

Compilation of 7 Wonders Rules - All Expansions

Here is a compilation of the rules for **7 Wonders - Second Edition (2020)** including the four expansions: **Leaders, Cities, Armada** and **Edifice**. This document serves as a quick guide for your advanced games with the base game and its expansions.

SET UP

1) Place in the centre of the table:

- **Coins** of the reserve
- **Debt** tokens
- **Military Conflict** and **Maritime Conflict** tokens
- **Landing** tokens
- **Diplomacy** tokens
- **Island cards** (*Armada*) divided into levels: 1, 2 and 3.
- 3 **Edifice cards**: draw **one Edifice card at random for each Age**, and place it **face up with the Project face up**. Then place the **Participation pawns** on each Edifice card, according to the number indicated in the table below for each Age.

Number of players	3	4	5	6	7
Number of Participation pawns	2	3	3	4	5

2) **Separate the Age cards** according to type, age and number of players. Shuffle each pack of Age cards face down and place them in the centre of the table. The remaining cards are discarded from the game and will not be used for this round.

Ages I and II:

- Age cards from the **basic game**: Sort the cards according to the minimum number of players required and keep only those whose number is less than or equal to the number of players present.
- **Number of players** in **Black cards** (*Cities*).
- **Number of players** in **Maritime cards** (*Armada*, Trident symbols).

Age III:

- As for Ages I & II, plus: **number of players + 2 Purple Guild** cards (basic game).

At the start of each Age, each player receives 9 Age cards (instead of 7 in the basic game).

3) Select 4 Leaders cards per player:

1. **Deal 4 Leader cards** to each player, **face down**. Put the rest in the box (not used for this game).
2. Each player **chooses 1 card** and places it **face down** in front of them.
3. Then **pass the remaining cards to the right**, still face down.
4. **Repeat until only one card** remains, which you keep.
5. At the end, each player has **4 Leader cards**.

4) Each player also receives:

- 1 random **Wonder board** (day or night side)
- 1 **Shipyards** (*Armada*) **board** + 4 **Fleet miniatures** (1 per colour) and place them on the first square of their respective colour in your Shipyards.
- 6 **Coins** (instead of 3 in the basic game)

HOW A GAME UNFOLDS IN 3 AGES



LEADER RECRUITMENT PHASE

At the start of each Age, choose a Leader for your civilization. You can:

1. **Reveal and play the Leader card** by paying its cost, which is equal to the **current Age number (1, 2 or 3 coins)**; place your recruited Leader, face up, next to your Wonder board. You can now benefit from its effect.
2. **Build a Wonder stage** by paying the normal fee (see below).
3. **Sell the Leader card**: receive 3 coins from the reserve which you add to your Treasure OR advance your Yellow Fleet at no cost (*Armada*)

Note: A Leader's effect is active in all Ages (except for one-time effects).

Keep your other Leaders face down in front of you; they will come in handy during the next Recruitment phases.

Note: During Recruitment at the start of Age III, each player has 2 Leader cards. Choose 1, which you play normally, and discard the Leader who is not chosen.

AGE PROGRESSION IN 8 ROUNDS

Each player receives **9 cards** at the start of the Age (instead of 7 in the basic game). These cards make up your starting hand.

Each Age comprises 8 game turns (instead of 6 in the basic game) during which you all **play simultaneously**. A game turn is divided into **three stages**, in this order:

1. CHOOSE AN AGE CARD
2. PLAY THIS CARD
3. MOVE ON TO THE NEXT HAND

1. CHOOSE AN AGE CARD

1. Each player should be aware of their hand of cards without revealing it to the other players.
2. **Choose one of these cards and place it face down in front of you.**
3. Put the remaining cards aside, face down. They will be used later.

2. PLAY THIS CARD

When you have all chosen a card, play it simultaneously. You can use it to **perform a single main action, plus any additional actions that may result from your choice of main action** (*Wonder stage, Age card or Yellow Fleet / Age card*):

1) MAIN ACTIONS – ONE TO CHOOSE FROM:

- A. Construction of the building on your Age card
- B. Building a Wonder stage
- C. Sale of an Age card

2) ADDITIONAL ACTIONS:

- D. Participation in an Edifice project (*Wonder stage*)
- E. Shipbuilding (*Wonder stage or Age card*)
- F. Exploring an island (*Yellow Fleet / Age card*)

Important: When building a stage of your Wonder, you can carry out a Shipbuilding OR take part in the construction of an Edifice, but you cannot build both during the same turn.

1) MAIN ACTIONS – ONE TO CHOOSE FROM:

A. Construction of the building on your Age card



Pay the cost, if any, and place the card face-up on top of your Wonder board.

Once the building has been constructed, it remains in your city until the end of the game.

Important: You can never build two identical buildings, i.e. two cards with the same name, in your City.

B. Building a Wonder stage



Pay **only** the cost shown on your Wonder board for this stage.

Place your card, face down, under your board so that it is half covered by the stage of the Wonder you have built.

The effect of this stage is now available and will remain so until the end of the game.

Note: You can use any card to build a Wonder stage and this card has no other use than to activate the effect of this stage. Wonder stages are optional and can be built at any time during the game. However, you must build your Wonder stages from left to right.

C. Sale of an Age card

Discard your card, face down, in the centre of the table (on a discard pile).

Gain **3 coins** from the reserve which you add to your Treasure OR advance your **Yellow Fleet** at no cost (*Armada*)

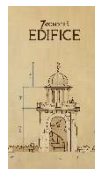
Note: All Coins earned during a turn can only be used starting from the next turn.

2) ADDITIONAL ACTIONS:

(*Wonder stage, Age card or Yellow Fleet / Age card*)

D. Participation in a joint Edifice project

(*Wonder stage*)



Once per Age, when you build a stage of your Wonder, you can choose to participate in the Edifice of the current Age by paying its associated cost in one go. Then take a Participation pawn from the Edifice card and place it on your Wonder board.

E. Shipbuilding (Armada)

(*Wonder stage or Age card*)



Each time you build a **Red, Yellow, Blue or Green** Age card, or build a **stage of your Wonder**, you can, if you wish, carry out a Shipbuilding, by advancing the Fleet of the same colour or the Fleet **associated with the Wonder symbol** on your Shipyard board.

Raiseo's House Rule: When playing Cities (Black) cards, you can advance your furthest back armada

To do this, you must pay the cost of the Age card or the stage of your Wonder and the corresponding Maritime Construction **at the same time, in one go.**

Note: You must always apply the effects of cards (or Wonder stages) before the effects of Shipbuilding. And cards built for free from the discard pile (Halikarnassós, Salomon...) cannot be used to build ships.

F. Exploring an island (Armada)

(*Yellow Fleet / Age card*)

The Green Sea Route allows you to explore an Island of a given level. **When your Green Fleet reaches an Island,**

draw 4 cards of the corresponding level.



If you are exploring alone, **choose 1** and place it under the right edge of your Shipyard so that only its effect is visible. However, if several players are exploring an Island of the same level, divide all the cards of the level concerned, face down, so that each player receives the same number of cards.

3. MOVE ON TO THE NEXT HAND

When all players have completed their action, **take the cards you did not choose and give them to your left-hand neighbour (during Ages I and III) or your right-hand neighbour (during Age II).** The direction of rotation is shown on the back of the Age cards.

You therefore receive a pack of cards from your neighbour.

This pack is your new hand of cards to start a new round. You will therefore have one less card in each new round, until you have only two lefts in the last round.

Eighth and final round

At the start of the eighth and final round of each Age, you receive a pack of **two cards** from your neighbour.

Choose one and discard the other, face down, into the discard pile. The discarded card **does not earn any coins.**

Play your eighth and final card as normal.

END OF TOUR

1. LOSS OF COINS & DEBTS (CITIES)
2. COMMERCIAL LEVEL & TAXES (ARMADA)

1. LOSS OF COINS & DEBTS (CITIES)



Some **Black** cards (Cities) trigger a loss of Coins for all other players. Losses are always applied at the end of the turn, after all players have played their card and, if applicable, paid the construction cost.

Each time you must lose Coins (returned to the reserve), you must **take 1 Debt token of value -1 for each Coin not lost.** You can choose to take Debt even if you have the necessary Coins in your Treasury. It is possible to pay for a loss partly with Coins and partly with Debts.

Important information:

- *Debts incurred can never be repaid.*
- *The loss of Coins always applies **after** the gain of Coins.*

Note: *At the end of the game, you lose the victory points*

shown on each Debt token in your possession.

2. COMMERCIAL LEVEL & TAX (ARMADA)

The **Yellow** Sea Route (**Armada**) indicates your Commercial Level. It also awards Coins and levies Taxes which affect the other players.

Debts apply to all Taxes raised and Coin losses not resolved by the players. In this case, if you cannot, or do not wish to, lose the Coins due, take 1 Debt token per Coin not lost.

The **Commercial Level** allows you to **protect yourself against possible losses of Coins.** To find out your trade level, look at the value shown on the **amphora symbol** of the square where your **Yellow Fleet** is located.

As soon as your **Yellow Fleet** reaches a Tax Box, you **raise a Tax at the end of the turn.** In this case, all players except you lose the number of Coins shown minus their respective Commercial Level. The coins are returned to the reserve.

Note: *Taxes are always applied at the end of the turn. It is therefore possible to lose the Coins you have just won during the same turn. If several taxes are levied at the end of the same turn, only the highest tax is applied (ignore the other taxes). If your commercial level is greater than or equal to the Tax levied, nothing happens to you.*

END OF AGE

After the Resolution of **Buildings, Diplomacy, Conflicts and Landings**, the current Age is over, *move on to the next Age.* After resolving the **Buildings, Diplomacy, Conflicts and Landings** of Age III, move on to *End of Game.*

Note: *There can only be one Military Conflict between the same two players in each Age.*

1. COMMON EDIFICE (EDIFICE)
2. DIPLOMACY (LEADERS)
3. MARITIME CONFLICTS (ARMADA)
4. DISEMBARKATION (ARMADA)
5. MILITARY CONFLICTS

1. COMMON EDIFICE (EDIFICE)



If all the Participation pawns have been taken during the Age, then the Edifice is built: turn the Edifice card over to its Built side. Participants with a Participation pawn receive the Reward immediately.

However, if at the end of the Age, the Edifice has not been completed - with **at least one Participation pawn on the Edifice card - its construction fails**, and no one benefits from its Reward. If you do not have a Participation pawn of this Age, you must suffer the **Penalty.** If you have a Participation pawn, you do not suffer any Penalty.

If you cannot pay the full Penalty, you lose nothing but instead take a **Debt token of the corresponding Age (-2/-3/-5)**.

2. DIPLOMACY (LEADERS)



Some **Black** cards, as well as the Byzantium Wonder, grant a Diplomacy token.

In this case, during the Resolution of Military Conflicts, you **do not take part in the Conflicts**. You do not take any Conflict tokens (neither Defeat nor Victory). Your neighbours are then considered to be adjacent to each other and fight each other militarily according to the usual rules of *7 Wonders* (see below).

You **must** apply Diplomacy during the Military Conflict following its acquisition, even if your military power is greater than that of your neighbours. Discard the Diplomacy token after it has been used.

Note: You can accumulate several Diplomacy tokens, but you must discard 1 Diplomacy token at the end of each Resolution of Military Conflicts.

When there are only 2 players left participating in the Resolution of Military Conflicts, they face each other only once and take only one Military Conflict token each.

3. MARITIME CONFLICT RESOLUTION (ARMADA)

To find out your **Maritime power**, count all the **Maritime symbols**: on the **Red Maritime cards** built, on your **Shipyards**, on your **Islands** and on your **Wonder**.



Then **compare** your sea power with that of all the other players. Always starting with the last player (lowest sea power), then the first player (highest sea power) and finally the second player, distribute the Maritime Conflict tokens corresponding to each player's position:

- Last: 1 Maritime Defeat token (-1, -2 or -3 depending on the current Age).
- First: 1 Maritime Victory token (3, 5 or 7 depending on the current Age).
- Second: 1 Maritime Victory token (1, 3 or 5 depending on the current Age).

In the event of a tie for the last position, the players concerned each take 1 Maritime Defeat token of the current Age. In the event of a tie for first position, the players concerned each take 1 Maritime Victory token from the second position. Players in second position take no tokens. In the event of a tie for second place, the players concerned take no tokens.

Note: If all players have the same sea power, no player takes any Defeat or Victory token.

4. DISEMBARKATION (ARMADA)



Some **red Fleet cards** trigger a **Landing**, forcing you into a **3rd military conflict** against the designated player. Give him a Landing token, then confront him **in addition to your two neighbours** at the end of the Age. The token is then discarded.

Note:

- *You can undergo several Landings in the same Age.*
- *Diplomacy tokens do not cancel landings.*

5. MILITARY CONFLICT RESOLUTION



Count all the **military symbols** on the **cards** you have built and, if applicable, on your **Wonder board** to find out your **military power**. Then compare your military power with that of each of your neighbours.

For **each** neighbour:

- If your military powers are equal, take no tokens.
- If your military strength is lower, take a Military Defeat token.
- If your military power is greater, take a Military Victory token corresponding to the current age.

Note: Gain/loss of tokens according to Age: +1/+3/+5 or -1/-2/-3

Note: If you have a Diplomacy (Cities) token, you ignore the conflict, as your neighbours are fighting amongst themselves.

BUILDING IN 7 WONDERS

There are different types of costs:

- No cost
- Coin cost
- Resource cost
- Free cost per chain

A. No cost

If the **cost area is empty**, the **card is free** and requires no resources or coins to build.

B. Coin cost

Some cards cost 1 coin. Take 1 coin from your treasury and place it in the reserve when you build the card's building.

C. Resource cost

Some cards and Wonder stages require one or more **resources to build**. You can **use the resources produced by**

your City and/or purchase them from your neighbours.

***Important:** Resources used for construction are never lost and can therefore be used each turn throughout the game.*

USING THE RESOURCES PRODUCED BY YOUR CITY

You produce one resource per resource symbol in your City: the starting resource indicated on your **Wonder board, Grey, Brown and Yellow cards**, and **certain Wonder stages**.

Each resource symbol can only be used once per turn.

PURCHASING RESOURCES FROM A NEIGHBOURING CITY

If your City does not produce the resources needed to build a card or a Wonder stage, look at your neighbours' Cities. If they produce the resources you need, you can buy them from them.

For each resource purchased, give 2 Coins to the owner of the resource. The owner keeps their card and can still use the resource you buy from them.

Each resource symbol can only be purchased once per turn by the same player. Resources purchased during a turn must be used in that same turn.

The resources you can purchase from your neighbours are:

- The starting resource from their **Wonder board**;
- The resources from their **brown cards**;
- The resources from their **grey cards**.

You **cannot purchase** resources produced by their **Yellow cards** or by the **stages of their Wonder**.

When your neighbour has a card that produces **1 resource of your choice from the two** indicated, **you can choose which one to purchase**, regardless of your neighbour's choice.

Notes:

- *To purchase resources, you must have enough Coins at the start of your turn. You cannot use Coins that other players give you during the same turn.*
- *You can never purchase resources from a Building that your neighbour has built during the same turn.*
- *You can never refuse to sell resources to another player.*
- *Both of your neighbours can each purchase the same resource from your City.*

D. Free cost per chain

From Age II onwards, some cards have a free construction condition indicated by a **chain symbol**. If you have previously built a card with the same symbol in the upper right corner, construction is **free**.

Notes:

- *If you do not have the symbol corresponding to a card's chaining, you can still build that card by paying its*

resource cost.

- *Some cards give access to two chains; in this case, there will be two symbols in the upper right corner of the card.*

END OF GAME: POINTS COUNT

The game ends at the end of Age III. Count your victory points as follows:

1. Wonder Board

Sum the points granted by **the stages you built on your Wonder**.

2. Treasury

Score **1 Victory Point for every full set of 3 Coins** in your treasury. Also record any **Debt tokens** (Cities/Édifice). For Édifice, include the total Victory Points earned by your **Participation tokens** (this total may be negative).

3. Military Conflicts

Add the values of all your **Defeat and Military Victory tokens** for your Military Conflict score (this total may be negative).

4. Blue Cards

Sum the **Victory Points of all Blue cards** in your City, including your Blue Fleet ships (Armada).

5. Yellow Cards

Sum any **Victory Points from Yellow cards** in your City, per their effects (see the Effects reference sheet).

6. Green Cards

Count all **scientific symbols** in your City and, if applicable, on your Wonder stages. These score Victory Points in two ways, then add both totals:

- **Sets of identical symbols:** (number of identical symbols)² (e.g. 10 symbols = 10 × 10 = 100 VP).
- **Sets of three different symbols:** 7 VP per set of three different scientific symbols.

7. Purple Cards

Sum the **Victory Points of Purple cards** in your City, per their effects (see the Effects sheet).

Note: With Armada, each Purple card is capped at 10 VP.

8. Black Cards (Cities)

Total the **Victory Points from your Black (City) cards**.

9. Leaders

Total the **Victory Points from your Leaders**.

10. Maritime Conflicts (Armada)

Total the **Victory Points** from your **Maritime Conflict** tokens.

11. Island Cards (Armada)

Total the **Victory Points** from your **Island cards**.

12. Totals

- Each player's overall Victory Point total
- Team total (when playing with Cities and/or Armada)

TEAM MODE (4 or 6 players)

How an age works

During the game, you can **communicate freely with your teammate** and **show each other your hand of cards** (including Leader cards).

Restrictions within each team

- You must always **use your own resources** before buying them from your neighbours.
- When building, you must **always use chaining** if you have the corresponding symbols.
- You **cannot lend each other Coins**.
- You **cannot exchange cards**.
- When you construct a Building that causes a **loss of Coins, the loss also applies to your teammate**.

Resolving military conflict

In team play, you **do not enter conflict with your teammate**.

You each compare your military power with that of your opposing neighbour and **gain double the number of Military Conflict tokens**:

- If your military power is **equal**, you **do not take any tokens**.
- If your military power is **lower**, you take **2 Military Defeat tokens**.
- If your military power is **higher**, you take **2 Military Victory tokens** corresponding to the current Age.

Resolution of maritime conflict

Maritime Conflicts are resolved individually according to the usual rules. Ties are resolved normally, regardless of the teams.

Diplomacy

During Resolution of Military Conflicts, **if you have a Diplomacy token, you must apply its effect to yourself alone**, regardless of your team, and then discard it.

In this case, you still compare your military power with that of your opposing neighbour, but you each **take only 1 Military Victory or Defeat token (instead of 2)**.

If you and your opposing neighbour each play a Diplomacy token during the same Resolution of Military Conflicts, you each take no tokens.

Taxes and pirates

Taxes and Coin losses triggered by the amphora and tax symbols **apply to all players, regardless of team**.

Armada Cards

In team play, cards that target the player to the right of your right-hand neighbour, or to the left of your left-hand neighbour, operate according to the usual rules, regardless of team.

Cards that trigger a **Landing operate according to the usual rules, regardless of team**, but only award **1 Military Defeat or Victory token (instead of 2** for standard team Military Conflicts) to the affected players.

End of the game

The game ends at the end of Age III, after the Resolution of Military Conflicts and the Maritime Conflict.

Score victory points according to the usual rules (see above). **Add your score to that of your teammate**. The team with the highest total score wins the game. In the event of a tie, the team with the most treasure wins. In the event of a further tie, the teams share the victory.