

OVERVIEW AND GOAL OF THE GAME

The game 7 Wonders Architects plays over several turns. On your turn, choose one of three cards. These cards represent different characters who will help you gather resources to construct your Wonder, make scientific discoveries, or even Battle with your neighbors.

The game ends when a Wonder is entirely constructed. Achieve the highest score to win the game!



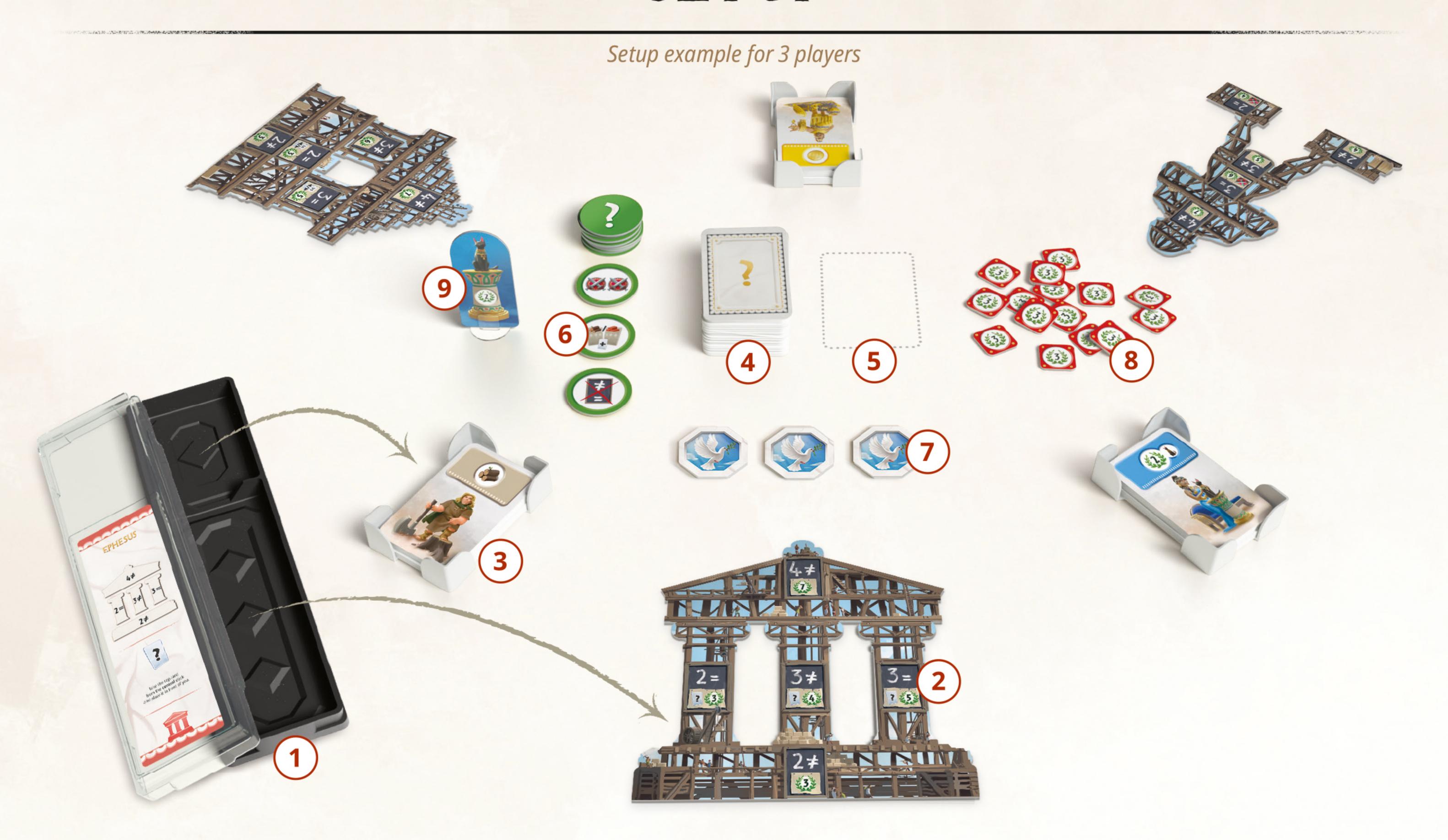


CONTENTS

Watch

the rules video!

235 cards (8 different card backs) 7 Wonders with 5 pieces 7 card holders 8 component trays 15 Progress tokens 6 Conflict tokens 28 Military Victory tokens 1 Cat pawn and its stand This rulebook



For each player

- Choose a **tray** (or take one randomly), then remove the 5 pieces of your Wonder and the holder containing your cards.
- Each **Wonder** is made of 5 Stages of construction with an Under Construction side and a Constructed side. Assemble your Wonder with the Under Construction faceup, referring to the diagram on your tray.
- (3) Shuffle your cards and put them faceup in your holder to make a **deck** between the player to your left and yourself.

For all players, in the middle of the table

- Shuffle the common cards and make a central deck, facedown.
- Leave a space for the **discard** next to the central deck: you'll place all used cards here, faceup.
- Shuffle the **Progress tokens** and make a stack, facedown. Take the top 3 tokens and put them faceup next to the stack.
- Consult the table below and place the corresponding number of **Conflict tokens**, Peace side up. Remove the remaining Conflict tokens from the game.

Number of players	2-3	4	5	6 - 7
Number of Conflict tokens	3	4	5	6





Make a reserve of Military Victory tokens.

Finally, place the **Cat pawn**.

TURN OVERVIEW

BLUE CARDS

Blue cards provide Victory points.

Additionally, a 🌡 icon is shown

As soon as you take a **Blue** card

with a 🌡 icon, take the Cat pawn

from wherever it is on the table

and place it in front of you.

Using the Cat pawn

choosing your card.

As long as you have the Cat pawn,

you can **secretly look at the top**

card of the central deck before

at the beginning of your turn,

on certain **Blue** cards.

E23 1

Going clockwise and starting with the youngest player, the game plays over several turns.

On your turn, choose a card from the 3 available:

- The top card of the deck directly to your left,
- The top card of the deck directly to your right,
- The top card of the central deck.

Place your chosen card in front of you, near your Wonder.

Depending on the cards and tokens you have, take the different actions explained below, in any order.

When you cannot take any more actions, your turn is over and the player to your left can begin their turn.

Notes:

- If a deck is empty, it remains empty until the end of the game.
- Stack your cards of the same color so that their banners are visible (see example on page 5).



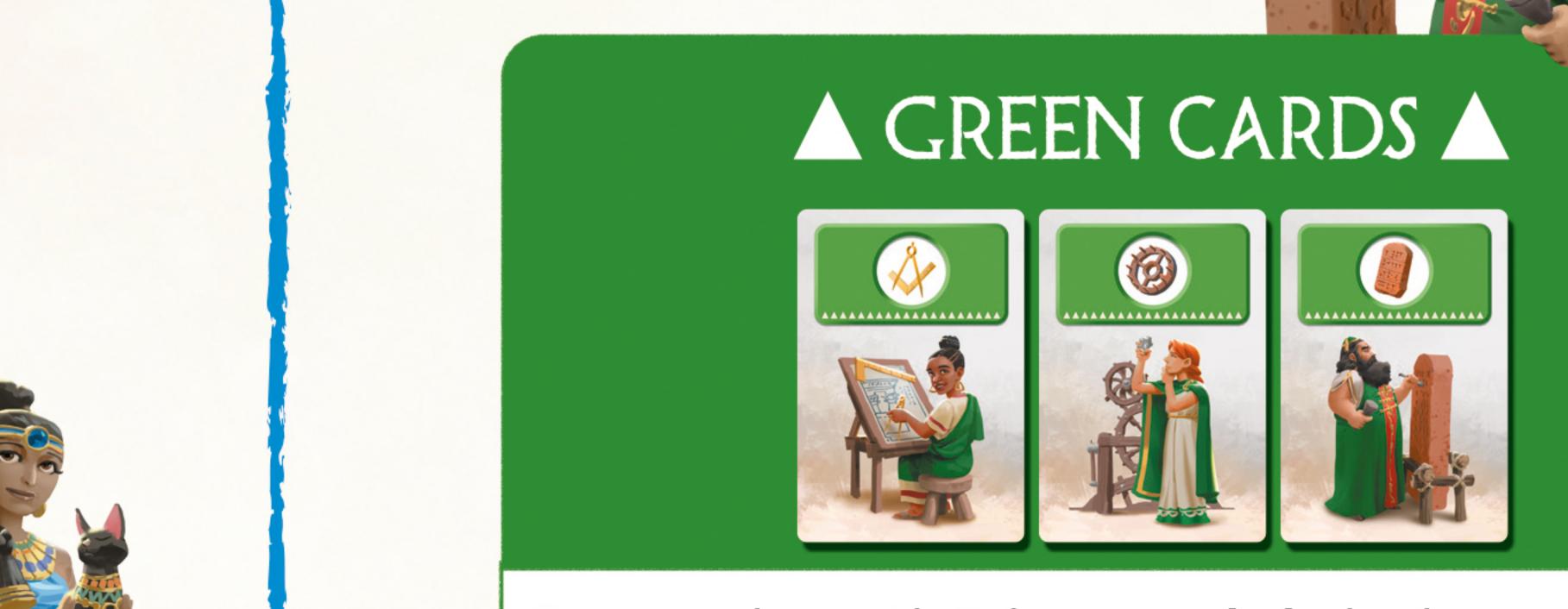
Grey cards provide **Resources** that will let you construct the Stages of your Wonder.

If you have the Resources needed to construct a Stage of your Wonder, you **must** construct it during your turn.



Yellow cards provide Coins that act as a wild Resource.

These Coins must replace any missing **Resource** needed to construct a Stage of your Wonder.



Green cards provide **Science symbols** that let you gain Progress tokens.

If you have 2 identical or 3 different Science symbols, you **must** take a Progress token during your turn.

Constructing a Stage

The **construction cost** of each Stage is shown on each piece:

2 different Resources.

2 **identical** Resources.

3 different Resources.

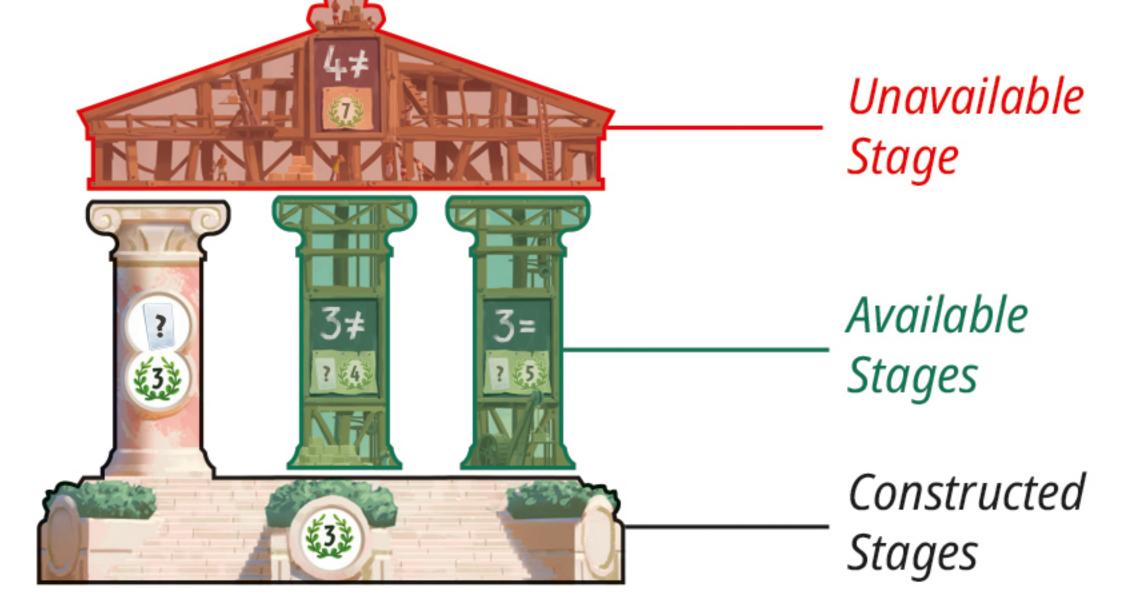
3 identical Resources.

4 different Resources.

Each Wonder is constructed Stage by Stage and always from bottom to top.

A Stage is available to construct only when all Stages below it are constructed.

Certain Wonders will give you an option for the order of construction.



When you have the Resources needed (Grey and/or Yellow cards) to construct an available Stage, **discard them**, and then flip the Stage over to its **Constructed** side.

Once constructed, certain Stages will let you immediately benefit from special effects (see page 6 or each Wonder tray).

Note: If you have the Resources to construct multiple Stages in one turn, you must do so.

Taking a Progress token

Discard any Green cards used, then choose a Progress token from the **4 available**:

- Any one of the three faceup tokens,
- Or the top token of the facedown stack.

Once a faceup Progress token is taken, immediately replace it with the top token of the stack, placing it faceup.

Put the chosen Progress token faceup in front of you. You immediately benefit from its effect, now until the end of the game (see page 6).

Using Progress tokens

During your turn, you can use your Progress tokens in any order and whenever you want.

Each of your Progress tokens can only be used once per turn, except for those that provide Victory points, which will only be used at the end of the game.

* RED CARDS *



Red cards provide Shields that increase your military strength. Additionally, 1 or 2 🧈 icons are shown on certain Red cards.

When you take a **Red** card with 1 or 2 \longrightarrow icons, flip over 1 or 2 Conflict tokens respectively to their **Battle side**.

Make a horn sound when you take this action!

When you flip the last Conflict token to its Battle side, you trigger a Battle, at the end of your turn, for all players.

Note: If you must flip over multiple Conflict tokens, but there is only one left on its Peace side, only flip over this one token and ignore any extra 🧈 icons.

Resolving a Battle

Each player counts the **number of Shields** on their **Red** cards and compares it with their 2 neighbors (the players seated to their left and right).

Note: The Rhodes Wonder and the Tactics Progress token can provide additional Shields (see page 6).

For each neighbor, if you have more Shields than them, take 1 Military Victory token. You can therefore gain either 0, 1, or 2 Military Victory tokens per Battle.

Then, **all** players discard their **Red** cards with 1 or 2 \checkmark icons. Only **Red** cards without a 🍑 icon should remain in front of you. Finally, flip over all of the Conflict tokens to their **Peace side**.





END OF THE CAME

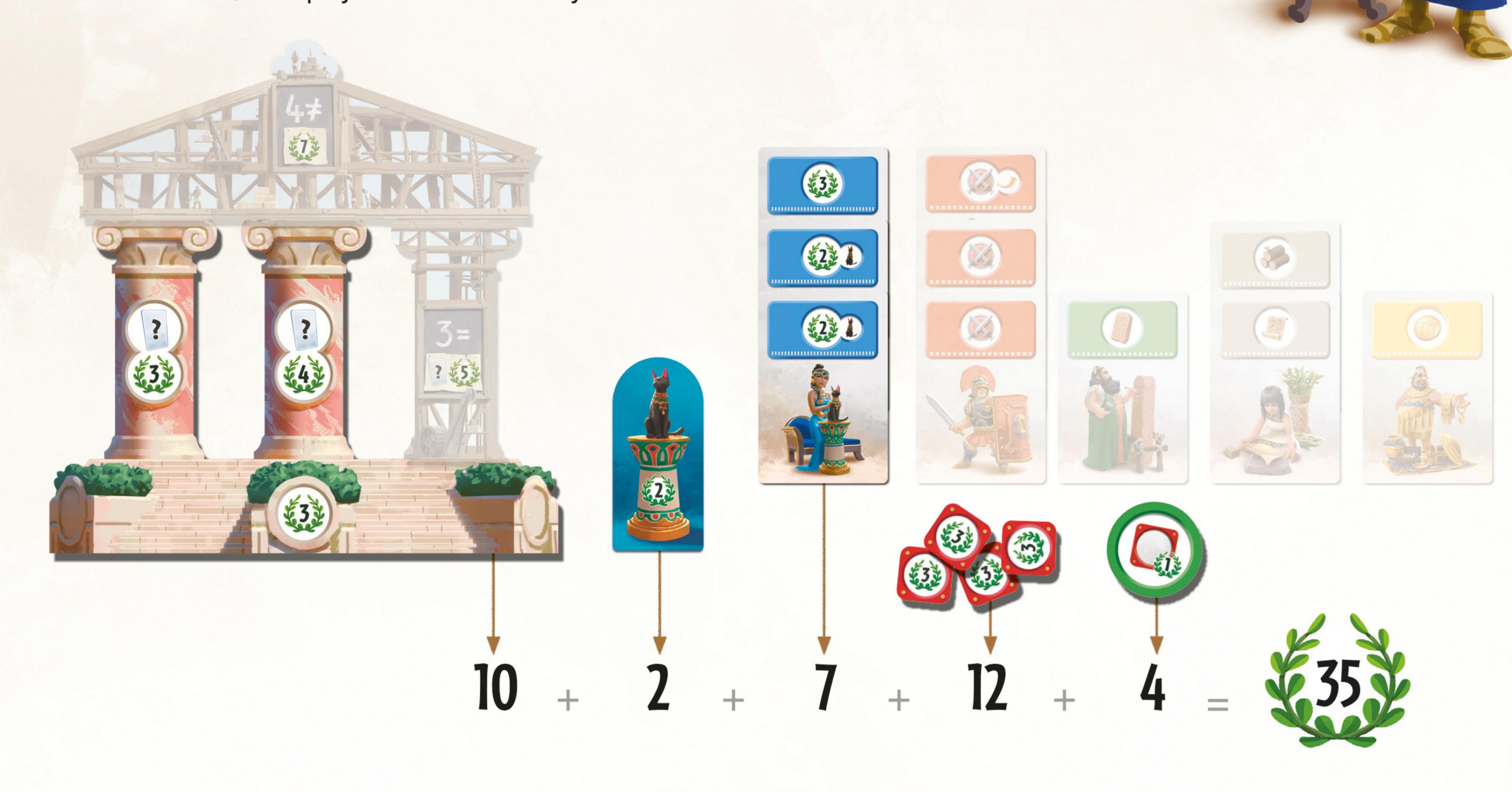
Once one player has finished constructing their Wonder, the game is over at the end of that player's turn.

Calculate your score by adding up any W Victory points shown on your:

- Constructed Stages of your Wonder,
- Cat pawn, if you have it,
- Blue cards,
- Military Victory tokens,
- Progress tokens.

The player with the highest score wins the game.

In case of a tie, the player who constructed the most Stages wins. If there's still a tie, both players share the victory.



2-PLAYER GAME

For 2-player games, the only change happens during the **Resolving a Battle** phase. If you have more Shields than your opponent, take 1 Military Victory token. However, if you have at least twice as many Shields than your opponent, take 2 Military Victory tokens instead of just one.

Note: If your opponent has no Shields, and you have 2 or more, take 2 Military Victory tokens.



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EFFECTS OF WONDERS

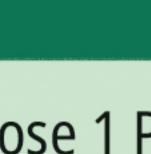
Alexandria

Take the top card from any deck anywhere on the table and place it in front of you.



Ephesus

Take the top card from the **central** deck and place it in front of you.



Babylon

Choose 1 Progress token from the 4 available and place it in front of you.



Rhodes

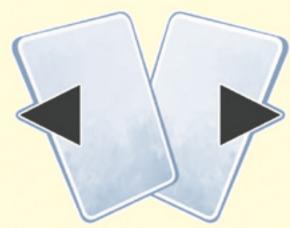
Add **1 Shield** to your total Shields.





Take the top 5 cards from the deck to your left or your right. Choose 1 and place it in front of you. Shuffle the other cards back into their deck.

Olympia



Take the top card from the decks to your left and your right and place them in front of you.

Giza



This Wonder has no special effect, but provides more Victory points than the other Wonders.

EFFECTS OF PROGRESS TOKENS



Urbanism: When you take a or Grey card, choose 1 extra card from the 3 available and place it



Crafts: When you take a 🌉 or 🦶 Grey card, choose 1 extra card from the 3 available and place it in front of you.



Jewellery: When you take a Grey card or a Yellow card, choose 1 extra card from the 3 available and place it in front of you.



Science: When you take a Green card, choose 1 extra card from the 3 available and place it in front of you.



Propaganda: When you take a **Red** card with 1 or 2 icons, choose 1 extra card from the 3 available and place it in front of you.



Architecture: When you construct a Stage of your Wonder, choose 1 extra card from the 3 available and place it in front of you.



v cards is worth 2 Coins **Economy:** 1 of your Yello instead of just one.



Engineering: When you construct a Stage of your Wonder, you can use any Resources, without adhering to the "identical" or "different" restrictions.



Tactics: Add 2 Shields to your total Shields.



Decor: At the end of the game, gain 4 Victory points if your Wonder is still under construction or 6 Victory points if it is entirely constructed.



Politics: At the end of the game, gain 1 Victory point per 🌡 **icon** on your **Blue** cards.



Strategy: At the end of the game, gain 1 Victory point per Military Victory token you have.



Education: At the end of the game, gain 2 Victory points per **Progress token** you have (including this one).



Culture: There are 2 copies of this token. = 44 At the end of the game, gain 4 Victory points if you have 1 token or 12 Victory points if you have both.

