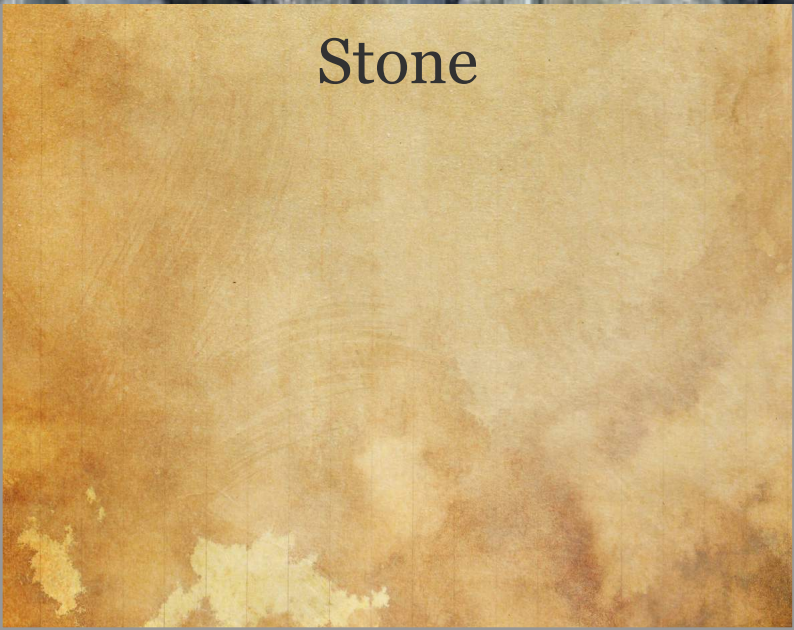




Stone



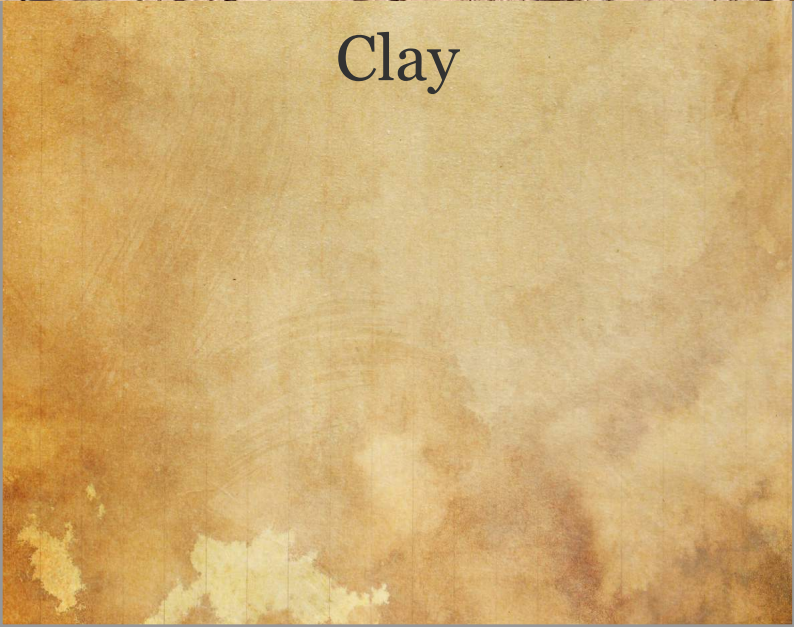
Marble



Clay



Iron



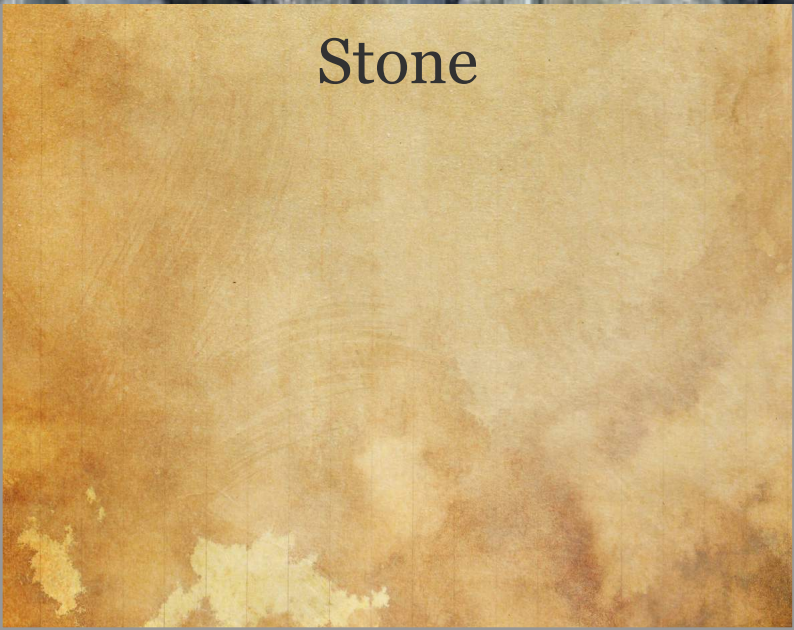




Stone



Marble



Clay



Iron

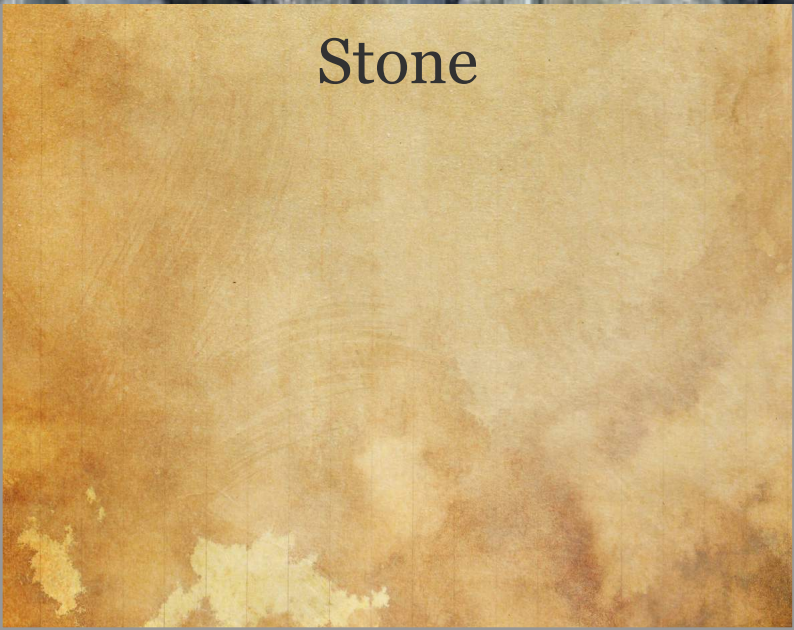




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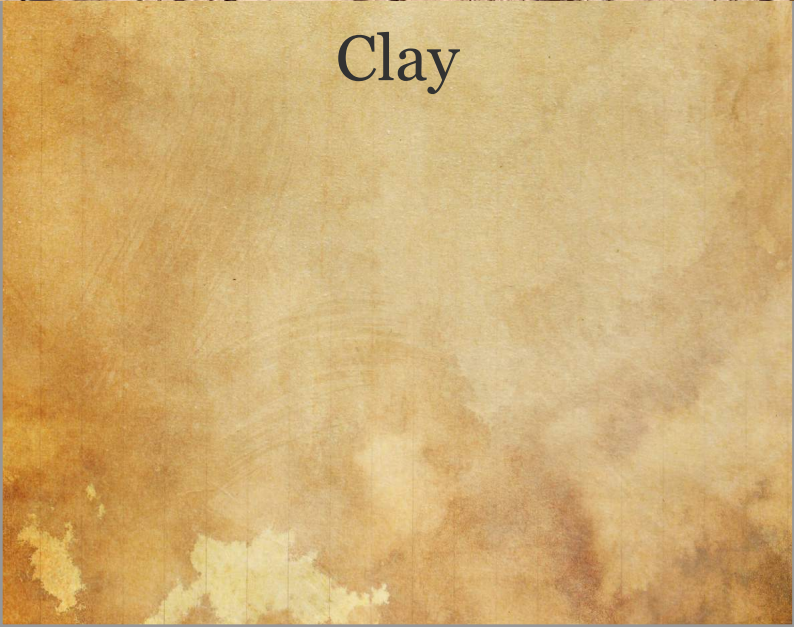
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Iron



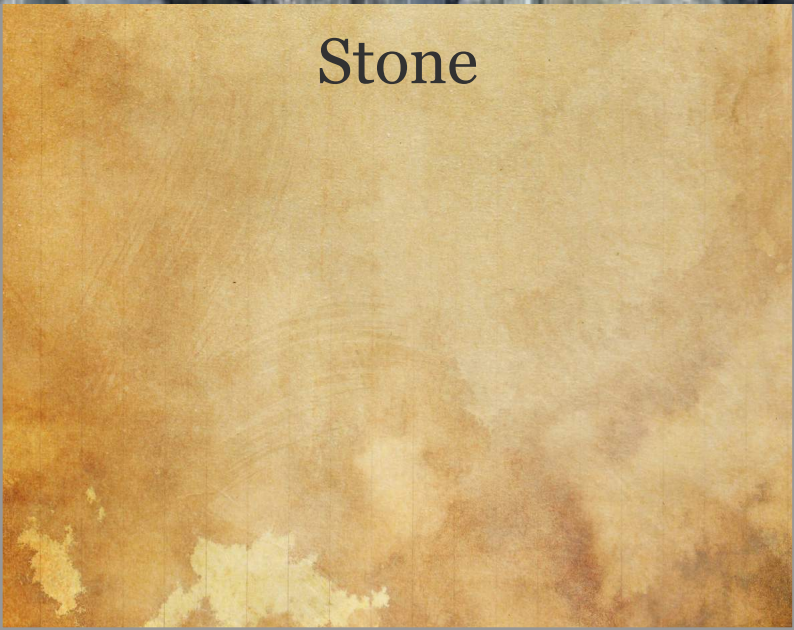




Stone



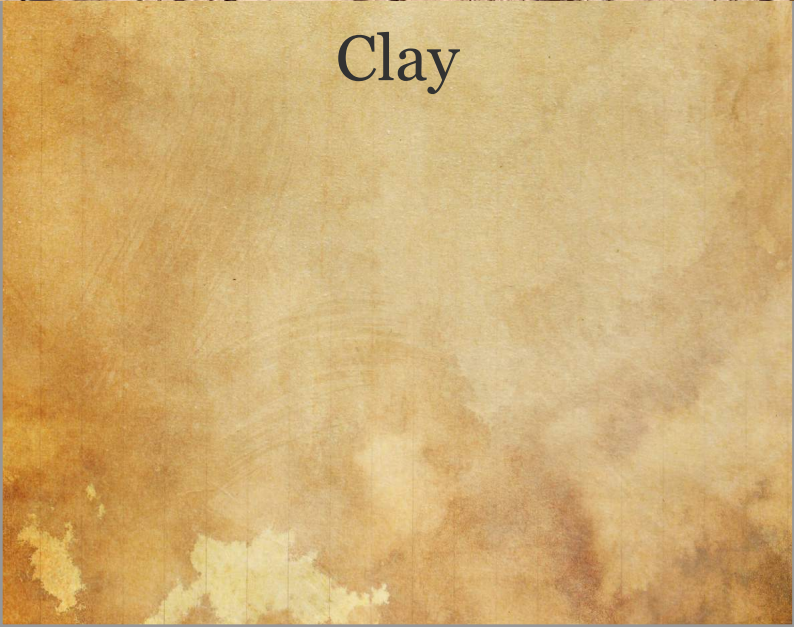
Marble



Clay



Iron



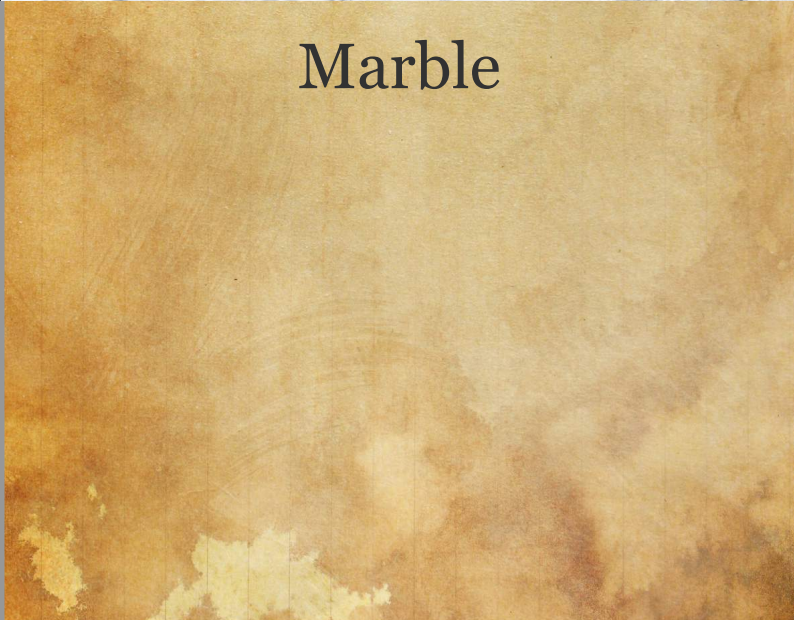
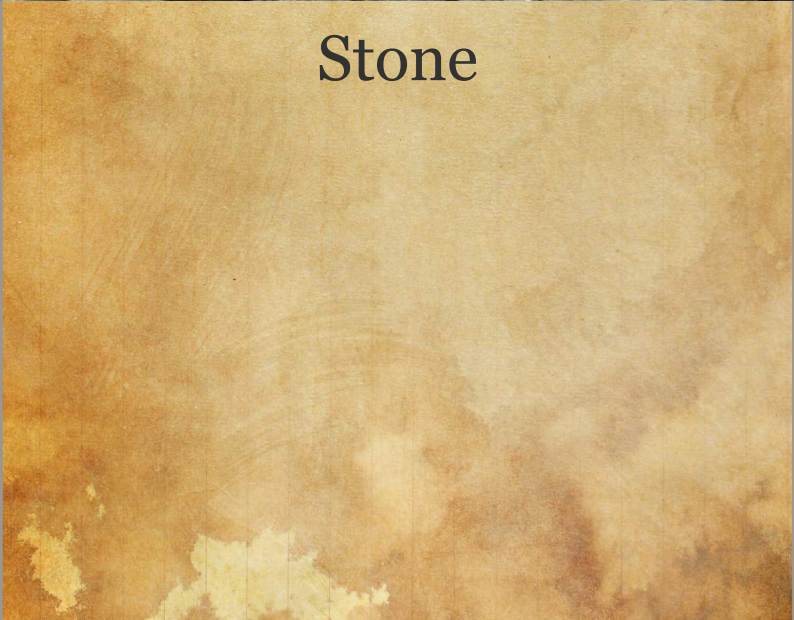




Stone



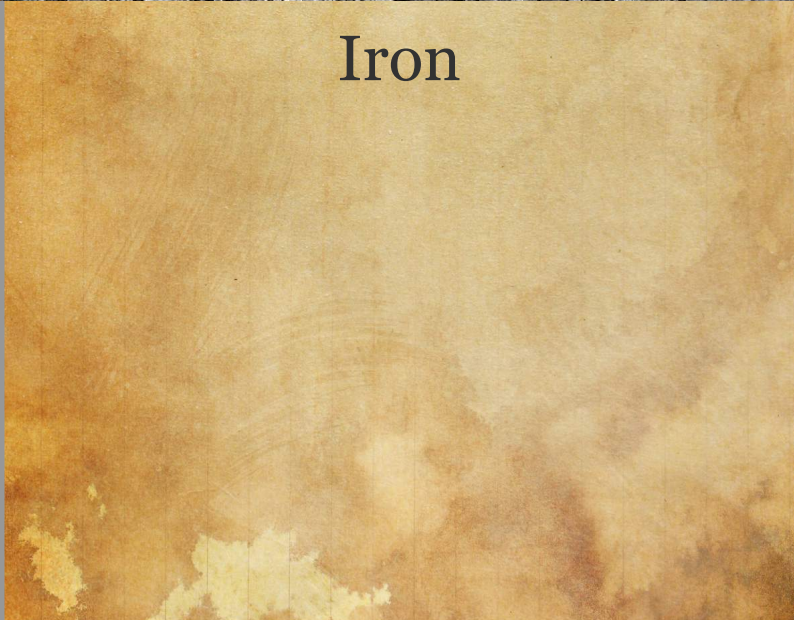
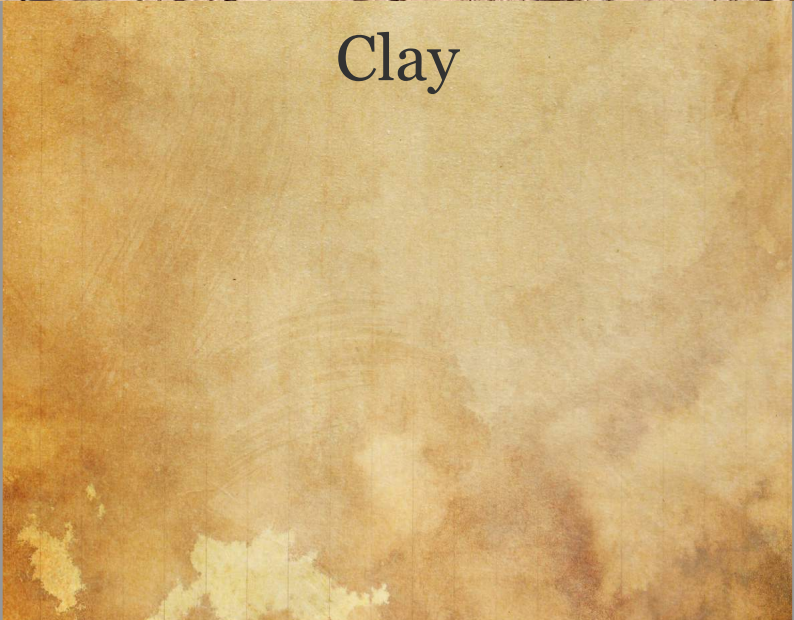
Marble



Clay



Iron



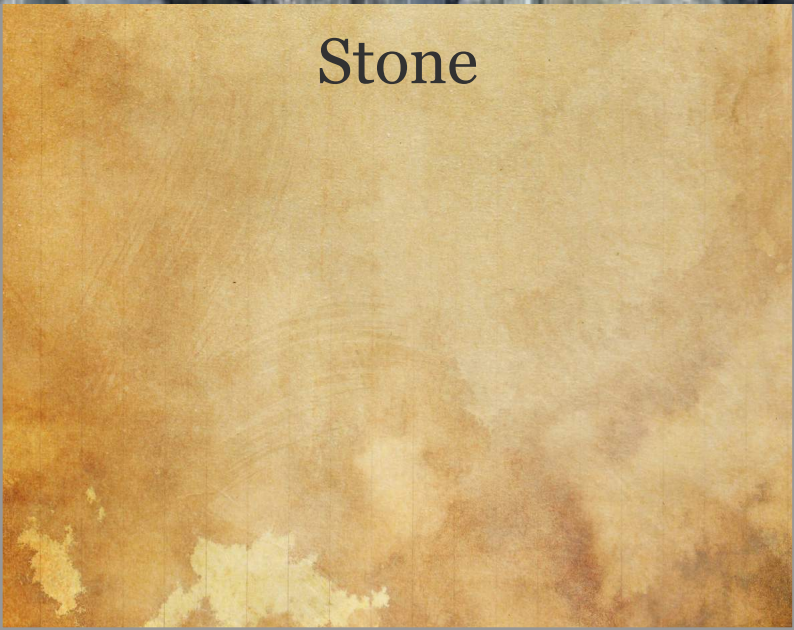




Stone



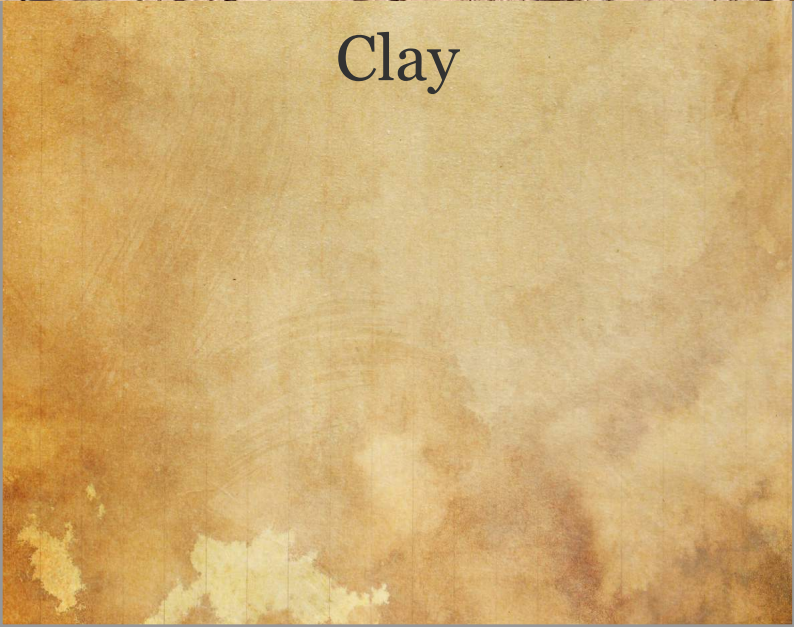
Marble



Clay



Iron



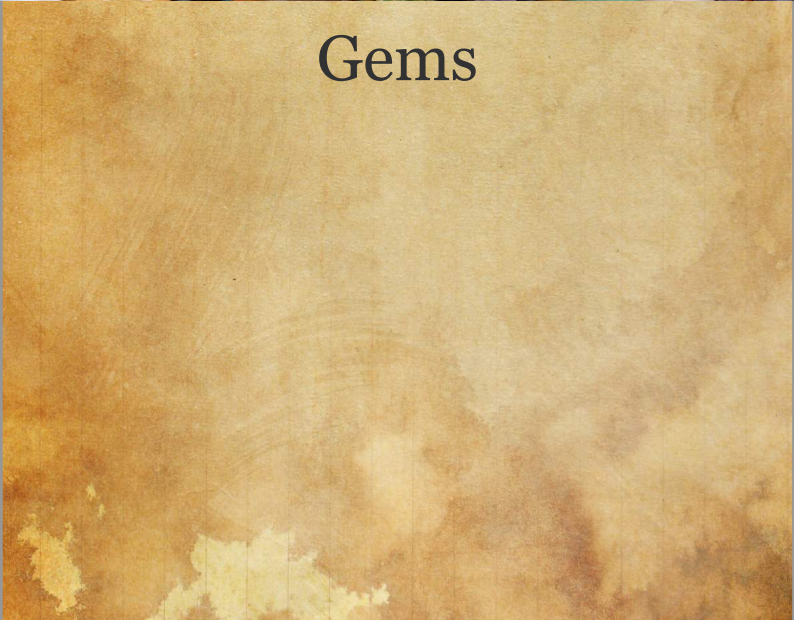




Gems



Gold



Gems



Gold





Gems



Gold



# Wind



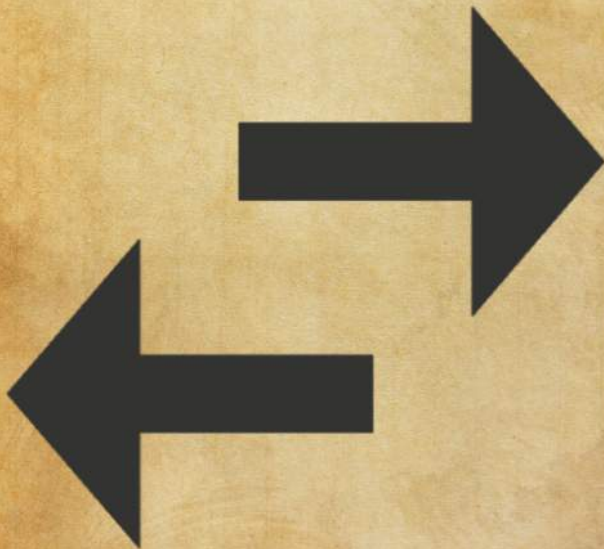
Both boats move forward one extra tile.

# Thieves



One resource of choice from port, gets discarded.

# Swap



Both boats exchange cargo between them.

# Stranded



One boat remains in port for one turn.

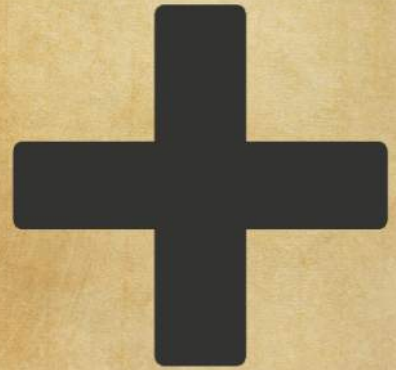


# Storm



Both boats lose all resources.

# Reserve



One boat gets an extra resource of choice.

# Pirates



One boat loses one resource of choice.

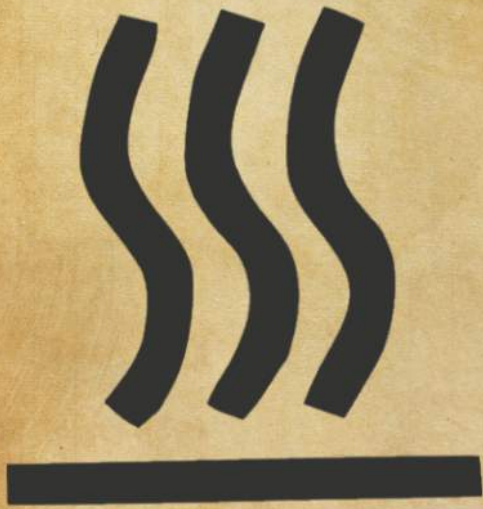
# Mistake



One resource of choice from port, is replaced with another.



# Heat



**Both boats remain grounded  
for one turn.**

# Lost



**One boat moves backwards  
one tile.**



P2's port

P1's port