

LIST OF CARDS

LIST OF CHAINS

Age I

Age II

Age III

Age I

Age II

Age III

LUMBER YARD 3+ 4+	STONE PIT 3+ 5+
CLAY POOL 3+ 5+	ORE VEIN 3+ 4+
TREE FARM 6+	EXCAVATION 4+
CLAY PIT 3+	TIMBER YARD 3+
FOREST CAVE 5+	MINE 6+
GLASSWORKS 3+ 6+	PRESS 3+ 6+
LOOM 3+ 6+	
WELL 4+ 7+	BATHS 3+ 7+
ALTAR 3+ 5+	THEATER 3+ 6+
TAVERN 4+ 5+ 7+	MARKETPLACE 3+ 6+
WEST TRADING POST 3+ 7+	EAST TRADING POST 3+ 7+
STOCKADE 3+ 7+	BARRACKS 3+ 5+
GUARD TOWER 3+ 4+	
APOTHECARY 3+ 5+	WORKSHOP 3+ 7+
SCRIPTORIUM 3+ 4+	

SAWMILL 3+ 4+	QUARRY 3+ 4+
BRICKYARD 3+ 4+	FOUNDRY 3+ 4+
GLASSWORKS 3+ 5+	PRESS 3+ 5+
LOOM 3+ 5+	
STATUE 3+ 7+	AQUEDUCT 3+ 7+
TEMPLE 3+ 6+	COURTHOUSE 3+ 5+
CARAVANSERY 3+ 5+ 6+	FORUM 3+ 6+ 7+
VINEYARD 3+ 6+	BAZAR 4+ 7+
STABLES 3+ 5+	ARCHERY RANGE 3+ 6+
WALLS 3+ 7+	TRAINING GROUND 4+ 6+ 7+
DISPENSARY 3+ 4+	LABORATORY 3+ 5+
LIBRARY 3+ 6+	SCHOOL 3+ 7+

PANTHEON 3+ 6+	GARDENS 3+ 4+
TOWN HALL 3+ 6+	PALACE 3+ 7+
SENATE 3+ 5+	
LIGHTHOUSE 3+ 6+	HAVEN 3+ 4+
CHAMBER OF COMMERCE 4+ 6+	LUDUS 5+ 7+
ARENA 3+ 5+	
CASTRUM 4+ 7+	FORTIFICATIONS 3+ 7+
CIRCUS 4+ 6+	ARSENAL 3+ 5+
SIEGE WORKSHOP 3+ 5+	
LODGE 3+ 6+	ACADEMY 3+ 7+
OBSERVATORY 3+ 7+	STUDY 3+ 5+
UNIVERSITY 3+ 4+	
WORKERS GUILD 3+	CRAFTSMENS GUILD 3+
MAGISTRATES GUILD 3+	TRADERS GUILD 3+
BUILDERS GUILD 3+	SPIES GUILD 3+
DECORATORS GUILD 3+	PHILOSOPHERS GUILD 3+
SCIENTIST'S GUILD 3+	SHIPOWNERS GUILD 3+

WELL 4+ 7+	STATUE 3+ 7+	
BATHS 3+ 7+	AQUEDUCT 3+ 7+	
ALTAR 3+ 5+		PANTHEON 3+ 6+
THEATER 3+ 6+		GARDENS 3+ 4+
MARKETPLACE 3+ 6+	CARAVANSERY 3+ 5+ 6+	LIGHTHOUSE 3+ 6+
EAST TRADING POST 3+ 7+	FORUM 3+ 6+ 7+	HAVEN 3+ 4+
WEST TRADING POST 3+ 7+	STABLES 3+ 5+	ARENA 3+ 5+
APOTHECARY 3+ 5+	DISPENSARY 3+ 4+	LODGE 3+ 6+
	ARCHERY RANGE 3+ 6+	SIEGE WORKSHOP 3+ 5+
WORKSHOP 3+ 7+	LABORATORY 3+ 5+	OBSERVATORY 3+ 7+
	COURTHOUSE 3+ 5+	SENATE 3+ 5+
SCRIPTORIUM 3+ 4+	LIBRARY 3+ 6+	UNIVERSITY 3+ 4+
		ACADEMY 3+ 7+
	SCHOOL 3+ 7+	STUDY 3+ 5+
	WALLS 3+ 7+	FORTIFICATIONS 3+ 7+
	TRAINING GROUND 4+ 6+ 7+	CIRCUS 4+ 6+

Effect of the card

WELL

Name of the card

Minimum players required

Chain symbol

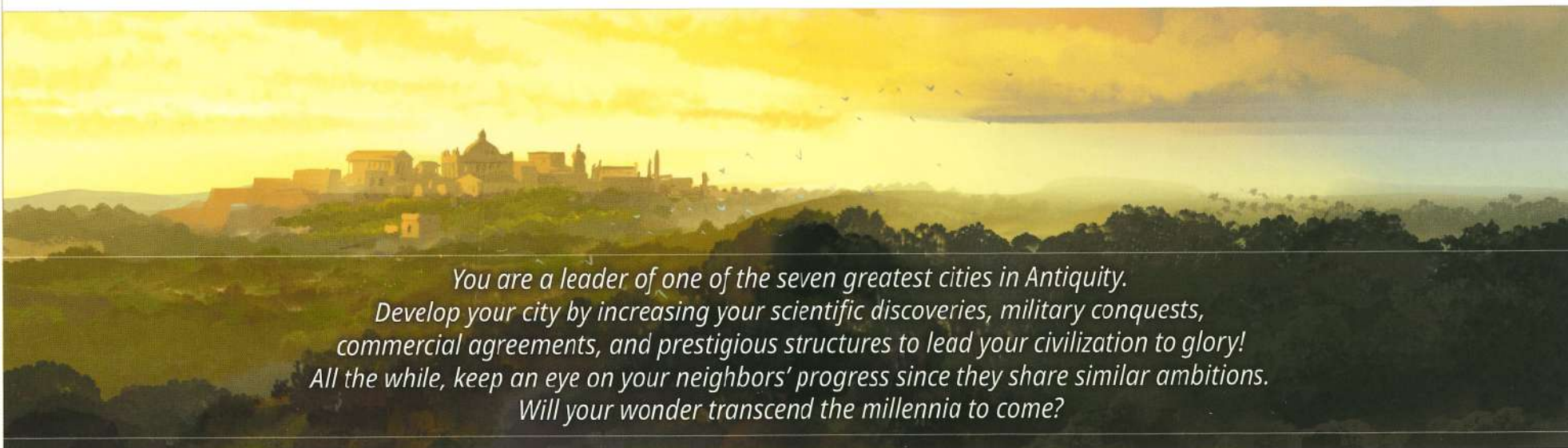
Link to the chained card

ANTOINE BAUZA

TM

7 WONDERS

"All good things of this earth flow into the city." (Pericles)



*You are a leader of one of the seven greatest cities in Antiquity.
Develop your city by increasing your scientific discoveries, military conquests,
commercial agreements, and prestigious structures to lead your civilization to glory!
All the while, keep an eye on your neighbors' progress since they share similar ambitions.
Will your wonder transcend the millennia to come?*

OVERVIEW OF THE GAME

A game plays over 3 rounds, called Ages, during which you simultaneously play cards one by one to develop your City.

These cards represent the different Buildings you can construct: resource production, civil, commercial, military, scientific, and guild Buildings.

At the end of each Age, head to war with your two neighbors. At the close of 3 Ages, count your total victory points provided by your City, Wonder, military prowess, and Treasure. The player with the highest score wins the game.

CONTENTS

- 7 Wonder boards
- 148 Age cards: 49 Age I cards, 49 Age II cards, and 50 Age III cards
- 78 Coins: 54 Coins worth 1 and 24 Coins worth 3
- 48 Military Conflict tokens: 24 Defeats and 24 Victories (8 per Age)
- 1 score pad
- 3 Description of Effects sheets
- 1 List of cards and chains sheet
- This rulebook

ELEMENTS OF THE GAME

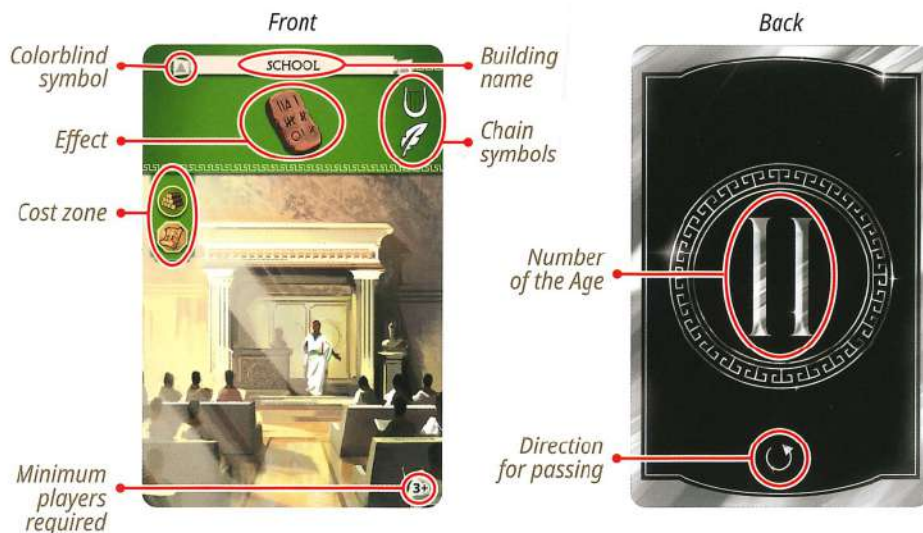
AGE CARDS

Age cards represent Buildings you can construct during the game. The back of each card indicates to which Age the card belongs (Age I, Age II, and Age III).

There are seven different types of cards:

- **Brown** cards (Basic Materials) provide **common resources**: Clay , Stone , Ore , and Wood .
- **Grey** cards (Manufactured Products) provide **rare resources**: Glass , Cloth , and Papyrus .
- **Blue** cards (Civil Buildings) provide **victory points** .
- **Yellow** cards (Commercial Buildings) provide **commercial advantages**.
- **Red** cards (Military Buildings) increase your **military strength** .
- **Green** cards (Science Buildings) provide **scientific advancements** in three domains: , , and .
- **Purple** cards (Guilds) provide **victory points**  according to certain conditions.

On the front of each Age card is a cost zone, an effect, a name, a colorblind friendly symbol, possibly one or two chain symbols, and a minimum number of players required. On the back is the number of the Age and the direction for passing.



COLORBLIND FRIENDLY SYMBOLS

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

■ Brown ◆ Grey ■ Blue ● Yellow ✕ Red ▲ Green ★ Purple

WONDER BOARD

Each board represents a Wonder you can construct during the game.

Wonders have a Day side  and a Night side  showing two, three, or four different construction stages.

Each construction stage has a cost and an effect.

Your Wonder board will also provide you with a starting resource.



MILITARY CONFLICT TOKENS

Military Conflict tokens represent your Military Victories and Defeats. There are four types of Military Conflict tokens:

- Military Defeat -1 tokens
- Military Victory +1 tokens
- Military Victory +3 tokens
- Military Victory +5 tokens



COINS

Coins represent your **Treasure**. They are worth 1 or 3.

Note: In these rules, when you see "x Coins," the "x" corresponds to the total value of your Coins. In other words, "Take x Coins" means you take Coins worth a total of x.

DESCRIPTION OF EFFECTS SHEETS

These sheets provide a complete explanation of all the symbols in the game.

SCORE PAD

This score pad is used at the end of the game to count your victory points and determine a winner.



LIST OF CARDS AND CHAINS SHEET

This sheet is for your information.



SETUP

1 Prepare the Age cards:

- Separate the Age cards into three decks: Age I, Age II, and Age III.
- For each Age, sort the cards by the minimum number of players required and keep only the cards with a number **less than or equal to** the number of players. Put the other cards back in the box, they will not be used during the game.

Example: In a 5-player game, keep all cards with 3+, 4+, and 5+ in each deck of Age cards.

- In the Age III deck, take all the **Purple** cards. Randomly draw as many cards from these as the **number of players +2** and keep them face down. Add these cards to the other Age III cards. Put the other **Purple** cards back in the box, they will not be used during the game.

Example: In a 5-player game, you will randomly draw 7 Purple cards (5 players + 2).

- Shuffle each deck of Age cards and put them face down in the middle of the table.

- Each player randomly takes a **Wonder Board** and places it in front of themselves, picking their preferred side (☀ Day or 🌙 Night).

*Note: For your first few games, we recommend using the **Day side** of the Wonder boards. For any following games, feel free to mix Day and Night sides. If you like, you can also choose Wonder boards instead of distributing them randomly.*

- Take **3 Coins** (worth 1) and place them on your Wonder board. These Coins make up your starting Treasure. Place the leftover Coins in the middle of the table to make the **Coin reserve**.

- Place all of the Military Conflict tokens in the middle of the table to make the **Military Conflict token reserve**.

- All other game contents are put back in the box and will not be used during this game.



SETUP EXAMPLE
FOR 5 PLAYERS



Discard



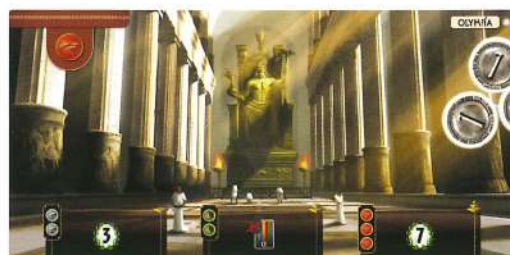
The neighbor
on your left

4 Military Conflict token reserve



1 Age cards

3 Coin reserve



2 Your Wonder

3 Your Treasure



The neighbor
on your right

GAMEPLAY

A game plays over **three successive rounds**: Age I, Age II, then Age III. Each round plays in a similar fashion. Victory points are scored at the end of Age III.

Definitions:

Neighbors: The term "neighbors" refers to the player directly on your left **and** the player directly on your right.

City: The term "City" refers to your developments, which includes your Wonder and constructed cards.

OVERVIEW OF AN AGE

At the start of each Age, take the corresponding deck of cards (I, II, or III) and randomly deal **7 cards** to each player face down.

These cards will make up your **starting hand**.

Each Age has **6 turns** during which you all play **simultaneously**. A turn is comprised of three stages, which happen in this order:

1. Choose a card
2. Play this card
3. Pass your hand

1. CHOOSE A CARD

Take stock of the cards in your hand without showing them to the other players. From these cards, choose 1 and place it face down in front of you. Set the remaining cards aside face down. They will be used later.

2. PLAY THIS CARD

When **everyone** has chosen a card, play them **simultaneously**. You can use this card to complete **one single action** from the ones listed below:

- A. Construct the Building on your card
- B. Construct a stage of your Wonder
- C. Sell the card

***Note:** At the start of your first game, we recommend paying attention to everyone's actions, playing one after another, to familiarize yourself with the game.*

A. Construct the Building on your card

To construct the Building on your card, pay any listed costs and place it face up above your Wonder board (see *Constructing in 7 Wonders* pages 6-7). Once built, the Building will remain in your City until the end of the game.

***Important:** You can never construct two identical Buildings, meaning no two cards in your City can have the same name.*

CARD PLACEMENT IN YOUR CITY

Stack cards of the same color making sure to keep their effects visible and **stack resources above your starting resource**.
(See example on page 8).

B. Construct a stage of your Wonder

To construct a stage of your Wonder, pay **only** the cost shown on your **Wonder board** for this stage (see *Construct in 7 Wonders* pages 6-7).

Put your card face down under your board so that half is covered by the stage of the Wonder you are constructing. The effect of this stage is now available to you for the rest of the game.



***Note:** You can use any card to construct a Wonder stage and this card has no other use besides activating the effect of this stage.*

Wonder stages can be constructed at **any moment** during the game. In other words, you can construct the first stage of your Wonder in Age I, II, or III. However, you are **required to construct the stages of your Wonder from left to right** (stage 1 before stage 2, then stage 2 before stage 3).

***Note:** Constructing stages of your Wonder is optional.*

C. Sell the card

To gain Coins, you can sell your card. To do so, discard your card face down in the middle of the table (onto a pile that makes up the **discard**) and take **3 Coins** from the reserve that you add to your Treasure.

3. PASS YOUR HAND

When all players have completed their action, take the cards you did not choose and give them to the neighbor on your left (during Ages I and III) or to the neighbor on your right (during Age II). The **direction for passing** is shown on the back of the Age cards.

You will therefore receive a hand of cards from your neighbor. These cards will make up your new hand of cards for the next turn. You will have one fewer cards each turn, and will ultimately have only two on the last turn.

SIXTH AND LAST TURN

At the start of the sixth and last turn of each Age, you will receive a hand of 2 cards from your neighbor. Choose 1 of these cards and discard the other face down to the discard pile. The discarded card does not give you any Coins.

Play your sixth and last card as normal.

Continue to the Resolution of Military Conflicts.

RESOLUTION OF MILITARY CONFLICTS

Each Age ends with the Resolution of Military Conflicts.

Count all military symbols  on cards you have constructed and those on your Wonder board, if any, to determine your **military strength**. Then compare your total military strength with that of each of your neighbors.

For **each** neighbor:

- If your military strengths are **equal**, neither one of you takes a token.
- If your military strength is **lower**, take a Military Defeat token.
- If your military strength is **higher**, take the Military Victory token that corresponds to the current Age.



Defeat



Age I



Age II



Age III

After the Resolution of Conflicts, the current Age ends and you continue to the next Age. After the Resolution of Conflicts in Age III, continue to the *End of the game* (page 8).

Example: At the end of Age II, your military strength is 4. The strength of the neighbor on your left is 5 and the strength of the one to your right is 2. You suffer a Defeat against the neighbor on your left and therefore take a Military Defeat token. You emerge as the victor of the Conflict against the neighbor on your right and take a Victory token for Age II.

Neighbor on your left



Military strength = 5

Your City in Age II



Military strength = 4

Neighbor on your right



Military strength = 2



Defeat



Victory

CONSTRUCTING IN 7 WONDERS

During the entire game, you will have the option of constructing **Buildings** or **Wonder stages**. To do this, you must pay the corresponding construction cost, shown on the cost zone of cards or each of the Wonder stages.

Reminder: You can never construct two identical Buildings, meaning you cannot have two cards with the same name in your City.

There are different types of costs:

- A. No cost
- B. Coin cost
- C. Resource cost
- D. Free cost through chains

A. NO COST

If the cost zone is empty, the card is **free** and requires no resources or Coins to be constructed.



B. COIN COST

Certain cards cost 1 Coin. Take 1 Coin from your Treasure and place it in the reserve when constructing the Building on the card.



C. RESOURCE COST

Certain cards and Wonder stages require one or more resources to be constructed. You can use resources produced by your City **and/or** buy resources from your neighbors.

Important: Resources used for constructing are never lost and can be used on every turn of the entire game.



Using resources produced by your City

You produce **one resource** per resource symbol shown in your City: starting resource on your Wonder board, **Grey**, **Brown**, and **Yellow** cards, and certain Wonder stages. Each resource symbol can only be used once per turn.

Example: You produce 2 Stones, 1 Ore, and 1 Papyrus. You can therefore construct the Barracks since your City produces 1 Ore, or the Scriptorium since your City also produces 1 Papyrus. However, you cannot construct the Guard Tower since you do not produce Clay.



Buying resources from a neighboring City

If your City does not produce the resources needed to construct a card or Wonder stage, check your neighbors' Cities. If they produce the resources you need, you can buy these resources from them.

For each resource bought, give **2 Coins** to the owner of the resource.

This player keeps their card and can still use the resource you just bought.

Each resource symbol can only be bought **once per turn by the same player**.

Resources must be used on the same turn as they were bought.

Resources you can buy from your neighbors include:

- The starting resource on their Wonder board;
- Resources on their **Brown** cards;
- Resources on their **Grey** cards.

It is **impossible** to buy resources produced by their **Yellow** cards or the stages of their Wonder.

If your neighbor has a card that produces a **choice of 1 resource** from two resources shown, you can choose which one to buy, **regardless of what your neighbor has chosen**.

Notes:

- To buy resources, you must spend the required Coins at the beginning of your turn. You cannot use Coins you receive from other players during the same turn.
- You cannot buy resources from a Building your neighbor constructed that same turn.
- You can never prevent a player from buying your resources.
- Both of your neighbors can buy the same resource from your City.

D. FREE COST THROUGH CHAINS

Starting in Age II, certain cards have a **free construction condition** shown as a **chain symbol**. If you have previously constructed a card with the same symbol in the upper right corner, you can construct this card **for free**.

Example: In Age I, if you constructed the Theater in your City, you can construct the Gardens in Age III for free, since you have the corresponding chain symbol.



Notes:

- If you do not have the symbol that corresponds to a card's chain, you can still construct this card by paying its resource cost.
- Certain cards grant access to two chains; in this case, you will see two symbols in the upper right corner of the card.



END OF THE GAME

The game ends at the close of Age III, after the Resolution of Military Conflicts. Proceed with counting victory points by using the score pad. The player with the highest score wins the game. If there is a tie, the player with the most Treasure wins. If there is still a tie, all tied players share the victory.

COUNTING VICTORY POINTS

Use the score pad to count your victory points.

1 Wonder Board

Add victory points from constructed stages of your Wonder.

2 Treasure

Earn 1 victory point for each **complete set of 3 Coins** in your Treasure.

3 Military Conflicts

Add the value of all your Military Defeat and Victory tokens to determine your score for Military Conflicts (the total may be a negative number).

4 Blue Cards

Add victory points on **Blue** cards in your City.

5 Yellow Cards

Add any victory points on **Yellow** cards in your City, according to the effects described on the cards (see *Description of Effects* sheet).

6 Green Cards

Count all of the science symbols in your City and on constructed stages of your Wonder, if any. These symbols provide victory points in two different ways which will be added together.

- **Identical symbols:** Check how many identical symbols you have for each type of symbol and refer to the table below:

Number of identical symbols	1	2	3	4	5	6
Victory points	1	4	9	16	25	36

- **Sets of 3 different symbols:** For each complete set of 3 different science symbols, gain 7 victory points.

7 Purple Cards

Add victory points on **Purple** cards in your City, according to the effects described on the cards (see *Description of Effects* sheet).

4 Blue Cards: 9 points

5 Yellow Cards: 2 points

6 Green Cards: 9 points (3 identical symbols), 4 points (2 identical symbols), 1 point (1 symbol)

7 Purple Cards: 4 points

3 sets of 3 Coins: 3 points

6 Military Defeat/Victory tokens: 6 points

10 Military Defeat/Victory tokens: 10 points

Name	Alex
1	10
2	3
3	6
4	9
5	2
6	21
7	4
Total victory points	Σ 55

CREDITS

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DESCRIPTION OF EFFECTS



Once this symbol enters play, **once per turn**, produce the indicated resource for each resource symbol in your City.



Once this symbol enters play, **once per turn**, produce your choice of one of the indicated resources.



At the end of the game, gain the number of indicated victory points.



Once this symbol enters play, increase your military strength by the number of indicated military symbols.



At the end of the game, gain the indicated science symbol and add it to your collection of **Green** cards.



At the end of the game, gain your choice of 1 science symbol and add it to your collection of **Green** cards.



Once this symbol enters play, immediately take the number of Coins indicated (from the reserve) and add them to your Treasure.



Once this symbol enters play, you can buy common resources (Wood, Stone, Ore, and Clay) from your neighbor (on the left or right according to the arrow) for 1 Coin instead of 2.



Once this symbol enters play, you can buy rare resources (Glass, Cloth, and Papyrus) from your neighbors for 1 Coin instead of 2.



Once this symbol enters play, immediately take the number of indicated Coins (from the reserve) for each card of this color in your **and** your neighbors' Cities. Cards of this color that your neighbors constructed that same turn are counted too.



At the end of the game, gain the number of indicated victory points for each card of this color in your neighbors' Cities.



At the end of the game, gain 1 victory point for each **Brown**, **Grey**, and **Purple** card (including this one) in your City.



Once this symbol enters play, immediately take the number of indicated Coins (from the reserve) for each card of this color in your City. Additionally, **at the end of the game**, gain the number of victory points indicated for each card of this color in your City.



Once this symbol enters play, immediately take 1 Coin (from the reserve) for each **Yellow** card in your City (including this one). Additionally, **at the end of the game**, gain 1 victory point for each **Yellow** card in your City.



Once this symbol enters play, immediately take 3 Coins (from the reserve) for each Wonder stage you have constructed. Additionally, **at the end of the game**, gain 1 victory point for each stage of your Wonder you have constructed.



At the end of the game, gain 1 victory point for each Wonder stage constructed in your **and** your neighbors' Cities.



At the end of the game, gain 7 victory points **only** if **all** stages of your Wonder are constructed.



Once this symbol enters play, you can play the **card that is normally discarded at the end of each Age**, following the normal rules. This card is considered a new turn and is played **after** all other players have played their last card.



At the end of the turn when this symbol enters play, take all the Age cards in the discard. Choose 1 and construct it for free.



Once this symbol enters play, you can **construct the first Age card in each color** for free.



Once this symbol enters play, you can **construct the first Age card in each Age** for free.



Once this symbol enters play, you can **construct the last Age card in each Age** for free.

Do you need clarification on an effect?

Simply look up our FAQ,
www.7wonders.net/faq
or scan this code:

