ANTOINE BAUZA

7 WONDERS

RULES



Lead one of the seven great cities of the Ancient world. Exploit the natural resources of your lands, take part in the eternal march of progress, develop your commercial relationships and assert your military might.
Leave your mark in the history of civilization by building an architectural marvel that will transcend the ages to come.



Contents

- 7 Wonder boards
- 7 Wonder cards
- 49 Age I cards
- 49 Age II cards
- 50 Age III cards
- 42 Conflict tokens
- 20 value 3 coins
- 30 value 1 coins
- 1 score booklet
- 1 rulebook
- 2 « 2 player » cards

Game overview and goal

A game of 7 Wonders takes place over 3 Ages, each using one of the 3 card decks (first the Age I cards, then Age II, and finally Age III).

These Ages are each played similarly, with each player having the opportunity to play 6 cards per Age to develop his or her city and build their Wonder.

At the end of each Age, each player compares their military might with their two neighboring cities (belonging to the players to their right and left).

At the end of the third Age, the players count their victory points ; the player with the most points wins the game.

Game Elements

Wonder Boards

Each board represents the Wonder the player can build and the resource it produces from the start of the game (shown on the upper left of the board). These boards are double-sided and offer two different versions of the Wonder. Each Wonder is composed of two, three or four stages, represented on the board. Each stage has a construction cost and gives a bonus when finished.

Coins

The coins come into play in commercial transactions tying a city to its two neighboring cities.

There is no limit to the number of coins a player can accumulate during a game. Accumulated coins are worth victory points at the end of the game.

Conflict Tokens

The Conflict tokens are used to represent the military victories and defeats between neighboring cities.

4 types of tokens are used :

- the Defeat tokens with a value of -1 are used at the end of each of the 3 ages.
- the Victory tokens with a value of +1 are used at the end of Age I.
- the Victory tokens with a value of +3 are used at the end of Age II.
- the Victory tokens with a value of +5 are used at the end of Age III.

Cards

In 7 Wonders, all the Age cards represent structures.

There are 7 different types of structures, easily recognizable by the border color of their card.

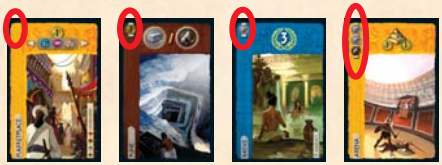
- Raw Materials (brown cards) : these structures produce resources :
- Manufactured Goods (gray cards) : these structures produce resources :
- Civilian Structures (blue cards) : these structures score victory points.
- Scientific Structures (green cards) : these structures score victory points depending on your progress in the three scientific fields :
- Commercial Structures (yellow cards) : these buildings earn coins, produce resources, change commerce rules and sometimes earn victory points.
- Military Structures (red cards) : these buildings increase your military might. This comes into play during Conflict resolution.
- Guilds (purple cards) : these buildings allow players to score points according to specific criteria.

Note : the Age III deck contains no Raw Materials (brown cards) or Manufactured Goods (gray cards), but it does contain the Guilds (purple cards).

Cards cost

The area in the upper left indicates the construction cost. If that area is empty, the structure is free and requires no resources for its construction.

Example : the Marketplace is free, the Mine costs one coin, the Baths require one stone to be built and the Arena requires two stones and one ore.



Starting in Age II, some structures can be built either by paying the requisite resource(s) or, alternatively, they can be built for free if the player has built during the previous age the structure indicated on the card.

Example : the construction of the Stables requires one brick, one wood and one ore OR possession of the Apothecary.



The lower right area indicates which structures (if any) may be built for free in the following age due to this card.

Example : if built during Age I, the Scriptorium will allow the building of the Library and the Courthouse for free during Age II.



The lower center area indicates in which configuration – number of players – the card is used.

Example : in a 4 player game, the 3+ and 4+ cards are used.



Game Set-up

One deck of cards per Age

For each of the 3 decks, return to the box all cards which are not used based on the number of players.

Example : in a 6 player game, the 3+, 4+, 5+ and 6+ cards are used. The 7+ cards are returned to the box.

Moreover, for the Age III deck :

- Remove the 10 Guilds (purple cards) and randomly (and secretly) keep only the number required based on the number of players.
- Then, shuffle the kept Guilds cards kept with the other cards to make up the Age III deck.

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

Note :

- If you have correctly removed the cards at the beginning of the game, all of the cards in play should be dealt at the beginning of each Age (7 cards per player).

- For inquiring minds, the number of Guilds to be kept is equal to the number of players +2.

Wonders

Shuffle the 7 Wonder cards, face down, and hand one to each player. The card and its facing determine the Wonders board given to each player as well as the side to be used during the game.



Notes :

- For your first few games, you should use side A of the boards, as they are simpler to use.

- If all the players agree, the Wonders boards can be chosen instead of randomly given.

Coins

Each player begins the game with 3 value "1" coins which they place on their board.

The remaining coins form the bank (players may "make change" between the value "3" and "1" coins as needed).

Conflict Tokens

The Conflict tokens form a reserve, next to the coins.

Construction in 7 Wonders

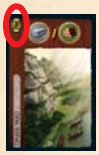
Throughout all 3 ages in a game, the players will get to build structures (cards) and Wonders (board).

- Most structures have a resource cost. Some are free and some have a coin cost. Some also have a resource cost and a free construction condition.
- The Wonders all have a resource cost.

Coin Cost

Some brown cards cost a coin which must be paid to the bank on the turn in which they are constructed.

Example : the construction of the Timber yard costs 1 coin.



Free Construction

Some cards have no cost and can be put into play for free.

Example : the construction of the Eastern Trading Post is free.



Resource Cost

Some cards have a resource cost.

To construct them, the player must produce the corresponding resources AND/OR buy them from one of his or her two neighboring cities.

Production

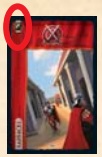
The resources of a city are produced by its Wonder board, its brown cards, its gray cards, and some yellow cards.

To build a structure, a player's city must produce the resources indicated on its card.

Example : Giza produces 2 Stones, 1 Clay, 1 Ore, 1 Papyrus and 1 Textile :



- its player can build the Barracks (cost : 1 Ore) or the Scriptorium (cost : 1 Papyrus) as his city produces the required resources.





- its player cannot build the Aqueduct (cost : 3 Stones) as his city only produces two of the three stones required by that structure.



Important : the resources are not spent during construction. They can be used each turn, for the entire game. The production of a city is never reduced (the cards played are never discarded).

Commerce

Often, a player will want to build a structure requiring resources he or she does not produce.

If these resources are produced by a neighboring city – players sitting directly to the left or right of that player – the player will be able to purchase the missing resource(s) through commerce.

The resources a player can buy from their neighboring cities are :

- the resources initially produced by the city (as indicated on the board)
- the resources from its brown cards (raw materials)
- the resources from its gray cards (manufactured goods)

However, it is impossible to buy the resources produced by some commercial structures (yellow cards) or by some Wonders : these resources are reserved to their owner.

For each resource bought, the player must give 2 coins to the owner of the resource.

Clarifications :

- selling a resource to a neighboring city **DOES NOT** prevent a player from using it, during the same turn, for his own construction purposes.
- it is possible, during the same turn, to buy one or more resources from both neighboring cities.
- the resources bought can only be used on the turn in which they are bought.
- players can never refuse to sell resources.
- some commercial structures (yellow cards) reduce the monetary costs of buying resources from 2 to 1 coin.
- if both cities neighboring a player produce a coveted resource, that player is free to purchase from either player.
- to buy resources, the player must have the coins at the beginning of the turn. The coins earned through commerce during a turn cannot be used on that turn, only during the next one.

Example A : a player wants to build a University (cost : 2 Wood +1 Glass + 1 Papyrus). Her city only produces a single Wood and a single Glass. One of her neighbors produces a wood resource, while the other produces a papyrus resource..
The player pays 2 coins to each neighbouring player to gain their respective resources and build her structure.

Example B : during a game turn, both neighboring cities buy from her 2 Stones for a total of 8 coins (2 per resource).
In the same turn, she can build a Library (cost : 2 Stones + 1 Textile) thanks to her resources, even though she has sold them to her neighboring cities.

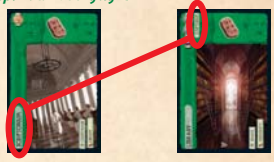
Example C : the player mentioned previously would like to build a Forum (cost : 2 Clay); she produces 1 Clay and a neighboring city also produces some. At the beginning of her turn, she does not have enough coins in the treasury. Even if the neighboring city buys one of her resources this turn, she can't spend the coins gained to immediately buy the missing Clay. This money will only be available for commerce starting on the following turn. The construction of the Forum is therefore impossible this turn, the player will have to take a different action...

Free Construction (Chains)

Some structures in Age II and Age III have, to the right of their resource cost, the name of a structure of a previous age.

If the player has built the structure named there during a previous Age, that player can build the structure for free, meaning without having to fulfill the resource cost.

Example : the Library can be built for free during Age II if the player has built the Scriptorium during Age I.



Example : built during Age I, the Theater allows a player to build the Statue for free during Age II and this, in turn, allows a player to build the Gardens for free during Age III.



Game Overview

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

Overview of an Age

At the beginning of each Age, each player receives a hand of 7 cards, dealt randomly, from the corresponding deck.
Each Age is made up of 6 game turns. During each turn the players put into play a single card, simultaneously.
A game turn takes place as follows :

- 1. Choose a card
- 2. Action
- 3. Give your hand of cards to the player sitting to your left or right and receive another hand of cards from the player sitting next to you.

1. Choose a Card

Each player looks at their hand without showing it to other players and selects a card before placing it face down before them.
The remaining cards are placed between their left-hand neighbor and themselves (see end of an Age).

2. Action

Once every player has selected his or her card, they perform their action simultaneously.
Three actions are possible with the chosen card :

- a. Build the structure
- b. Build a stage of their Wonder
- c. Discard the card to gain 3 coins

Note : during your first game, you can follow the action of each player, one after the other, to become more familiar with the game...

2.a. Build the Structure

Most often, the player will build the structure represented by the selected card (see Construction in 7 Wonders).

Important : a player can never build two identical structures (meaning those with the same name/the same illustration).

CARD PLACEMENT

The brown and gray cards are placed beneath one another starting from the upper left corner of the Wonders board. This allows players to quickly see all resources produced by each player.
The other cards are placed face up, in the area in front of the player's Wonders board. All of this area corresponds to a player's city.
In order to save space, stack your cards by color while leaving the name of each structure visible.



2.b. Build a Stage of a Wonder

To build each stage of his or her Wonder, the player will use a card of their choice as a construction marker :
To do that, the player must pay the price shown on the Wonder board and not the one shown on the structure's card.
The player then plays the card, face down, half hidden under the Wonder board to show that this stage of their Wonder is now built. The card then has no other effect, and is not considered to be a structure.
Example : a player wants to build the second stage of his Wonder, the Lighthouse of Alexandria. He chooses one card from his hand. His City grants him the two units of Ore required for his construction, he therefore places his card in front of the wonder stage, half covered by his board in order to indicate that this stage has been constructed.



Clarification :

- The stages of a Wonder MUST be built in order, meaning from left to right.
- the construction of the Wonder is not mandatory. A player can win the game without having finished (or even started) the construction of his or her Wonder.
- the card used to mark the construction of a Wonder stage remains hidden. Players would be advised to use a card they do not want to give their neighbor (see Move on to the next hand).
- most Wonders have 3 stages but these are not associated with Ages. It is therefore possible to build multiple Wonder stages in a single Age or to begin construction during age III.
- each stage can only built once per game.

2.c. Discard the Card to Gain 3 Coins

A player can choose to discard his or her card to take 3 coins from the bank and add them to his or her treasury.
The cards discarded this way remain face down and form a discard pile in the center of the table. It can be useful to discard a card you cannot build but which would be of interest to your neighbor.
Note : if a player has chosen a card but is unable to build either the structure or the Wonder stage, that player is then forced to discard the card and takes 3 coins from the bank.

3. Move on to the next hand

Each player takes the hand of cards handed from his or her neighbor.

Be careful : the direction of the hands rotation changes with each Age :

- during Age I, the hand of cards is passed to the player sitting to the left (clockwise).
- during Age II, the hand of cards is passed to the player sitting to the right (counter-clockwise).
- during Age III, the hand of cards is passed to the player sitting to the left (clockwise).

Special case : sixth turn

At the beginning of the sixth and final turn of each Age, the players will receive a two-card hand from their neighbouring player.
Each player then chooses one (like in previous turns) and the second is then discarded, face down.
The selected card is then played normally.
Then the Age ends.
Clarification : the unselected and discarded card is discarded without the players getting 3 coins for it.
Example : Sophie gets a hand of 7 cards at the beginning of the first Age. In the first turn, she puts into play one of her cards.
She then hands the remaining 6 cards to the player sitting to her left, and gets a hand of 6 cards from the player to her right.
Later, during the sixth game turn, she gets a 2 card hand from the player to her right. She discards one and puts the other one in play according to the game's rules.

End of an Age

Each Age ends after its sixth game turn.
The players must then proceed to the resolution of military conflicts.
Each player compares the total number of shields present on their military structures (red cards) with the total of each of the two neighboring cities :

- If a player has a higher total than a neighboring city, that player takes a Victory token corresponding to the Age just played (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 an equal total to that of a neighboring city, no token is taken.

Each player therefore gets, depending on the situation, 0, 1 or 2 tokens which are placed on his or her Wonder board.
Example : Age II has just ended. Alexandria (3 Shields) shares a border with Rhodes (5 Shields) to the left, and Ephesus (2 Shields) to the right. Alexandria takes a Defeat token (-1 victory point) and places it on the left side of their board as well as a Victory token (+3 victory points, Age II), placed on the right side of their board.



End of the Game

The game ends at the end of the third Age, after the Conflict tokens have been handed out.
Each player totals their civilization points and the player with the highest total is declared the winner.
In case of a tie, the player with the most coins in his or her treasury is the winner. A tie on coins is not broken further.
Note : a booklet of scorecards is in the box to help you count the points for your first few games... or keep track of your more memorable games !
Totalling the points

Count the victory points in this order :

- 1. Military conflicts
- 2. Treasury contents
- 3. Wonder
- 4. Civilian structures
- 5. Scientific structures
- 6. Commercial structures
- 7. Guilds

1. Military Conflicts

Each player adds their Victory and Defeat tokens (this total can be negative !).
Example : Alexandria has finished the game with the following tokens : +1, +3, +5, -1, -1, -1 for a total of 6 points.

2. Treasury Contents

For every 3 coins in their possession at the end of the game, players score 1 victory point. Leftover coins score no points.
Example : Alexandria has finished the game with 14 coins in their treasury, which earns them 4 victory points (4 sets of 3 coins plus one partial set).

3. Wonders

Each player then adds to their score the victory points from their wonder.
Example : Alexandria has built all 3 stages of their Wonder (side A) ; 10 victory points (3 for the first phase and 7 for the third) are added to their total.

4. Civilian Structures

Each player adds the victory points of their Civilian structures. This amount is indicated on each Civilian structure.
Example : Alexandria has built the following civilian structures : Altar (2VP), Aqueduct (5VP) and Town Hall (6VP) for a total of 13 victory points.

5. Scientific Structures

The scientific cards earn victory points in two very different ways : from sets of identical symbols and from sets of 3 different symbols.
Be careful : the victory points earned by both methods are cumulative.

Sets of identical symbols

For each of the 3 existing scientific symbols, the player wins the following points :

- only 1 symbol : 1 victory point
- 2 identical symbols : 4 victory points
- 3 identical symbols : 9 victory points
- 4 identical symbols : 16 victory points

Note :
- the number of points gained is equal to the number of symbols squared.
- there are 4 green cards for each symbol, for a maximum of 16 victory points per family of symbols.
- this maximum can be increased with the Scientific Guild and the Wonder of Babylon : 5 identical symbols earn 25 victory points and 6 identical symbols earn 36 victory points.
Example : Alexandria has built 6 scientific structures with the following symbols : 3, 2, 1. They score 9 points for the family of 3 (3x3), 4 points for its (2x2) and finally 1 for the (1x1), for a total of 14 victory points.

Sets of 3 different symbols

For each group of 3 different symbols, each player scores 7 victory points.
Example : Continuing the above example, Alexandria has built 6 scientific structures but only has a single group of 3 different symbols, they score 7 extra points for a total of 21 victory points.
If Alexandria had built an extra structure with the symbol, they would've scored : (9 + 4 + 4) + (7 + 7) = 31 victory points.

6. Commercial Structures

Some commercial structures from Age III grant victory points.
Example : Alexandria has built the Chamber of Commerce. This structure is worth 2 victory points for each gray card present in their City. Alexandria has played two gray cards : 4 victory points.

7. Guilds

Each Guild is worth a number of victory points depending on the configuration of the player's city and/or that of the two neighboring cities (see description of the structures).



STRATEGIC ADVICES

- Block your opponents : to win at 7 Wonders, you must keep an eye on your two neighboring cities to analyze their strategy. Try to block them by using the cards which would give them an advantage. You can use them to build your Wonder stages or by discarding them when you need coins.
- Strategies : multiple strategies can lead to victory : specialize in structures of a single color or collect the different types of structures, wage war or neglect your military, producing goods in abundance or rely on commerce...
- The march of progress : if you build scientific structures, try to make groups of different symbols, as they tend to earn more points.

"Expert" variant for 2 players

The following rule adjustments allow play with 2 players.
In addition to the standard game material, you'll need the two specific cards found in the box.

Be careful : we suggest you play a few games with 3-7 players before trying the game in its 2-player variant !


Border card


Free city card

Game set-up

The players use the same cards as in the 3-player configuration (3+ cards only).
Each player is given a board, and then a third board is placed beside them.
This board will be called the Free city in the rest of this variant.
The Border card is placed between the two players.
Each player is given a 7-card hand and the remaining 7 cards make a draw pile, placed face down, to the right of the Border card.
The player to the left of the Free city adds the Free city card to his or her hand.
The players and the Free city each get 3 coins from the bank to start the game.

Game Overview

The game proceeds the same way as it would with 3 to 7 players.
The difference is in the management of the Free city : the players will play, in turn and in addition to their own card, a card for it.

1. Choose a Card

The player who holds the Free city card in his or her hand takes the first card of the draw pile and adds it to their hand.
That player will then choose two cards from his or her hand – one for their own city and one for the Free city, while his or her opponent chooses their card normally.
Each player then places the remaining cards on their side of the Border card.


Border card

2. Action

The player holding the Free city card plays the Free city's card followed by his or her own while their opponent performs their own action.
Rules for the Free city :

- the Free city can purchase resources from both of its neighboring cities as according to the commerce rules. When a resource is available in both neighboring cities, the player who controls the Free city is free to purchase from either one, even if the cost would be less if bought from one player.
- the Free city can only discard a card to earn 3 coins if it cannot play one (building structures or a Wonder stage).
- If the card chosen for the Free city can benefit from a free construction (chain), this free construction MUST be performed.

Note : during the sixth turn of the age, there is only one card remaining in the Free city's draw pile. This last card is discarded at the same time as the seventh and last card of the players.

3. Move on to the next hand

Once all three cards are played, the players take the stack of cards on the other side of the border. During the next turn, it's the other player who'll play for the Free city, and so on until the end of the game.

Example : Ludwig and Peter start a game. They each get a hand of 7 cards and place a draw pile made up of the 7 remaining cards 7 to the right of the Border card. Ludwig, to the right of the Free city, adds to his hand the Free city card. On the first turn of the game, Peter chooses one card from his hand to play and Ludwig takes the first card of the Free city draw pile and adds it to his hand. He then chooses one card for the Free city and one for his own City. The players reveal their chosen cards, starting with the Free city and play them. Then they take the stack of cards on the other side of the Border card, so Peter winds up with the Free city card for the second turn of the game. It's therefore up to him to draw a card and play for both his City and the neutral City...

End of an age

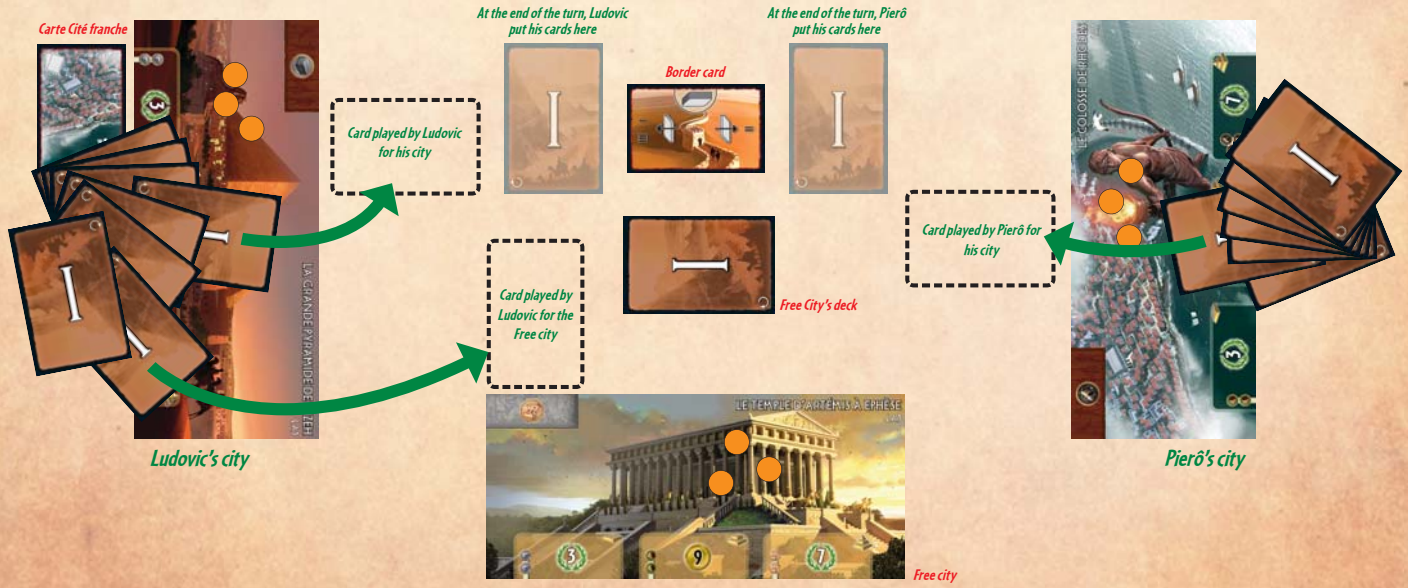
The player who begins with the Free city card changes each age :

- Age I : the card is held by the player to the left of the Free city.
- Age II : the card is held by the player to the right of the Free city.
- Age III : the card is held by the player to the left of the Free city.

The rules for Conflict resolution remain unchanged.

End of the Game

The player who has the most victory points wins the game.
In case of a tie, the player with the most coins in his or her treasury wins the game.



Description of the Wonders

The 7 boards representing the Cities and their Wonders are double-sided (A and B) to allow for some variety in your games.

Side [A]

The A sides of the Wonders are organized according to the same principle :

- the first stage is worth 3 victory points.
- the third stage is worth 7 victory points.
- the second stage gives a special effect specific to the Wonder :



The Colossus of Rhodes

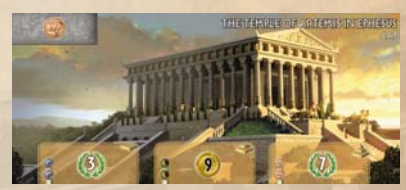
the player adds 2 Shields to their total in each conflict resolution.



The Lighthouse of Alexandria

the player gains a resource of their choice from the 4 Raw material types [Stone, Clay, Wood, Ore] every turn.

Clarification : this resource cannot be sold through commerce.



The Temple of Artemis in Ephesus

the player takes 9 coins from the bank and adds them to their treasury.

Clarification : the 9 coins are taken from the bank only once, immediately after this stage has been built.



The Hanging Gardens of Babylon

at the end of the game, the player gains an extra scientific symbol of their choice.

Clarification : the choice of symbol is made at the end of the game, when counting victory points, and not when this stage of the Wonder is built.



The Statue of Zeus in Olympia

the player can, once per Age, build a structure of their choice for free.

Clarification : the player can place the card used as a construction marker above the Wonder board and replace it underneath when this ability has been used.



The Mausoleum of Halicarnassus

the player can look through all of the cards discarded since the beginning of the game (those discarded for coins as well as those discarded at the end of an age), pick one, and build it for free.

Clarification : this special ability takes place at the end of the turn in which this stage is built. If players discard cards this turn (as in the case of the 6th turn of an age), the player can also choose from among them.



The Pyramids of Giza

the Pyramids don't have a special ability, their second stage is worth 5 victory points.

B

Face [B]

The B sides of the Wonders are slightly more complex. Nevertheless, both sides remain balanced and can be used in the same game.



The Colossus of Rhodes

The Colossus is built in 2 stages :

- the first stage is worth 1 Shield, 3 coins and 3 victory points.
- the second stage is worth 1 Shield, 4 coins and 4 victory points.



The Lighthouse of Alexandria

- the first stage allows the player to gain one resource of their choice from among the 4 raw materials [Stone, Clay, Wood, Ore] each turn.
- the second stage allows the player to gain one manufactured good of their choice chosen from among the 3 types [Glass, Textile, Papyrus] each turn.
- the third stage is worth 7 victory points.

Clarification : these resources cannot be bought by neighboring cities.



The Temple of Artemis in Ephesus

- the first stage is worth 4 coins and 2 victory points.
- the second stage is worth 4 coins and 3 victory points.
- the third stage is worth 4 coins and 5 victory points.

Clarification : the coins are taken from the bank only once, immediately after the stage has been built.



The Hanging Gardens of Babylon

- the first stage is worth 3 victory points.
- the second stage gives the player the option of playing their seventh Age card instead of discarding it. This card can be played by paying its costs, discarded to earn 3 coins or used in the building of the third phase of the Wonder.
- the third stage grants the player a scientific symbol of their choice.

Clarification :

- during the sixth turn, the player can therefore play both cards they have in hand. If the second stage of the Wonder is not built, the Babylon player can then build it on their sixth turn and then play the seventh card instead of discarding it.

- the choice of the symbol is made at the end of the game and not on the turn in which the stage of the Wonder is built.



The Statue of Zeus in Olympia

- the first stage allows the player to purchase raw materials [Stone, Clay, Wood, Ore] from his or her two neighboring cities for the price of one coin instead of two.
- the second stage is worth 5 victory points.
- the third stage allows the player to "copy" a Guild (purple card) of their choice built by one of their two neighboring cities.

Clarifications :

- the first stage is equivalent to the two Trading Posts, Eastern or Western (yellow cards) : their effect is not cumulative, but the construction of either the Eastern or Western Trading Posts remains possible...

- for the third stage, the choice of the Guild is made at the end of the game, when counting points. The player totals the victory points as if they had built that Guild.

- Copying a Guild has no effect on the city of the copied Guild's owner.



The Mausoleum of Halicarnassus

- the first stage is worth 2 victory points and the player can look at all of the cards discarded since the beginning of the game and build one for free.
- the second stage is worth 1 victory point and the player can look at all of the cards discarded since the beginning of the game and build one for free.
- when they build the third stage, the player can look at all of the cards discarded since the beginning of the game and build one for free.

Clarification : this special action is taken at the end of the turn in which the stage is built. If players discard cards on that turn (for example, during the 6th turn of an age), the player can also choose from among those cards.



The Pyramids of Giza

the Pyramids are built in 4 stages, each worth victory points (3,5,5,7) for a total of 20 points.

Cards list and chains



AGE I

- 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+

AGE II

- SAWMILL — 3+ 4+
- QUARRY — 3+ 4+
- BRICKYARD — 3+ 4+
- FOUNDRY — 3+ 4+

AGE III

- WORKERS GUILD
- CRAFTSMENS GUILD
- TRADERS GUILD
- PHILOSOPHERS GUILD
- SPIES GUILD
- STRATEGISTS GUILD
- SHIPOWNERS GUILD
- SCIENTISTS GUILD
- MAGISTRATES GUILD
- BUILDERS GUILD

AGE I

- LOOM — 3+ 6+
- GLASSWORKS — 3+ 6+
- PRESS — 3+ 6+

AGE II

- LOOM — 3+ 5+
- GLASSWORKS — 3+ 5+
- PRESS — 3+ 5+

Credits

AUTHOR : ***Antoine Bauza***

DEVELOPMENT : "The Sombrero-wearing Belgians" aka ***Cédrick Caumont & Thomas Provoost***

ART : ***Miguel Coimbra***

LAYOUT : ***Alexis -Halicarnassius 70- Vanmeerbeeck***

This game is dedicated to the memory of Vincent Moirin. Whom left us before the release of this game, he has brought his feelings to this game during many testings.

PLAYTESTERS : *Mikaël Bach, Françoise Sengissen, Matthieu Houssais, Michaël Bertrand, Mathias Guillaud, Dominique Figuet, Jenny Godard, Maïa Houssais, Florian Grenier, Bruno Goube, Julie Politano, Bruno Cathala, Ludovic Maublanc, Milou, Fred, Cyberfab, Mimi, Thomas Cauet, Yves Phaneuf, the members of the « Jeux en Société » club of Grenoble, the members of the Dragons Nocturnes playnight meetings, the Belgo-Ludiques 2010 players, the participants of the « Offs » of the Cannes FIJ, the players from the Gathering of Friends 2010, the players from the ludopathique meetups, the play-sitors of the Toulouse festival.*

CORRECTIONS : *Didier Aldebert, Bruno Goube*

TRANSLATION : *Eric Harlaux*

REVISION : *Eric Franklin, Konstantinos Theodorakakos*

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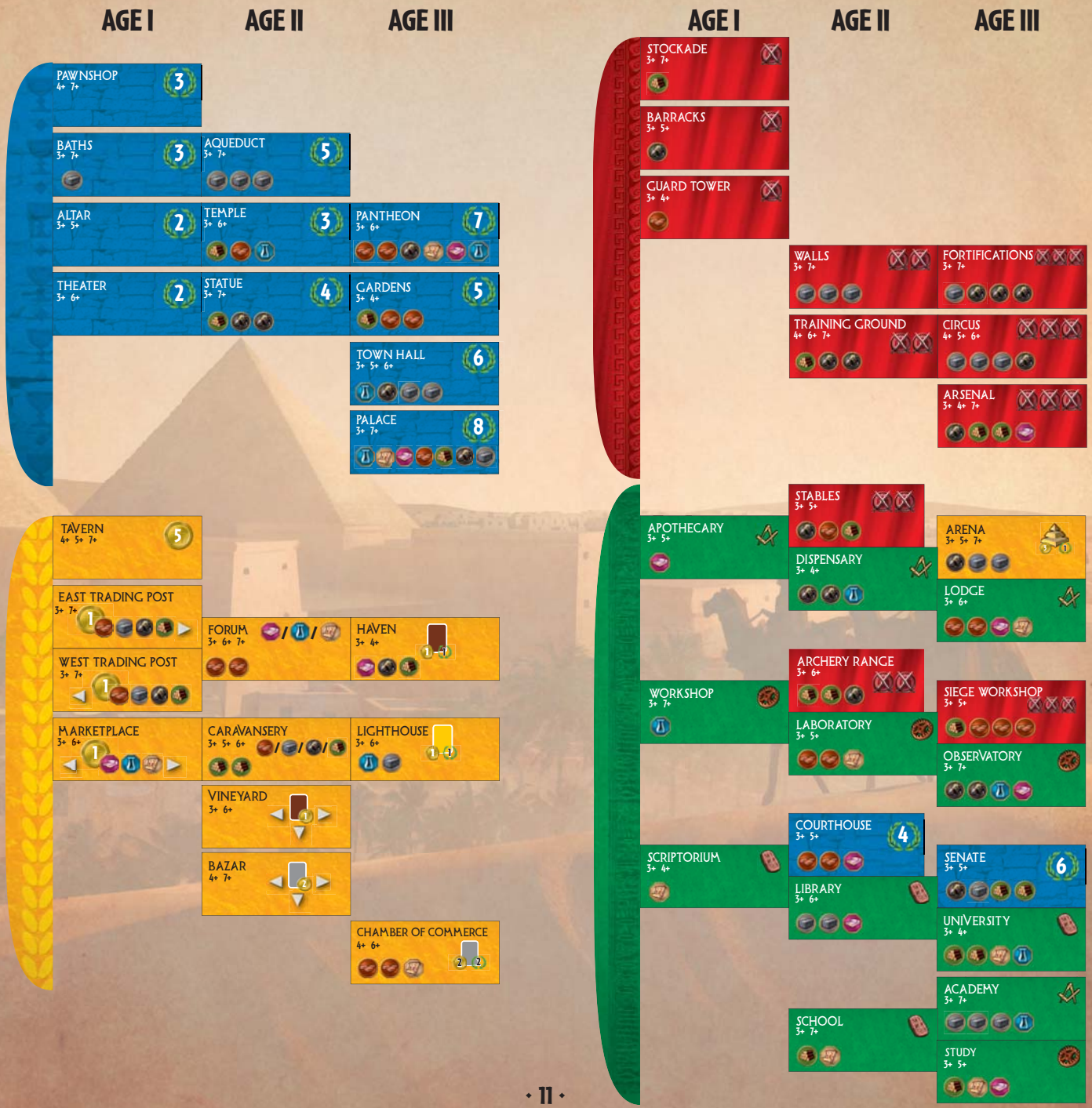
AGE I
AGE II
AGE III
PAWNSHOP 4+ 7+ 3
BATHS 3+ 7+ 3
AQUEDUCT 3+ 7+ 5
ALTAR 3+ 5+ 2
TEMPLE 3+ 6+ 3
PANTHEON 3+ 6+ 7
THEATER 3+ 6+ 2
STATUE 3+ 7+ 4
GARDENS 3+ 4+ 5
TOWN HALL 3+ 5+ 6+ 6
PALACE 3+ 7+ 8
TAVERN 4+ 5+ 7+ 5
EAST TRADING POST 3+ 7+
WEST TRADING POST 3+ 7+
FORUM 3+ 6+ 7+
HAVEN 3+ 4+
MARKETPLACE 3+ 6+
CARAVANSERY 3+ 5+ 6+
LIGHTHOUSE 3+ 6+
VINEYARD 3+ 6+
BAZAR 4+ 7+
CHAMBER OF COMMERCE 4+ 6+
AGE I
AGE II
AGE III
STOCKADE 3+ 7+
BARRACKS 3+ 5+
GUARD TOWER 3+ 4+
WALLS 3+ 7+
FORTIFICATIONS 3+ 7+
TRAINING GROUND 4+ 6+ 7+
CIRCUS 4+ 5+ 6+
ARSENAL 3+ 4+ 7+
APOTHECARY 3+ 5+
STABLES 3+ 5+
DISPENSARY 3+ 4+
ARENA 3+ 5+ 7+
LODGE 3+ 6+
WORKSHOP 3+ 7+
ARCHERY RANGE 3+ 6+
LABORATORY 3+ 5+
SIEGE WORKSHOP 3+ 5+
OBSERVATORY 3+ 7+
SCRIPTORIUM 3+ 4+
COURTHOUSE 3+ 5+ 4
LIBRARY 3+ 6+
SENATE 3+ 5+ 6
UNIVERSITY 3+ 4+
SCHOOL 3+ 7+
ACADEMY 3+ 7+
STUDY 3+ 5+

Description of the symbols

Age I cards

the card produces the pictured raw material.

Clay Ore

Stone Wood

the card produces one of the two pictured raw resources each turn.

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.

Glass Loom Papyrus

the card is worth the number of victory points pictured.

the card grants 1 Shield.

the card comes into account when counting victory points.

the card comes into account when counting victory points.

the card comes into account when counting victory points.

the card is worth the amount of coins pictured, the coins are taken from the bank only once, when the card is played.

starting on the turn following the one in which this structure is built, the player pays one Coin instead of two for the raw goods bought from their right-hand neighbor.

starting on the turn following the one in which this structure is built, the player pays one Coin instead of two for raw goods bought from their left-hand neighbor.

from the turn following the one in which this structure was built, the player pays the manufactured goods bought from his or her neighbors 1 coin instead of 2.

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.

Age II cards

the card produces two units of the pictured raw material.

the card grants 2 Shields.

the card is worth 1 coin per brown card built in the player's city AND in the two neighboring cities.
Clarification : The brown cards built in the neighboring cities on the same turn as the Press are counted.

the card is worth 2 coins per gray card built in the player's city AND in the two neighboring cities.
Clarification : The gray cards built in neighboring cities on the same turn as the Bazaar are counted.

each turn, the card produces a unit of one of the four raw materials pictured, of the player's choice.
Clarification : these resources cannot be bought by neighboring cities.

the card produces one unit of one of the three manufactured goods pictured of the player's choice.
Clarification : these resources cannot be bought be neighboring cities.

Age III cards

the card grants 3 Shields.

the card gives 3 coins per Wonder stage constructed in its home city at the time it comes into play (3, 6, 9 or 12 coins). At the end of the game, the card is worth 1 victory point per Wonder stage built in its home city (1, 2, 3 or 4 points).

the card gives 1 coin per brown card present in a player's city when it is played. At the end of the game, the card is worth 1 victory point for each brown card present in the player's city.

the card gives 2 coins for each gray card present in the player's city when it comes into play. At the end of the game, the card is worth 2 victory points for each gray card present in the player's city.

the card gives 1 coin for each yellow card previously played by the player when it is played. At the end of the game, the card is worth 1 victory point for each yellow card present in a player's city.

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.

Spies Guild : 1 victory point for each red card present in both neighboring cities.

Magistrates Guild : 1 victory point for each blue card present in the neighboring cities.

Workers Guild : 1 victory point for each brown card present in the neighboring cities.

Craftmans Guild : 2 victory points for each gray card present in the neighboring cities.

Traders Guild : 1 victory point for each yellow card in the neighboring cities.

Philosophers Guild : 1 victory point for each green card present in the neighboring cities.

The other Guilds earn victory points according to specific rules.

Builders Guild : 1 victory point for each Wonder stage built in the neighboring cities AND in your own city.

Shipowners Guild : 1 victory point for each brown, gray and purple card in your city.
Clarification : the Shipowners Guild counts towards this total.

Strategists Guild : 1 victory point for each defeat token present in the neighboring cities.

Scientists Guild : the player gains an extra scientific symbol of his or her choice.
Clarification : the choice of the symbol is made at the end of the game and not when the Guild is built.

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