

Quick Rules



SET-UP p.3

- Each player gets a *Wonder board* and 3 *coins* of value 1.
- For the 3 decks of cards, return to the box the cards unused based on the number of players.
- Also, for the *Age III* deck, randomly select *guilds* (purple cards) and shuffle them into the deck.

3 players: 5 Guilds 4 players: 6 Guilds 5 players: 7 Guilds
6 players: 8 Guilds 7 players: 9 Guilds

GAME OVERVIEW p.5

A game begins in *Age I*, continues with *Age II* and ends with *Age III*.
Victory points are counted at the end of *Age III*.

Overview of an Age

At the beginning of each *Age*, each player gets a hand of 7 cards, dealt randomly (all cards from the pile for that *Age* are given out).
Each *Age* is played over 6 game turns, in which the players will put into play a single card, simultaneously.

1. Choose a card

Each player looks at their hand without showing it to the other players and selects a card before placing it face down before them.

Once every player has selected his or her card, they perform their action.

2. Action

Three actions are possible with the chosen card:

- **build the structure on the card** (you cannot build the same structure twice): the card is placed in the player's play zone, face up.
- **build a stage of their Wonder** (in the order given by the board, from left to right): the card is partially placed under the board, face down.
- **take 3 coins from the bank**: the card is discarded, face down.

3. Move on to the next hand

Each player takes the hand of cards given to them by their neighbor. The direction of hand rotation changes with every age: clockwise for Age I, counter-clockwise for Age II, and clockwise again for *Age III*.

On the sixth game turn of each *Age*, the last card is not passed: it is discarded, face down.

BUILDING IN 7 WONDERS p.4

Structures

- **Coin cost**: the cost is paid to the bank.
- **Free construction**: the structure is built for free.
- **Resource cost**: the indicated resources are produced by the player's city and/or bought using the commerce rules.
- **Free construction (chain)**: if, in the previous *Age*, a player has built the structure named next to the resource cost, then that player may build the structure for free.

Wonder

- **Resource cost**: the resources indicated are produced by the player's city and/or bought using the commerce rules.

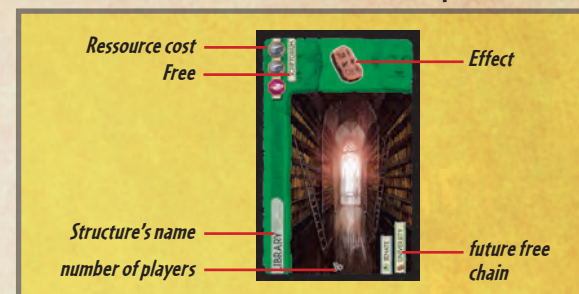
Production

- the resources of a city are produced by its *Wonder board*, its brown cards, its gray cards, and by some of its yellow cards.
- to be able to build a structure or a stage of a *Wonder* without using commerce, a player's city must produce the resources indicated on the structure's card or *wonder's board*.
- resources are not spent during construction. They can be spent each turn, for the entire game. A city's production can never decrease.

Commerce

- each player can only trade with the two neighboring cities.
- each resource bought is paid 2 coins to its owner (players can never refuse trade).
- selling a resource does not prevent its owner from being able to use it, in that same turn, for their own construction.

CARD'S COMPOSITION p.3



END OF AN AGE p.5

Each *Age* ends after its sixth game turn.

The players must then proceed with the resolution of *military conflicts*. Each player compares the total amount of *shield* symbols present on their military structures (red cards) with the total of each of their neighboring cities:

- If a player has a higher total than that of a neighboring city, that player takes a **Victory token** corresponding to the *Age* which just ended (*Age I*: +1, *Age II*: +3 or *Age III*: +5)
- If a player has a lower total than that of a neighboring city, that player takes a **Defeat token** (-1 victory point)
- If a player has a total equal to that of a neighboring city, no tokens are taken.

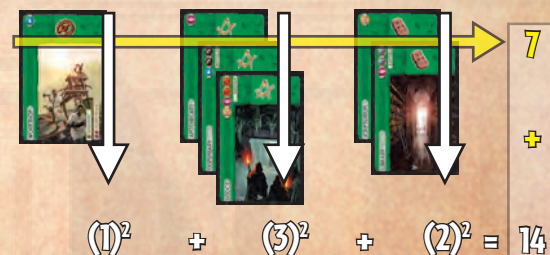


During each *Age*, each player therefore gets, depending on the case, 0, 1 or 2 *tokens* which are placed on his or her *Wonder board*.

END OF GAME AND SCORING p.6

At the end of *Age III*, once the *conflict tokens* have been handed out, the players total their victory points:

1. **Military Conflicts**: points from *Conflict tokens*.
2. **Treasury Contents**: 1 victory point for every 3 coins (leftover coins score no points).
3. **Wonder**: points are earned as indicated on the *Wonder's board*.
4. **Civilian Structures**: points indicated on the cards.
5. **Commercial Structures**: points indicated on the cards.
6. **Guilds**: points indicated on the cards.
7. **Science Structures**

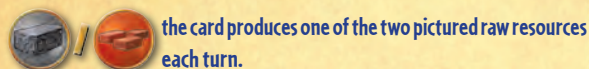


Total: 21 points

Description of the symbols

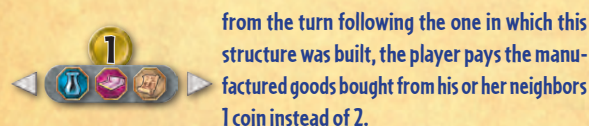
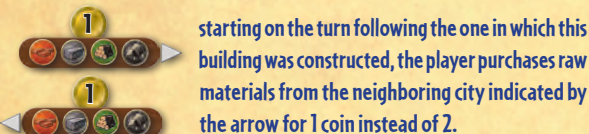
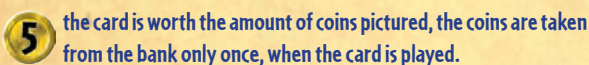
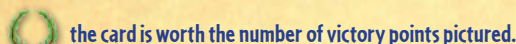
Age I cards

the card produces the pictured raw material.



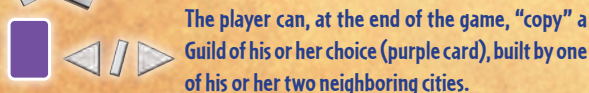
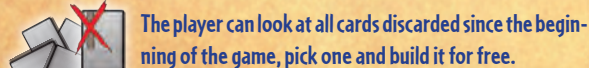
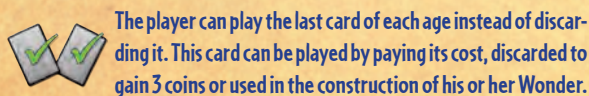
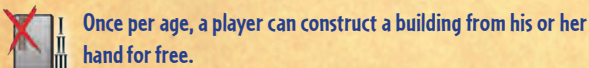
Clarification : the player can use one OR the other resource to build a structure (or a wonder phase) but NOT both in a given turn. Neighboring players may purchase either, regardless of what the owner chooses to produce.

the card produces the pictured manufactured goods.

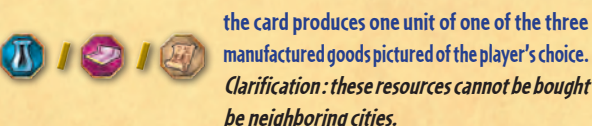
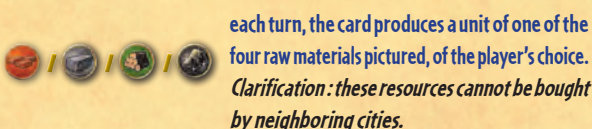
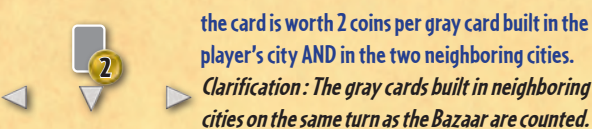
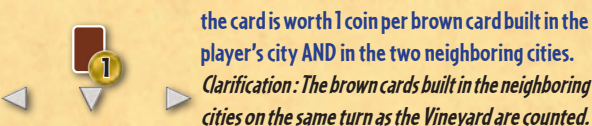
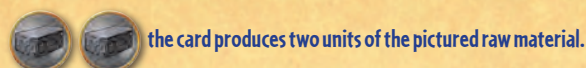


Clarification for the Eastern Trading Post, the Western Trading Post and the Marketplace : arrows show to which neighboring city or cities to which the discount applies.

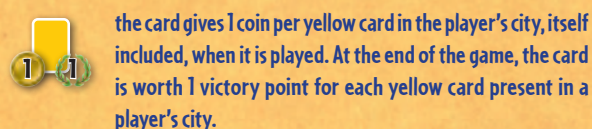
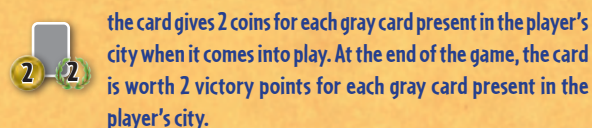
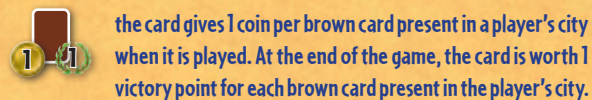
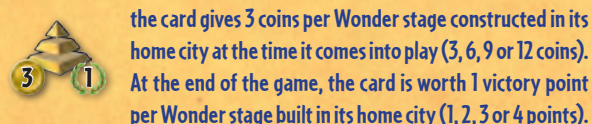
Boards



Age II cards



Age III cards

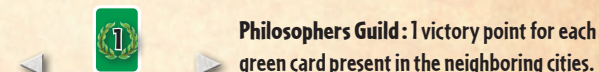
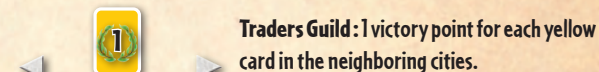
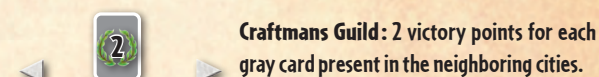
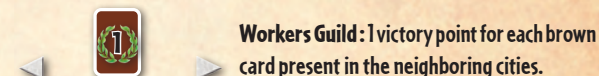
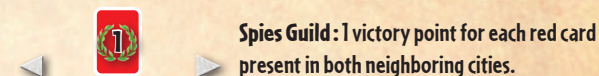


Clarification for the Arena, the Port, the Chamber of Commerce and the Lighthouse : the coins are taken only once, when the structure is built. The victory points are counted at the end of the game, according to the cards and Wonder phases built at that point.

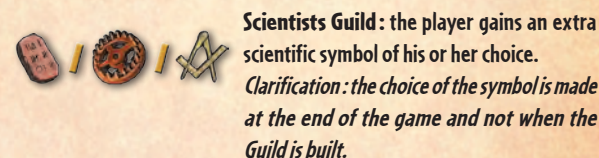
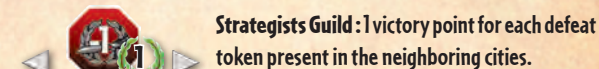
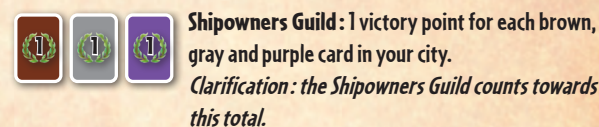
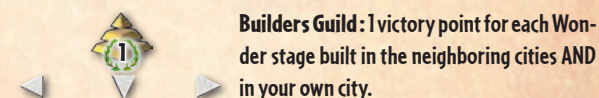
Guilds

Most Guilds are worth victory points based on buildings built by your neighbors.

Note : the two arrows, on both sides of the pictured card, means that the cards from the neighboring cities are counted, but not those of the player with this card.



The other Guilds earn victory points according to specific rules.



Clarification: Ressources produced by boards are NOT considered as cards (Vineyard, Bazar, Guilds, ...).