ANTOINE BAUZA

7 WONDERS™ EDIFICE

"Give me a lever and a place to stand and I will move the Earth." (Archimedes)

CONTENTS

2 Wonder boards • 15 Edifice cards • 24 Participation pawns • 15 Debt tokens • 12 Military Conflict tokens • 3 Coins worth 6 • 1 score pad • 3 Description of New Effects sheets • This rulebook

OVERVIEW

This expansion to *7 Wonders* lets you participate in building communal edifices to turn a profit. You are not required to participate, although you will bear responsibility for any projects that fail.
This expansion slightly changes the base rules to *7 Wonders*, but the victory conditions remain the same.

GAME ELEMENTS





WONDER BOARDS

Ur is only used if playing with this expansion.

Carthage adds a new way to build the stages of your Wonder. It can be used with the base game or any expansion.

PARTICIPATION PAWNS

These pawns represent your participation in constructing Edifices. There are 3 types of pawns, each corresponding to a different Age.



Age I *Age II* *Age III*

DEBT TOKENS

These tokens represent victory points that you might lose if an Edifice fails to be constructed.
They have a negative value (-2, -3, and -5), each corresponding to a different Age.



Age I *Age II* *Age III*

MILITARY CONFLICT TOKENS AND COINS

Additional Military Conflict tokens and Coins are added to the reserves.

SCORE PAD

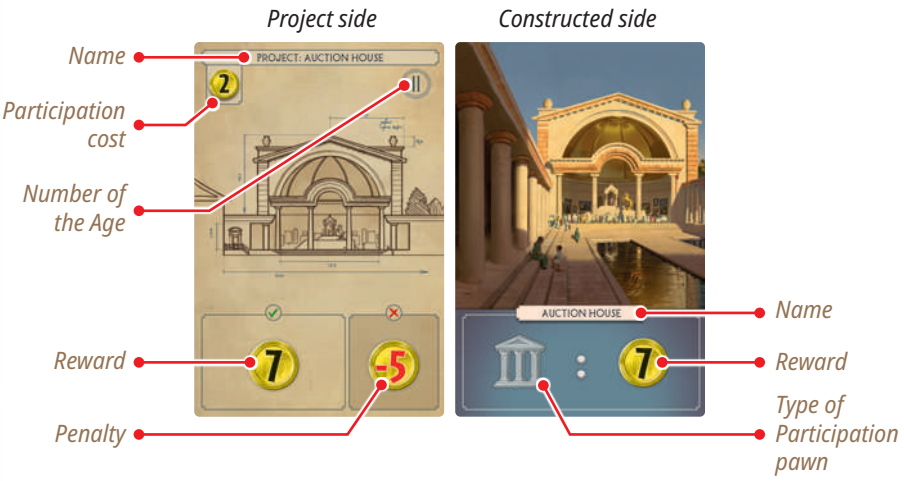
This score pad assists you in counting victory points gained through the *Leaders*, *Cities*, *Armada*, and *Edifice* expansions.

DESCRIPTION OF NEW EFFECTS SHEETS

These sheets explain the new symbols in the game.

EDIFICE CARDS

Edifice cards represent prestigious buildings that you can construct together during the game.
Each Edifice has a **Project** side and a **Constructed** side.



SETUP

Setup follows the normal *7 Wonders* rules with the exception of the following adjustments:

- Place the **Debt tokens** in the middle of the table.
- Prepare the **Edifice cards**:
  1. Separate the Edifice cards into three decks (Age I, Age II, and Age III), then shuffle each deck separately.
  2. Take **1 random Edifice card per Age** and place these 3 cards in the middle of the table, **Project** side up. The remaining cards are put back in the box; they will not be used this game.
- Consult the table below and take for each Age the corresponding number of **Participation pawns**.

Number of players	*3*	*4*	*5*	*6*	*7*
Number of Participation pawns (for each Age)	*2*	*3*	*3*	*4*	*5*

- Place the Participation pawns on the Edifice card of the matching Age. The remaining Participation pawns are put back in the box.



Setup example for a 5-player game

GAMEPLAY

Gameplay follows the normal *7 Wonders* rules with the exception of two new rules:

A. Participate in the project
B. Construct the Edifice

A. PARTICIPATE IN THE PROJECT

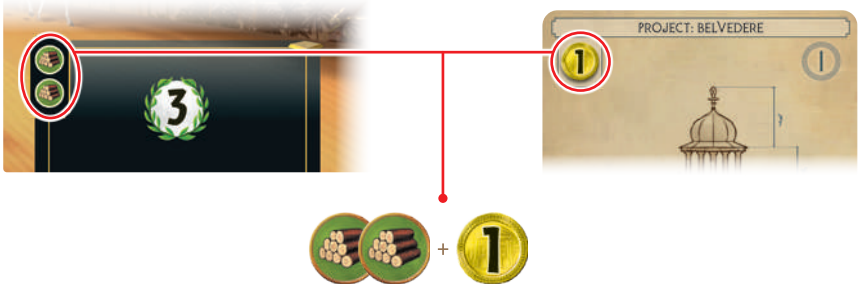
Once per Age, when you construct a stage of your Wonder, if you wish, you can participate in the construction of the **current Age's Edifice**. You can participate in the construction of the Edifice **as long as there is at least 1 Participation pawn** on the card.

To do so, you must pay, **at the same time**, the cost of your Wonder stage (following the normal *7 Wonders* rules) **and** the project's participation cost.

Then take a **Participation pawn** from the Edifice card and place it on your Wonder board.

Note: *If multiple players participate in the construction of an Edifice on the same turn, and there are not enough Participation pawns, take pawns from the box so that each participant has one.*

Example: *In Age I, you construct the first stage of your Wonder and decide to participate in the construction of the Belvedere. The Wonder stage costs 2 Wood and the Belvedere costs 1 Coin. Therefore you pay a total of 2 Wood and 1 Coin. Your Wonder stage is constructed and you take 1 Participation pawn from the Belvedere card.*



Total cost: *Wonder stage + participation in the project*



B. CONSTRUCT THE EDIFICE

Two possibilities:

- **During the Age, construction is finished:**
  As soon as the last Participation pawn is taken from the Edifice card, it is constructed. Flip the Edifice card over to its Constructed side. If you have **a Participation pawn** for this Edifice, **immediately gain its Reward** (see *Description of New Effects* sheet).

- **At the end of the Age, construction is not finished:**
  Before the Resolution of Military Conflicts, if there is at least 1 Participation pawn left on the Edifice card, the construction fails and no one gains its Reward. If you do not have **any Participation pawns** for this Age, you must **suffer the Penalty**. If you have at least 1 Participation pawn, you do not suffer any Penalty.

  If you cannot pay the **full** Penalty, do not lose anything. Instead, take a **Debt token** for the current Age.

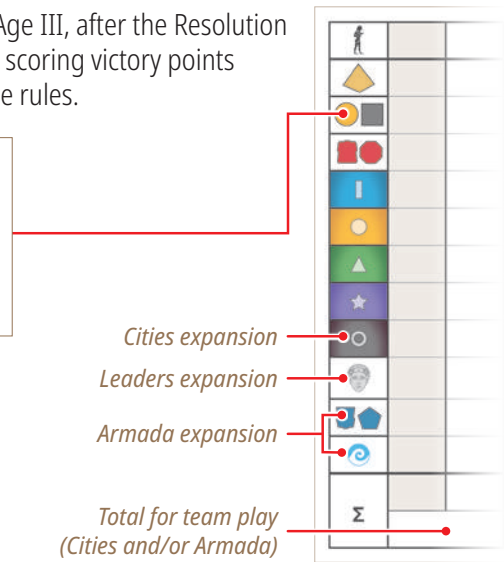


Age I *Age II* *Age III*

END OF THE GAME

The game ends at the close of Age III, after the Resolution of Military Conflicts. Proceed to scoring victory points following the normal base game rules.

On this line, note the total victory points provided by your **Participation pawns** and **Debt tokens**. This total may be negative.



EDIFICE AND *ARMADA* EXPANSIONS

If you are playing with the *Edifice* **and** *Armada* expansions, when you construct a stage of your Wonder, you can undertake a Naval Construction **or** participate in the construction of the Edifice. You cannot take both construction actions in the same turn.

CREDITS

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