



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.



the card is worth the number of victory points pictured.

the card grants 1 Shield.

the card comes into account when counting victory points.

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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 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 by 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.

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.



Craftsmans 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, ...).

* Also, for the Age III deck, randomly select guilds (purple cards) and shuffle them into the deck.

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

GAME OVERVIEW p.5

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

Overview of an Age

At the beginning of each Age, each player gets a hand of 7 cards, dealt randomly (all cards from the pile for that Age are given out). Each Age is played over 6 game turns, in which the players will put into play a single card, simultaneously.

1. Choose a card

Each player looks at their hand without showing it to the other players and selects a card before placing it face down before them. Once every player has selected his or her card, they perform their action.

2. Action

Three actions are possible with the chosen card:

- **build the structure on the card** (you cannot build the same structure twice): the card is placed in the player's play zone, face up.
- **build a stage of their Wonder** (in the order given by the board, from left to right): the card is partially placed under the board, face down.
- **take 3 coins from the bank**: the card is discarded, face down.

3. Move on to the next hand

Each player takes the hand of cards given to them by their neighbor. The direction of hand rotation changes with every age: clockwise for Age I, counter-clockwise for Age II, and clockwise again for Age III.

On the sixth game turn of each Age, the last card is not passed: it is discarded, face down.

BUILDING IN 7 WONDERS p.4

Structures

- **Coin cost:** the cost is paid to the bank.
- **Free construction:** the structure is built for free.
- **Resource cost:** the indicated resources are produced by the player's city and/or bought using the commerce rules.
- **Free construction (chain):** if, in the previous Age, a player has built the structure named next to the resource cost, then that player may build the structure for free.

Wonder

- **Resource cost:** the resources indicated are produced by the player's city and/or bought using the commerce rules.

Production

- the resources of a city are produced by its **Wonder board**, its brown cards, its gray cards, and by some of its yellow cards.
- to be able to build a structure or a stage of a Wonder without using commerce, a player's city must produce the resources indicated on the structure's card or wonder's board.
- resources are not spent during construction. They can be spent each turn, for the entire game. A city's production can never decrease.

Commerce

- each player can only trade with the two neighboring cities.
- each resource bought is paid 2 coins to its owner (players can never refuse trade).
- selling a resource does not prevent its owner from being able to use it, in that same turn, for their own construction.



END OF AN AGE p.5

Each Age ends after its sixth game turn.

The players must then proceed with the resolution of military conflicts. Each player compares the total amount of shield symbols present on their military structures (red cards) with the total of each of their neighboring cities:

- If a player has a higher total than that of a neighboring city, that player takes a **Victory token** corresponding to the Age which just ended (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 a total equal to that of a neighboring city, no tokens are taken.

During each Age, each player therefore gets, depending on the case, 0, 1 or 2 tokens which are placed on his or her Wonder board.

END OF GAME AND SCORING p.6

At the end of Age III, once the conflict tokens have been handed out, the players total their victory points:

1. **Military Conflicts:** points from Conflict tokens.
2. **Treasury Contents:** 1 victory point for every 3 coins (or fraction thereof).
3. **Wonder:** points are earned as indicated on the Wonder's board.
4. **Civilian Structures:** points indicated on the cards.
5. **Commercial Structures:** points indicated on the cards.
6. **Guilds:** points indicated on the cards.
7. **Science Structures**

