

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.

From the leaflet, each player has in hand ...

- ▶ a guide to structures
 - ▶ turns described
 - ▶ explanation of individual wonder boards

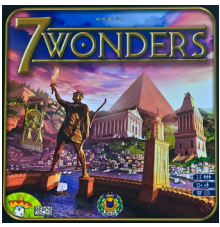
(guided by BoardGameGeek forum discussions and designer's updates of rules)



*If you have any comments, suggested tweaks, corrections
or criticisms, please contact me ▶*

FunGames4CasualPlayers.com





7 Wonders

Develop your wonder and its nearby city.

Gain Victory Points during three ages of development.

The Wonders

The unfinished Wonders can be developed step by step - not essential, but by choice. The stages bring end-game victory points and other benefits once built - not before. Development must proceed in left to right order (the Great Wall is different).

Most wonder boards generate a resource, displayed at the card's top left.

Developing a Wonder

Stages are shown along the bottom of boards

The left side of each stage shows the resources needed to build it.

Development can take place in any turn - in any Age.

To build a development, slide a card beneath it (not displayed to others) merely as a marker. The card can be any the player chooses. The card does not have to be bought.

Let's get playing - in each Age

- All receive seven cards.
- There are six turns.
- The final card is discarded after the sixth choice has been made.

Each turn - six in each Age

Choose one card ... and there are three options

EITHER build the structure shown on the card.

OR develop a wonder-board's stage (announce that you're going to so but do not reveal your card)

OR discard a card (not revealed) and take three coins.

1

Resources - essential to development

Resources come only during Ages 1 and 2

Many structures generate resources. Basic ones are clay, wood, and stone. Manufactured ones are glass, cloth, and papyrus.

Where can I see my resources?

They are displayed at top-centre of structure cards (the top-left icons are costs).

Also, most wonder boards have a resource at top left. This can be used in the same way as resources on cards (and 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.

Commercial structures like the forum and caravansery offer a choice between several resources. Only their owners may use these resources.

Resources flow forever

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-bearing card can be used once only in a turn by its owner.

Additionally, however, neighbours may buy and use a card's resource within their turn.

I need a resource - but I haven't got it!

By paying them 2 coins, resources can be bought from next-door neighbours. They permit you to use one of the resources their structure produces. Owners cannot refuse to sell.

Resources on the top left of their wonder boards can be bought.

It's possible to buy as many resource-items as neighbours have, if the buyer's got the cash. Both neighbours may buy a resource - it doesn't dry up if one of them buys first.

► Resources cannot be bought from the bank. ◀

3

Structure cards

Cities are developed with structures.

The structure's name appears at the lower left of structure cards, beside its picture.

► A city may build any structure once only - for example, only one timber yard.

Costs of building - always shown at top left

If the corner is empty, the structure can be built free.

Costs may be various combinations of resources and coins.



During Ages 2 and 3 you can benefit from earlier developments

Building some specific, named structures in an Age may enable you to build a conceptually linked one in the next Age - and at no cost.

For example, on the first Age marketplace card, "caravansery" appears at the bottom right. By building a marketplace, you may get the chance of building the caravansery free later.

On the caravansery structure card, "marketplace" is printed beside wood-piles at the top left corner of the card. That's what it costs to build.

It can be built with wood ... or for nothing by an owner of a marketplace.

Do you have the resources that are needed to build a structure?

If a player doesn't have the resources to buy and build, and they're not able to buy from a neighbour, and they cannot use a structure they built earlier, they cannot build the structure.

► But they can always choose to discard a card and receive three coins from the bank.

Benefits of building

Benefits or gains are shown at every card's top centre

► Resources - for use in later turns ... neighbours can buy these

► Victory points (in laurel crowns) - counted at endgame

► Enhanced trading options - in later turns

► Coins - immediately - once only

► Military strength - comes into effect at the end of each Age

► Science symbols - which are used at end-game

2

► Costs & benefits rise through the Ages. ◀

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3

When buying, gain access to resources ...

Symbols



◀ either/or ▶



Buy a resource from the neighbour pointed to, for just one coin



take money - now ▶ 5

Money now - for each card of this colour ▶ held by all players shown by arrows



◀ Military might - used at the end of each age

Victory points at end of game ▶ 7

For each stage you've built, three coins now, and 1 VP at end-game



VP's at game-end for each card of colour shown held by neighbours ▶



End-game VP's for cards you own - sometimes money now, also ▶



4

Commercial structures

I **Age ...** money, or trading enhancements arise
The structures **either** give coins when played ...
or they give a trading enhancement. The owner may buy one of the resources shown from a neighbour for **one coin** rather than two.
(Arrows show which neighbour can be approached.)

Yellow



▶ three structures allow other specified structures to be built free in **Age 2**.
This is stated on the cards - in smaller print at the lower right.

II **Age 2 ...** commercial structures bring money or resources
They **either** provide instant coins, depending on how many cards of specified colours the indicated players **now** have ...
or they expand the resources that are available to its owner, which can be bought by neighbours.
▶ two of them allow specified structures to be built gratis in **Age 3**.
This is shown at their lower right side.

III **Age 3 ...** money and Victory Points
The structures **either** provide instant coins, depending on how many cards of specified colours the player holds ... **along with** VPs at the end
or they produce coins depending on the number of **stages** that have been built on the Wonder Board ... **plus** VPs at the end.

5

Military buildings

Red

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

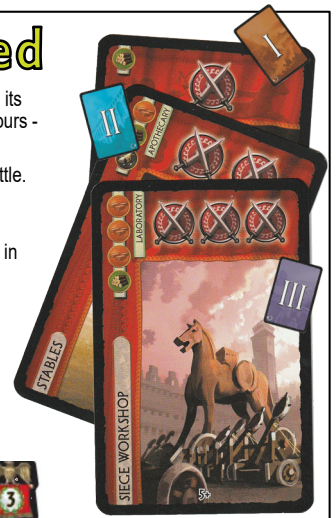
Whichever has most **shields** on display wins the battle. If they're equal, nobody loses or benefits.

Losing cities receive one negative token in each **Age**.

I After **Age 1** a winning city receives one VP.

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

III And five after **Age 3**.



Blue

Civilian structures

Civilian structures always bring Victory Points, and their VP worth grows substantially through the three **Ages**, as do the costs of building them.

▶ In the **first** and **second** **Ages** the building of a specified civilian building may permit the free construction of another in the next age - as here, with the **Baths**.

This is stated on the cards - in smaller print at the lower right.

6

Science structures

Green

These display one of three scientific tools
wooden cog : measuring device : clay scribing tablet.
Building a collection of tools leads to scores at **end-game**.

Sets of one type of tool

Just one of a type scores 1 Victory point.
Two of a type scores 4 points : 9 points for three : 16 for four.

Combinations of all three tools

Additional to what they may score in sets, they score 7 points for each **separate** combination of the three tools.

Cards cannot be re-used in multiple combinations.

Guilds - they appear in the third Age

Purple

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

Ship owners
1 VP for each card of the shown colour in your city
(including the **Guild** card).

Spies - Traders - Magistrates - Workers
Philosophers - Craftsmen
1 VP for each card of the colour shown that's held by neighbours.

Builders
1 VP for each wonder-stage developed by yourself **and** neighbours.

Scientists
Gain one extra scientific tool at end-game.



7

Scoring

Once the **third Age's** military conflicts have been resolved, scoring takes place.

Military conflicts

The Victory Tokens gained and lost during the three military conflicts are summed.

Coins

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

Wonders

Constructed stages may now yield VP's: as shown on the boards.

Civilisation (blue cards)

Civilian structures generate VP's as shown at the top of each.

Commerce (yellow cards)

Some of the commercial structures yield VP's.

Guilds (purple cards)

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

Science (green cards)

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.



Ages and direction of play

Play goes clockwise

Anticlockwise



8

The stages of **development** are at the bottom of wonder boards. The displays show three things about stages.

1. The order in which they **must** be built ... specified by a growing yellow pyramid.
2. The cost of development - small resource icons at the left side of the **stage of development** specify the cost of building.
3. The benefits that arise once built.

These notes are made with reference to BoardGameGeek and rules clarifications and updates from the designers (as at January 2023).

Alexandria *Its resource is glass*



Side A

Development one - **cost** is 2 masonry stones
Benefit is 3 VPs at endgame.
 Development two - **cost** is 2 ore
Benefit - one of the resources shown may be used each turn
 Development three - **cost** is 2 glass
Benefit is 7 VPs at endgame.

Side B

Development one - **cost** is 2 brick
Benefit - one of the resources shown may be used each turn
 Development two - **cost** is 2 wood
Benefit - one of the resources shown may be used each turn
 Development three - **cost** is 3 masonry stones
Benefit is 7 VPs at endgame.

Babylon *Its resource is bricks*



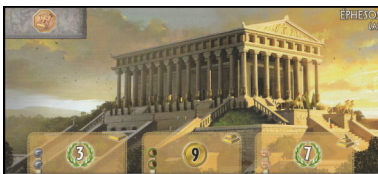
Side A

Development one - **cost** is 2 bricks
Benefit is 3 VPs at endgame.
 Development two - **cost** is 3 wood
Benefit at endgame gain an extra scientific tool.
 Development three - **cost** is 4 bricks
Benefit is 7 VPs at endgame.

Side B

Development one - **cost** is brick + papyrus
Benefit is 3 VPs at endgame.
 Development two - **cost** is glass + 2 wood
Benefit - use the last card at Age-end rather than discard it.
It may be bought, or it can be discarded for 3 coins.
 Development three - **cost** is 3 bricks + papyrus
Benefit at endgame, gain an extra scientific piece (choose).

Éphesos *Its resource is papyrus*



Side A

Development one - **cost** is 2 masonry stones
Benefit is 3 VPs at endgame.
 Development two - **cost** is 2 wood
Benefit is 9 coins, taken immediately
 Development three - **cost** is 2 papyrus
Benefit is 7 VPs at endgame.

Side B

Development one - **cost** is 2 masonry stones
Benefit is 4 coins, taken immediately and 2 VPs at endgame.
 Development two - **cost** is 2 wood
Benefit is 4 coins, taken immediately and 3 VPs at endgame.
 Development three - **cost** is glass + cloth + papyrus
Benefit is 4 coins, taken immediately and 5 VPs at endgame.

Gizah *Its resource is masonry stone*



Side A

Development one - **cost** is 2 masonry stones
Benefit is 3 VPs at endgame.
 Development one - **cost** is 3 wood
Benefit is 5 VPs at endgame.
 Development one - **cost** is 4 masonry stones
Benefit is 7 VPs at endgame.

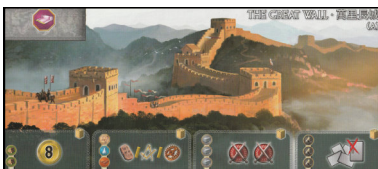
Side B ... all benefits at endgame

Development one - **cost** is 2 wood
Benefit is 3 VPs at endgame
 Development two - **cost** is 3 masonry stones
Benefit is 5 VPs at endgame
 Development three - **cost** is 3 bricks
Benefit is 5 VPs at endgame
 Development four - **cost** is 4 masonry stones + papyrus
Benefit is 7 VPs at endgame

Great Wall of China

Its resource is cloth

▶▶ Developments are undertaken **before others reveal their cards** - every time. Its stages can be built **in any order** - unlike all other Wonders.



Side A

Development one - **cost** is 2 wood.
 The **benefit** is 8 coins immediately.
 Development two **cost** is papyrus + glass + bricks.
Benefit - gain one extra scientific tool of choice at endgame.
 Development three **cost** is 3 masonry stones.
Benefit is two extra armies for use at the end of each Age.
 Development four - **cost** is 3 ore.
Benefit - after all have finished the turn in which this **stage** is built, look through all discards, and choose and build one structure free.
(If Halikarnossos has the same benefit - they go first.)

Side B

Development one - **cost** is wood + papyrus.
Benefit - collect 8 coins immediately.
 The two neighbours also each collect 2.
 Development two - **cost** is ore + 2 brick.
Benefit - at endgame, **copy** any one scientific piece from one neighbour.
 Development three - **cost** is papyrus + 2 wood
Benefit - the player is left out of this Age's conflict, so neighbours are in direct conflict with each other.
 Further, **all** other players immediately lose 2 coins to the bank.
 Development four - **cost** is 2 masonry stones.
Benefit - each turn, for no cost, access a **resource** that **does not yet exist** on the wonder board, or on **brown** or **grey** cards.

Halikarnassós Its resource is cloth



Side A

- Development one - **cost** is 2 brick
Benefit is 3 VPs at endgame.
- Development two - **cost** is 3 ore
Benefit - at the end of this **turn** look through all discards, choose one, and build it free
(If *Great Wall* has the same benefit - *Halikarnassos* goes first.)
- Development three - **cost** is 2 cloth
Benefit is, at endgame, 7 VPs

Side B

- Development one - **cost** is 2 ore
Benefit - when all have finished the turn in which this **stage** is developed, look through all discards and build one free.
Also, at endgame gain 2 VPs
- Development two - **cost** is 3 brick
Benefit - as stage one but with 1 VP at endgame.
- Development three - **cost** is glass + papyrus + cloth
Benefit - as stage one but with no Vps at the end.

Manneken Pis

No resource, but extra 4 coins at the start



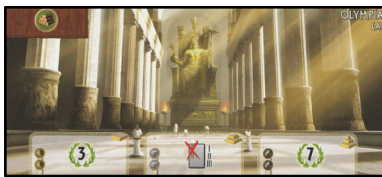
Side A

- Developments mirror neighbours' stages, whether yet built or not.
- Development one - **cost** is same as left neighbour's first stage
Benefit is the same as left neighbour's first stage.
 - Development two - **cost** mirrors the right neighbour's second stage
Benefit is the same as right neighbour's second.
 - Development three - **cost** is the same as was stage one, mirroring the left neighbour's third stage.
Benefit is the same as left neighbour's third.
- Any one of the **The Great Wall's** stages may be mirrored in stages one and three. **Remember which** - not least at end-scoring.

Side B

- Development (there's only one)
cost is glass + stone + wood + cloth + brick + ore + papyrus
- Benefit** is 7 coins immediately.
- Also, at the end of each **Age**, one additional army in the field of battle, and 7 VPs at endgame.

Olympia Its resource is wood



Side A

- Development one - **cost** is 2 wood
Benefit is 3 Vps at endgame.
- Development two - **cost** is 2 masonry stones
Benefit - once per **Age**, owner may build one structure of a type (card colour) that's **not** already in the city ... at no cost.
- As an aide memoire, the marker card for building this stage may be placed upon the board until used within an Age, then placed beneath the board.*
- Development three - **cost** is 2 ore
Benefit = 7 Vps at endgame.

Side B

- Development one - **cost** is 2 wood
Benefit - buy one of the resources for 1 coin from either neighbour.
- It does not "double up" the power of a Trading Post. So, if the 'left pointing' Trading Post is held, this wonder-stage can act as the 'right facing' one. The owner cannot buy twice from the left.*
- Development two - **cost** is 2 masonry stones
Benefit = 5 VPs at endgame.
- Development three - **cost** is 2 ore + cloth
Benefit - at endgame, copy the effect and VP's of a guild held by either neighbour.

Rhodós Its resource is ore



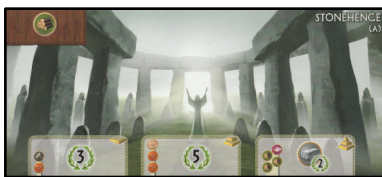
Side A

- Development one - **cost** is 2 wood.
The **benefit** at endgame is 3 VPs
- Development two - **cost** is 3 brick.
The **benefit** - two extra armies are in battle at end of each **Age**
- Development three - **cost** is 4 ore.
The **benefit** is 7 VPs at endgame.

Side B

- Development one - **cost** is 3 masonry stones.
The **benefit** is 3 coins now, plus 1 extra army in battle at end of each **Age**, plus 3 VPs at endgame.
- Development two - **cost** is 4 ore
The **benefit** is 4 coins now, plus 1 extra army in battle at end of each **Age**, plus 4 VPs at endgame.

Stonehenge Its resource is wood



Side A

- Development one - **cost** is ore + brick.
Benefit is 3 VPs at endgame.
- Development two - **cost** is 2 brick + papyrus.
Benefit is 5 VPs at endgame.
- Development three - **cost** is 3 wood + cloth.
Benefit is 2 VPs for every masonry stone in the city at endgame.

Side B

- Development one - **cost** is 3 ore.
Benefit is 1 coin now for every stone in the city - 1 VP for every stone at endgame.
- Development two - **cost** is 3 brick + papyrus.
Benefit is 1 VP for every card held by neighbours of the same colour as that used to mark this stage's having been built (*reveal it at the end*)

Setting up

Wonder boards

- Choose, or distribute randomly.
- Side A is best for a player's first few games.

Coins

- Three each of value 1.

Structure cards

- Discard those with a **greater** number than the number playing.
- Shuffle well, especially after adding guilds to Age 3.
- Deal seven each.

Guild cards

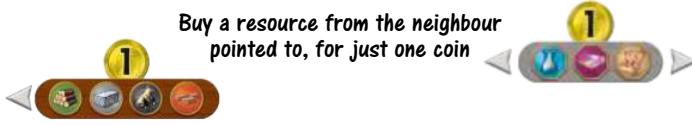
- Shuffle them into the **Age 3** deck.
- 5 for three players
- 6 for four
- 7 for five
- 8 for six
- 9 for seven players

Symbols on cards examples

When buying, gain access to resources ...



Buy a resource from the neighbour pointed to, for just one coin



take money - now ▶ 5

Money now - for each card of the colour shown held by all players shown by arrows



◀ Military might - used at the end of each age

Victory points at end of game ▶ 7

For each stage you've built, three coins now, and 1 VP at end-game



VP's at game-end for each card of colour shown held by neighbours ▶



End-game VP's for cards you own - sometimes money now, also ▶

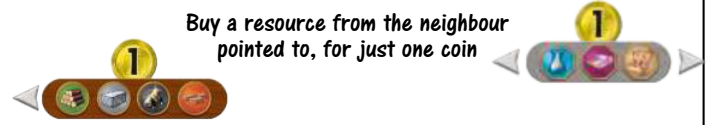


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