

# 7 WONDERS™ ARCHITECTS MEDALS

*Are you ready to take on new challenges?  
Adapt your strategy and use your city's strengths to gain medals.  
Every decision counts towards leaving your mark on History  
and making sure your opponents don't take the lead.*



## OVERVIEW AND GOAL OF THE GAME

This expansion adds two new Wonders (the Colosseum of Rome and the Ziggurat of Ur), new Progress tokens, and a new gameplay element: Medals. These are objectives that, when achieved before your neighbors, give you extra Victory points.

This expansion introduces new strategies to the *7 Wonders Architects* base game, but the victory conditions remain the same.



### COLORBLIND FRIENDLY SYMBOLS

To accommodate every type of colorblindness, each card color in the game uses a different symbol.

◆ Grey

■ Blue

● Yellow

✕ Red

▲ Green

### CONTENTS

12 Medals • 2 Wonders in 5 pieces  
50 cards • 2 card holders • 4 Progress tokens  
3 component trays • This rulebook

# SETUP

Setup example for 3 players



The setup follows the normal *7 Wonders Architects* rules with the exception of the following adjustments:

- 1 Shuffle the 4 new **Progress tokens** with those from the base game to make a facedown pile.\*
- 2 Choose your **Wonder** between Rome, Ur, or one from the base game.
- 3 Shuffle the **Medals** and place one, Objective side up, between each player. Put any unused Medals back in their tray.



Objective side



Reward side

\* You can store the new Progress tokens directly in the base game box and use them with or without the Medals expansion.

# GAMEPLAY OVERVIEW

The game plays using the normal *7 Wonders Architects* rules, with the exception of the following new action:

## GAINING A MEDAL

**Only 2 Medals are available to you** during the game: the one to your **left** and the one to your **right**.

To gain one of these Medals, you must be **the first player to achieve the objective indicated on it**. As soon as you achieve it, take the corresponding Medal and place it in front of you, Reward side up. Your neighbor can no longer gain this Medal.

**Note:** *You can achieve an objective **at any time** during your turn.*

**Example:** *Elena (left) has 2 Green cards in front of her and Gabriel (right) has 1. The objective on the Medal between them is "Have 3 Green cards in front of you." On her turn, Elena draws a 3<sup>rd</sup> Green card and therefore achieves the Medal's objective. She immediately takes it and places it in front of her, Reward side up, before choosing a Progress token. Gabriel can no longer gain this Medal.*



## END OF THE GAME

Calculate your score following the normal rules, then add **4 Victory points** for each Medal you gained.

## EXPERT VARIANT

Increase the challenge of your games with the following variant:

During setup, in addition to the Medals placed between each player, add 2 Medals to the center of the table, Objective side up. These objectives can be achieved by **any player**. You can therefore gain up to 4 Medals during a single game.

**Note:** *When the "Gain 2 Military Victory tokens in the same Battle" Medal is in the center of the table, it's possible for multiple players to achieve this objective at the same time. If this happens, take unused Medals from the box so all qualifying players receive one.*

## MEDAL OBJECTIVES



Have **3 Blue cards** in front of you.



Have **3 Green cards** in front of you.



Have **3 Grey cards** in front of you.



Have **3 Red cards** in front of you.



Have **1 Green, 1 Yellow, 1 Blue, and 1 Red card** in front of you.



Have **1 Yellow card, 1 Blue card with a  icon, and 1 Red card with a  icon** in front of you.



Have **7 cards** (no matter what color) in front of you.



Construct **3 Stages** of your Wonder.



Construct **2 Stages** of your Wonder and have the **Cat pawn** in front of you.



Have **2 Progress tokens** in front of you.



Have **1 Progress token, 1 Military Victory token, and the Cat pawn** in front of you.





Gain **2 Military Victory tokens** in the same Battle.

**Note:** The number of elements required to achieve an objective is a minimum. You may have more than required.

## EFFECTS OF WONDERS

### Rome



Take 1 card in front of any opponent and place it in front of you. Trigger the effect of any  or  icon, if there is one.

Give that opponent the top card from the central deck, **face down**. They will reveal it and place it in front of them on their next turn, **in addition to their normal turn**.

### Ur



Take the Cat pawn, from wherever it is on the table, and place it in front of you.

Use its ability immediately to choose 1 of the **3 available** cards and place it in front of you.

## EFFECTS OF PROGRESS TOKENS




**Logistics:** At the end of the game, gain 2 Victory points for each **Grey** card in front of you.



**Domestication:** At the start of each of your turns, you can secretly look at the top card of the central deck, before choosing your card.



**Entrenchment:** At the end of each Battle, keep your **Red** cards with 1 or 2  icons.



**Culture:** This token now has 3 copies in the game. Its effect is the same.

**Note:** If you have all 3 copies, you gain 16 Victory points (12 + 4).

## CREDITS

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