

Players' leaflets for 7 Wonders

Don't print this - the leaflet starts on next page

Players often want to consult the oracle, and to see ahead what their options may be.

So, from the leaflet, each player gets ...

- a guide to structures - as shown on the cards
- turns described
- explanation of Wonder boards
- some clarifications - guided by BGG forum discussions



Printing

They're created at A5 size, which is half of A4.

Think about which goes on the back of which



More little rules leaflets here ►

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Scoring

Once the **third Age** is complete and military conflicts have been resolved, scoring of Victory Points (VP's) takes place.

- **Military conflicts**

The prize tokens gained and lost during the three military conflicts are summed together.

- **Coins**

For each **three** coins still in hand, receive 1 VP.

- **Wonders**

Stages that **were** constructed may now yield up Victory Points.

- **Civilisation**

The blue structure cards generate VP's as shown at the top of each.

- **Commerce**

Some of the yellow cards yield VP's.

- **Guilds**

VP's will flow, determined by the benefits at the top of each purple card.

- **Science**

Scientific items are valuable, and can generate VP's **both** in sets **and** in combinations. The individual items can be used in both these formats.

Sets of the **same kind**.

- Four of a kind is worth 16 VP's.
- Three brings the owner 9 VP's.
- Two is worth 4, and a single one is worth 1 VP.

Combinations

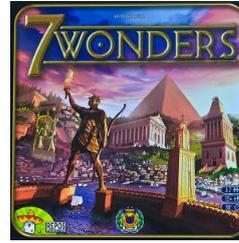
- Every run of all three is worth 7 VP's
 - ▶ Items cannot be re-used in multiple combinations.



Play goes clockwise

Ages and direction of play

Anticlockwise



7 Wonders

Gain crowns of laurel and **Victory Points** (VP's).

Develop your wonder as you tussle through three ages of development.

Wonders and wonder-boards

The wonder-boards are all different - and every wonder needs further development.

Wonders are developed over the course of three **Ages**.

Most wonders have three stages to **construct**. One or two just have two: some have four.

Even in their "raw state", each board generates a **resource** (shown at top left).

The **stages** are of no scoring value or other benefit **until** they have been **constructed**.

Stages - that's stages, not Ages

At the bottom of wonder-boards

The left side of each stage, shows what **resources** are needed to complete it.

Once constructed, most of the stages bring end-game **victory points**.

Some of them bring **other** benefits.

Stages **must** be constructed in left to right order. However, they can be built at any time.

To show that a stage has been constructed, a card is slid below it (face down) as a marker. It shows that the stage is complete: nothing more.

That card can be any that the player chooses - possibly one that's of no interest to them, or one that might benefit somebody else if it was allowed to fall into their hands.

Each turn - three options

1. Build a structure.
2. Construct a wonder-board's stage.
3. Discard a card and take three coins.

Military buildings - red cards

Military Structures enhance cities' military might.

At the end of each of the three **Ages**, every city compares its military forces with those held by each of its two neighbours - separately.

Whichever has most shields on display is the most powerful. If they're equal, nobody loses or benefits.

 In each age, losing cities receive one negative token.

 After **Age 1** a winning city receives one Victory Point.

 After **Age 2** it's three.

 And five after **Age 3**.

Civilian structures - blue cards

Civilian structures always bring Victory Points, encircled by laurel crowns. The worth of civilian structures grows substantially through the three **Ages**.

Similarly, their costs leap up. Several are free in **Age 1**, but that level of generosity doesn't last long.

► In the **first** and **second Ages** it's common for the acquisition of one civilian building to permit the free construction of another in the next age.

This is stated on the cards - at the lower right.



Resources - the basic needs

 They come **only** during **Ages 1 and 2**

During the first two ages, many structures generate **resources** - basic ones : clay, wood, stone - manufactured ones : glass, cloth, papyrus.

Structure cards (*brown & grey*) are placed 'underlapping' from the top left of wonder boards.

Where are resources to be seen?

They are displayed at top-centre of structure cards (*top-left icons are costs: not benefits*).

Some **wonder boards** have a resource at top left. These can be used in the same way as resources on cards (*and they can be bought by neighbours*).

Several **first Age** structures offer their owners a choice between two resources in each turn. Neighbours are allowed to buy one of these.

During the **second Age**, the **forum** and **caravansery** appear. They offer a choice between three or even four resources in each turn - neighbours may not buy these.

Once owned, resources flow forever

Resources range from the basic building blocks of civilisation, through to manufactured, skills-based goods. All are needed to enhance the cities.

Once a structure that generates a resource has been built, its benefits flow evermore. The resources never dry up, and the structure never moves.

Each resource-item can be used once only in a turn by its owner.

But it may be used more than once, if neighbours choose to buy & use it within their turn.

I need - but I haven't got !

By paying them 2 coins, resources can be bought from either or both next-door neighbours. They permit you to use one of the resources a structure produces.

Resources on the top left of wonder boards can be bought. Owners cannot refuse to sell.

It's possible to buy as many resource-items as the neighbours have, if the buyer's got the cash to do so. Each item can be bought & used only once: both neighbours may buy it.

The **forum** and **caravansery** offer their owners a choice between several resources. Neighbours may not buy any of these.

► **Resources cannot be bought from the bank.** ◀

The stages on wonder-boards

Constructing a wonder's stages brings rewards and benefits.

A stage has to be constructed (in left to right order) before these become available.

Many of the benefits are of the same kind as those shown on structure cards, and they act and are used in the same way.

Some benefits are a bit different, and all are described in **wonder-cards** section of the rules manual.

Coins

If a stage generates money, the coins are collected immediately the stage is built.

Benefits other than coins

Many benefits can be used in later turns.

Victory Points (showing the laurel victor's crowns) wait until end-game.

Resources acquired by constructing stages cannot be bought by neighbours.

Those at the top left of wonder boards can.



Stage two brings benefits.

Stages one and three bring Victory Points.

Science structures – green cards

Science-based structures display one of three scientific tools - wooden cog: measuring devices: clay scribing tablet.

Building a collection of tools leads to scores at end-game. They can score both for sets of a kind, and for combinations.

Sets

For just one of each type, the score's 1 Victory point.

For two of a type it's 4 points : 9 points for three : 16 for four.

Combinations

Additionally, added to what they may score in sets, science implements score 7 points for each separate combination of the three tools.

Cards cannot be re-used in multiple combinations.



Guilts – purple cards – third Age

Guilts are associations of craftsmen or traders. They were drawn together for self protection, and to press for the best terms and conditions for their members.

Strategists

1 VP for each military **defeat** token held by neighbours.

Shipowners

1 VP for every card of these colours in your city (including this card).

Spies - Traders - Magistrates - Workers Philosophers - Craftsmen

VP's for each card of the colour shown that's held by neighbours.

Builders

1 VP for each wonder-stage built by yourself and neighbours.

Scientists

Use one extra scientific symbol at end-game scoring.



Structure cards

Cities that adjoin the wonders need to be developed - with **structures**. The **name** of the structure appears on the lower left hand side of structure cards.

Each city may build any structure once only: only one timber yard.

Costs of building

Cards display the **cost** of building - at top left.
If the corner's empty, the structure can be built free.

Costs may be various combinations of **resources**, or coins.

▶ **Costs rise** substantially as the game moves from **Age 1** through to **Age 3**.

You can build on prior success

Rather than having to pay, it is sometimes possible to build free.
This can happen if you have built a specific, named structure in an **earlier Age**.

For example, during the **second Age** one could build the **caravansery** if one had built a **marketplace** in the **first Age**. On the caravansery card, "marketplace" is printed beside wood-piles (*top left*). Buy the card with either wood, or get it free as owner of the marketplace.

On the **first Age** marketplace card, **caravansery** appears at bottom right. By having the marketplace, you may get the chance of building the caravansery free during the next age.

The marketplace card also shows (*with small icons*) that if you build the caravansery, you will gain access to either wood, or stone, or ore, or clay (bricks).

Structure cards show whenever other structures are chained together like that.

Tough luck!

If a player doesn't have the resources, and cannot buy from a neighbour, nor use a structure they built earlier, they cannot build the structure.

▶▶ But they always can **discard a card** and receive three coins.

After building a structure, what gain?

▶▶ There are "top of the card" benefits - one of these ...

Victory points (in laurel crowns) - used at endgame

Resources - for use in turns that follow their acquisition

Enhanced trading options - in turns following their acquisition

Coins (*collected immediately the card is played - once only*)

Military strength - at any **Age's** end

Science symbols - at end-game

Commercial structures - yellow cards



Age 1 ... money or trading enhancements

The structures either give coins when played

or they give a trading enhancement to their owner.
They may buy one of the resources shown from any neighbour that an arrow points to for one coin rather than two.

▶ three of them allow specified structures to be built free in **Age 2**.



Age 2 ... money or resources

The structures either provide instant coins, depending on how many cards of specified colours the indicated players have on display

or they expand the resources that are available to its owner.

▶ two of them allow future specified structures to be built free in **Age 3**.



Age 3 ... money and victory points

The structures either provide instant coins, depending on how many cards of specified colours the player holds and victory points at the end, in the same fashion ...

or they do the same, but depending on the number of **stages** that have been built when the card is played, with endgame victory points created in the same way.

