

Players' leaflet for 7 Wonders

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

Players may want to consult the oracle, and to see what options may lie ahead.

With this little leaflet, each player can have their own ...

- ▶ guide to structures
- ▶ reminder of how turns work
- ▶ explanation of each Wonder board's benefits and costs

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



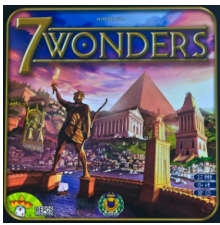
Print the leaflet back to back onto A4 paper.
It has eight sections of information.



Comments, corrections
or criticisms, *please* contact me ▶

FunGames4CasualPlayers.com





Develop your **Wonder** and its nearby city.
Gain Victory Points over the three **ages** during which society develops.

The seven Wonders of the World

The Wonders are unfinished. They can be **developed** step by step - if players **choose**.
Developing your Wonder will bring end-game **victory points** and other **benefits**.
Development **must** proceed in left to right order (*the Great Wall is different*).

Most wonder boards generate a **resource**, which is displayed at the board's top left.

You develop your Wonder in stages.

The **stages** are shown along the bottom of the board

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

Developments can be made **in any turn** and in any **Age**.

To make a development, slide a card beneath it (*face down*), merely as a marker.

The card can be any the player chooses from their hand.

That card does **not** have to be bought - the cost of developing **does** have to be met.



There are six turns/rounds in each Age

In each Age

- Players receive seven cards.
- They play six turns - and use six of the cards.
- The final card is discarded after the sixth choice has been made.

Every turn, choose one card from your hand ... you have three options

- 1 - EITHER build the **structure** that's shown on the card.
- 2 - OR develop a Wonder's **stage** (*do not reveal the card you'll use as the marker*)
- 3 - OR discard a card (*face down*) and take three coins.

Structures

Cities are developed with **structures**.

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

- A city may contain a structure **once only** - for example, only one timber yard.

Costs of building - shown at top left

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

Costs may be various combinations of **resources** and coins.



Benefit from earlier developments

Building some structures in one **Age** may enable you to build a conceptually **linked** one structure the next Age - at no cost.

The structure that will be available free in future appears in small print at the bottom **right**.

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

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

- They can always choose to **discard one card** and receive three coins from the bank.



The benefits of building

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

- Resources - for use **in later turns** ... neighbours will be allowed to buy these
- Victory points (*in laurel crowns*) - counted at **endgame**
- Enhanced trading options - for use in **later turns**
 - Coins - **collect immediately** - and once only
 - Military strength - this comes into effect at the **end of each Age**
 - Science symbols - which are used at **endgame**

► **Costs & benefits RISE through the Ages.** ◀

Resources = essential to development

Resources come only during Ages 1 and 2

Many structures generate **resources**.

Basic resources are clay, wood, and stone.

Manufactured resources are glass, cloth, and papyrus.



Where can resources be seen?

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

Also, most **Wonder boards** have a resource at their 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**.

Neighbours may buy and use a city's resources during their turn: at a cost.

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 resources their city produces. They cannot refuse to sell.

Resources on structures and at the **top left** of Wonder boards can be bought.

It's possible to buy as many resource-items as neighbours have, if the buyer's got the cash.

Each resource-item may be bought only once, of course.

Both neighbours may buy a resource - it doesn't dry up if one of them buys first.

Resources cannot be bought from the bank.

Symbols

Each turn resources, access resources ...
any one of those shown



Buy resources from the neighbour who's pointed to.
Each that's bought costs one only coin.



take money - now ►



Money - for each card of the colour shown ►
that's held by players shown by arrows.
Here, left, right, and yourself.



◀ **Military might** - used at the end of each age

Victory points at end of game ►



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



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



End-game VP's for cards you own -
sometimes money **now** as well ►



Commercial structures

Yellow



Age 1 ... money, or trading enhancements

The structures **either** give coins when played

or they give a trading enhancement. Here, the owner may buy any of the resources shown from a neighbour for **one coin** rather than two: as many as they can afford.

(Arrows show which neighbour can be approached.)

- ▶ three commercial 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.



Age 2 ... get money or access resources

Either gain instant coins, depending on how many cards of specified colours the indicated players **now** have

or expand the resources available to the owner alone.

These cannot be bought by neighbours.

- ▶ two of them allow specified structures to be built at no cost in **Age 3**.

This is shown at their lower right side.



Age 3 ... money and Victory Points

Either get instant coins, depending on how many cards of specified colours the player holds

.... **along with** VPs (Victory Points) at the end

or get coins depending on the number of **stages** that have been built on the Wonder Board ... **plus** VPs at the end.



Military structures

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, neither loses or benefits.



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



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



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



It's five after **Age 3**.

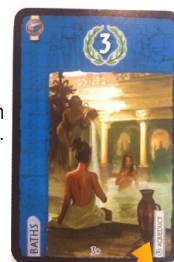


Blue

Civilian structures

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

- ▶ 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.

Green

Science structures

These structures contain 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

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
(can include the Guild card itself).

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 (including the Great Wall).

Scientists

Gain one extra scientific tool of your choice at end-game.



Scoring

After resolving the third **Age's** military conflicts, scoring takes place.

1 - Military conflicts

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

2 - Coins

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

3 - Wonders

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

4 - Civilisation (blue cards)

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

5 - Commerce (yellow cards)

Some of the commercial structures yield VP's.

6 - Guilds (purple cards)

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

7 - Science (green cards)

Scientific items are valuable, and can generate VP's **both** in sets **and** in combinations. Even individual items are 'a set', and are worth 1 point each.

The items can be used in both formats; count the **sets** first, then combinations.



Three Ages - direction of play

After each turn, all your remaining cards
are passed to your neighbour.



Play and card-passing go clockwise
in Ages 1 and 3

Anticlockwise
in Age 2



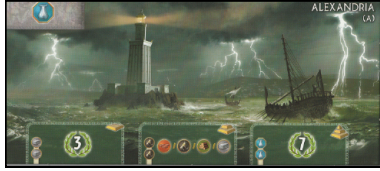
Stages of **development** are shown at the bottom of Wonder boards.

The boards show three things about stages.

1. The **order** in which they **must** be built ... specified by a growing yellow pyramid showing one, two, three stages.
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 they've been developed.

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



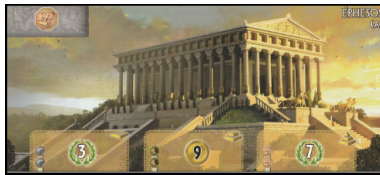
Side A

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

Side B

Development one - **cost** is brick + cloth
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, used to mark a Wonder development, or be discarded for 3 coins.
Development three - **cost** is 3 bricks + papyrus
Benefit at endgame, gain one extra scientific piece.

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.

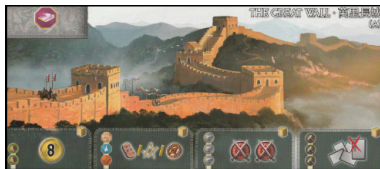
Side B ... all benefits at endgame

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 A - **cost** is 2 wood.
The **benefit** is 8 coins immediately.
Development B - **cost** is papyrus + glass + bricks.
Benefit - gain one extra scientific tool of choice at endgame.
Development C - **cost** is 3 masonry stones.
Benefit is two extra armies for use at the end of each Age.
Development D - **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 A - **cost** is wood + papyrus.
Benefit - collect 8 coins immediately.
The two neighbours also each collect 2.
Development B - **cost** is ore + 2 brick.
Benefit - at endgame, copy **any(!)** one scientific piece from a neighbour.
Development C - **cost** is papyrus + 2 wood
Benefit - the player is totally left out of this Age's conflict: neighbours are in direct conflict with each other.
Further, **all** other players immediately lose 2 coins to the bank.
Development D - **cost** is 2 masonry stones.
Benefit - each turn, for no cost, access one **resource** that **does not exist** on brown or grey cards in their city, or on their wonder board.

Wonders including Wonder Pack

Halikarnassós Its resource is cloth



Side A

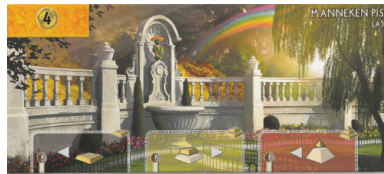
Development one - **cost** is 2 brick
Benefit is 3 VPs at endgame.
 Development two - **cost** is 3 ore
Benefit - when everyone has finished this **turn** look through all discards, choose one, and build it free
(If Great Wall has the same benefit - Halikarnassos goes first.)
 Development three - **cost**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



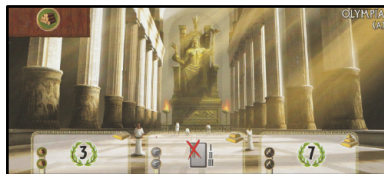
Side A

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 stage.
 ► Development three - **cost** mirrors the left neighbour's third stage.
Benefit is the same as left neighbour's third.
 Any of the **The Great Wall's** four stages may be mirrored in a turn.
 It's essential to remember which ~ not least at end-scoring.

Side B

Development (there's only one)
cost is glass + stone + wood + cloth + brick + ore + papyrus
Benefits are
 A - 7 coins immediately
 B - at the end of each **Age**, one additional army in the field of battle
 C - 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 this stage may be placed upon the board until used within an Age, then tucked underneath the board.
 Development three - **cost** is 2 ore
Benefit is 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 Trading Posts. 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 is 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 the 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 the 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 the card that was 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 players
 7 for five
 8 for six
 9 for seven players