

7 WONDERSTM DICE



Watch
the rules video!

Guide one of the seven largest cities of Antiquity to prosperity. Construct a wonder that defies time, make scientific advances, develop commerce, manage your resources and gold reserve prudently, but make sure to keep an eye on neighboring cities: ignoring them has a heavy price!

A game plays over a series of turns during which you will use dice to construct your city. At the end of the game, count up all your Victory Points. The player with the highest score wins the game.



Colorblind symbols

To accommodate every type of colorblindness, each color used in the game has a corresponding symbol:



Green



Grey



Blue



Yellow



Red



Purple



Black



White



Contents: 10 dice (3 grey, 1 blue, 1 green, 1 red, 1 yellow, 1 white, 1 black, and 1 purple), 7 boards, 7 pencils, 7 cloths, 1 small box (Forum), 1 score board, 3 player aids, and 1 rulebook

SETUP

- 1 Give each player a random **board** and **pencil**.
- 2 Place the small box, called the **Forum**, in the center of the table.
- 3 Place, inside this box, the **7 starting dice**: 3 grey, 1 blue, 1 red, 1 yellow, and 1 green.
- 4 Keep the **3 special dice** nearby: 1 black, 1 white, and 1 purple. They will be used later on in the game.

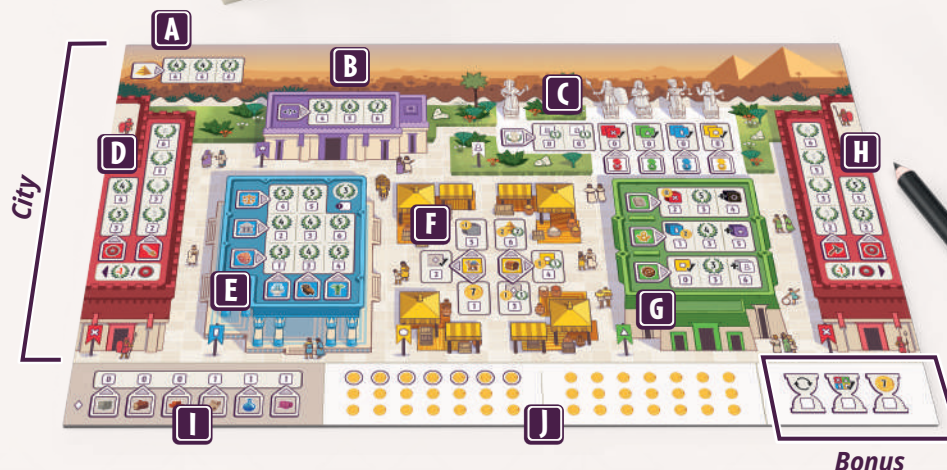


BUILDINGS IN YOUR CITY

- A** Wonder
- B** Guild Court
- C** Gallery of Leaders
- D** Western Barracks
- E** Agora
- F** Market
- G** University
- H** Eastern Barracks

EXTERIOR BUILDINGS

- I** Warehouse
- J** Gold Reserve



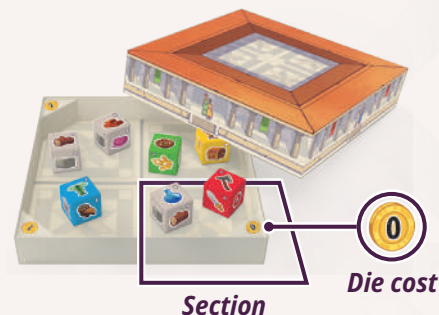
GAMEPLAY OVERVIEW

A game of **7 Wonders Dice** plays over a series of turns, each with 2 phases.

1. MIX UP THE DICE

A random player places the lid on the Forum and makes circular movements **on the table** to mix up the dice. They then remove the lid to reveal the dice and their cost.

The Forum is divided into 4 sections, each associated with a cost: 0, 1, 2, or 3 Coins.



2. TAKE AN ACTION

Simultaneously, each player must take **1 of the 3 following actions**:

A. CONSTRUCT A BUILDING

B. CONSTRUCT YOUR WONDER

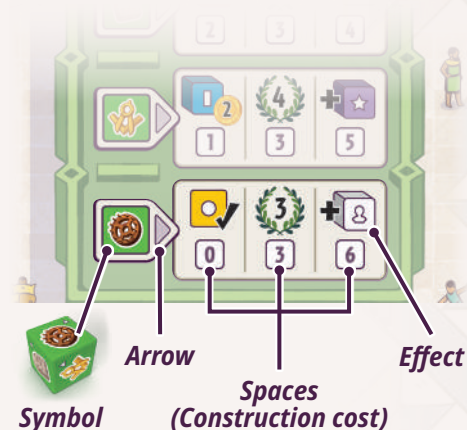
C. PASS YOUR TURN

A. CONSTRUCT A BUILDING

- ✱ Choose one of the 7 dice available in the Forum. The symbol on the top side of the die is associated with a Building on your board. Depending on its section in the Forum, pay the **cost of the die** you chose using **Coins** from your Gold Reserve (see *Gold Reserve* - page 5).

Note: Do not remove dice from the Forum; multiple players may choose the same die.

- ✱ On your board, the arrow attached to the symbol shows the **order of construction**, which you must follow when crossing off spaces. Pay the **construction cost** shown in the space using **Resources** from your Warehouse and/or **Coins** from your Gold Reserve (see *Warehouse* and *Gold Reserve* - page 5).
- ✱ Finally, **cross off the concerned space**. You benefit from its effect from now on (see *Player Aid*).



In this example, you must cross off spaces from left to right.

B. CONSTRUCT YOUR WONDER

Your Wonder is the only Building in your city that you can construct without choosing a die. You must cross off its spaces in the **order shown by the arrow**.

Pay the **construction cost** shown in the space using **Resources** from your Warehouse and/or **Coins** from your Gold Reserve (see *Warehouse* and *Gold Reserve* - page 5).

Finally, **cross off the concerned space**. You benefit from its effect from now on (see *Player Aid*).

C. PASS YOUR TURN

If you cannot or don't want to cross off a space, pass your turn and gain **3 Coins** (see *Gold Reserve* - page 5).

Bonus spaces

When you've crossed off all the spaces of a Building **in your city**, announce it out loud and **cross off one available bonus of your choice**. Immediately benefit from its effect (see *Player Aid*).



After everyone has taken an action, begin a new turn, and so on until the end of the game is triggered.

END OF GAME

When one player has crossed off **3 bonuses**, the end of the game is triggered. Finish the current turn and play **one final turn** before continuing to final scoring (see page 8).

BOARD OVERVIEW

Your board is divided into two parts: the bottom corresponds to your economy and the top represents your city. Each Building has specific features and different effects: the **features** are explained on the next pages and all **effects** are described on the Player Aid.



Warehouse



Each space crossed off in the Warehouse shows that **you produce one Resource**. Resources are **never spent**; you have them until the end of the game.

To cross them off, all spaces on your board require from 0 to 6 Resources, **no matter which kind**. If you don't produce enough Resources to pay the construction cost of a space, you must spend **1 Coin per missing Resource**.



Gold Reserve



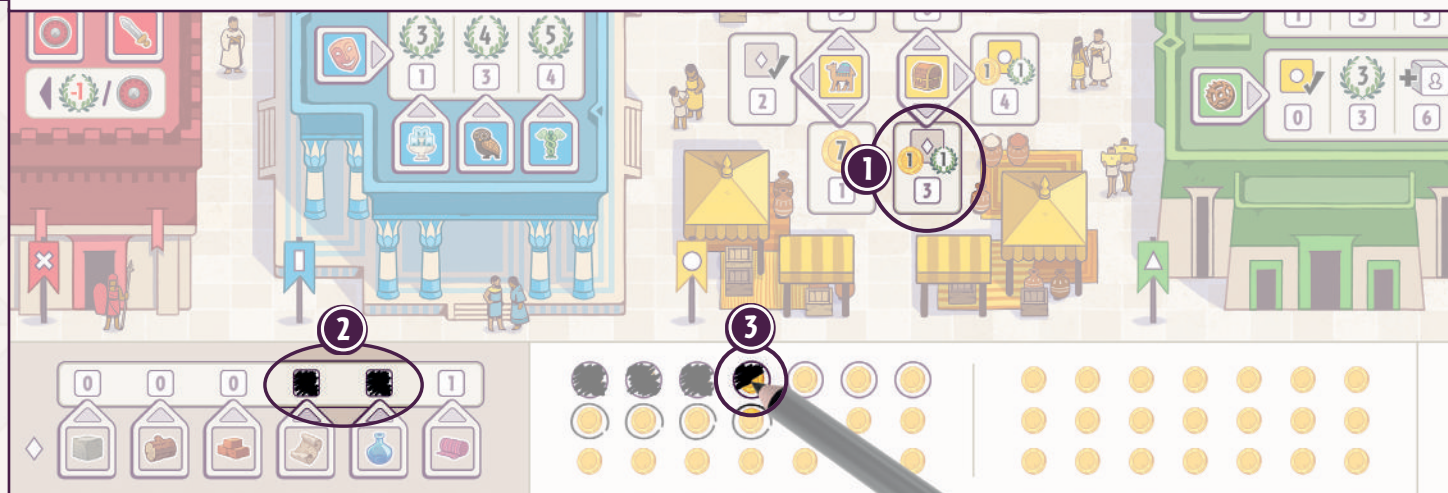
Coins let you pay the **die cost**. They also let you pay the **construction cost** of a space if you don't produce enough Resources.

When you **gain** Coins, **circle them** in your Gold Reserve. You start the game with a **row of 7 Coins** pre-circled.

When you **spend** Coins, fill in your **circled** Coins.

Note: If you gain Coins and your Gold Reserve is full, erase Coins you previously filled in to use them again.

Example: The space you want to cross off requires 3 Resources ❶. Since you only have 2 Resources ❷, you must spend 1 Coin by filling it in ❸.



Wonder



Each city has a Wonder, made of 3 construction steps. Each Wonder lets you benefit from unique effects (see *Player Aid*).

Reminder: Do not choose a die to construct your Wonder.

Agora

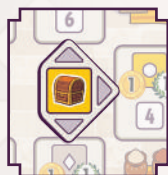


Each space of the Agora can be crossed off with **2 different symbols** on the blue die.



The first player to cross off all the spaces of their Agora gains 3 extra Victory Points. They show this by crossing off the space in the top-right of their Agora.

Market



In your Market, multiple arrows are attached to and symbols. These spaces can be crossed off in any order.

Barracks



The Western Barracks represents your military strength (attack and defense) against the city to your left. And the Eastern Barracks represents your military strength (attack and defense) against the city to your right.

When you cross off an attack space, gain Victory Points depending on the defense spaces the defending city has crossed off, **on previous turns**:

- ✱ If the city has **no defense**, gain the indicated Victory Points.
- ✱ If the city has **1 defense**, gain 1 Victory Point less than the indicated points.
- ✱ If the city has **2 defense**, gain 2 Victory Points less than the indicated points.

Important: Immediately write the Victory Points gained in the symbol on the space you just crossed off.

Note: During 2-player games, your Western Barracks is adjacent to your opponent's Eastern Barracks. Conversely, your Eastern Barracks is adjacent to their Western Barracks.

Example: You attack the city to your right for the first time ①: since they already have 1 defense ②, you gain 2 Victory Points ($3-1=2$) that you write directly between the laurels ③.



University



The University lets you, among other things, unlock the 3 special dice:

- ✱ The **black die** lets you cross off spaces of different Buildings on your board.
- ✱ The **white die** grants you access to the Gallery of Leaders.
- ✱ The **purple die** grants you access to the Guild Court.

When a player unlocks a special die for the first time, they must replace (at the end of the turn) a **grey die in the Forum, chosen randomly, with the special die.**

Important: You cannot choose a special die in the Forum until you have unlocked it yourself.

Spy



There is no black Building in your city, but each face of the black die lets you directly cross off a space of a Building (see *Player Aid*).

Gallery of Leaders



The Gallery of Leaders doesn't have specific features, but it lets you, among other things, speed up the construction of your city **using its effects** (see *Player Aid*).

Guild Court



To cross off a space of the Guild Court, you must fulfill the following condition: have **at least as many** spaces crossed off in **the Building shown by the purple die** as each of your 2 neighboring cities.

During a 2-player game, you must have **strictly more** crossed-off spaces of the Building shown than your opponent.

Note: Spaces crossed off during the current turn do not count.

Example: The purple die shows the . You have 2 spaces crossed off in your Market **1**. The city to your right also has 2 **2**. The city to your left has 1 **3**. You may therefore cross off a space of your Guild Court **4**.



Your Market

1



The Market in the city to your right

2



The Market in the city to your left

3



Your Guild Court

4

FINAL SCORING

Using the score board, add up the Victory Points for **Buildings in your city**. The player with the highest score wins the game. In case of tie, the player with the most unspent circled Coins wins the game. If there's still a tie, tied players share the victory.

Example of final scoring:



	Elsa
	15
	3
	22
	18
	8
	7
	5
	8
	86

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