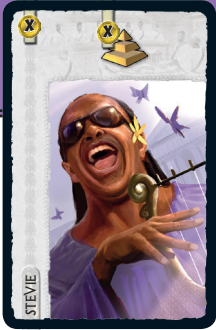


STEVIE



Add Stevie to the other Leader cards.

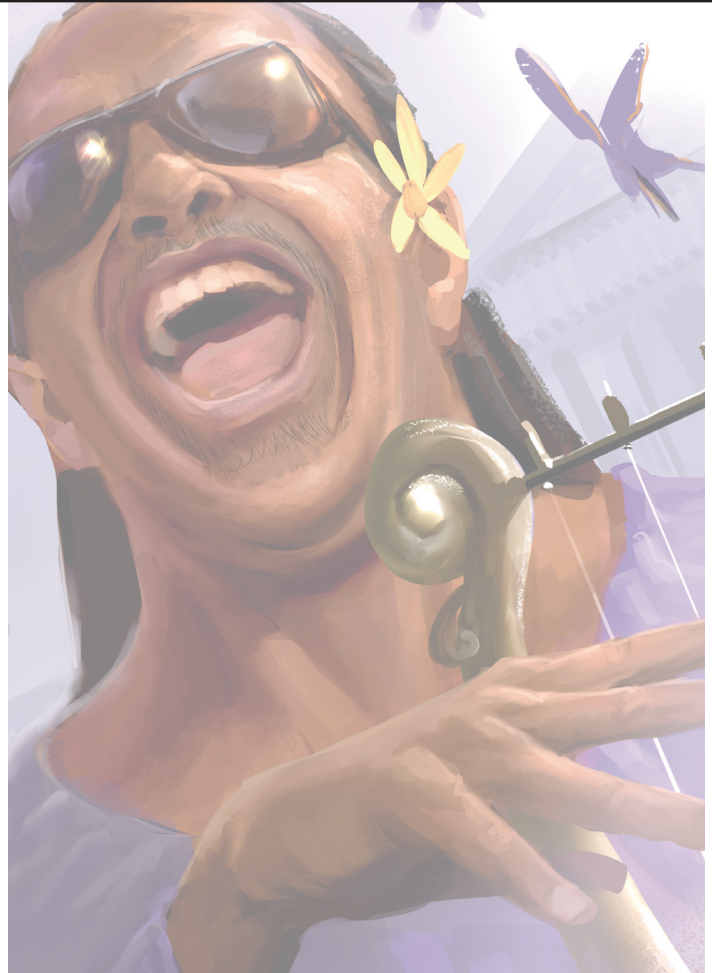
Stevie allows a player to build a Wonder stage by replacing its resource cost with a cost in coins instead. Stevie's cost is variable: it corresponds to the number of resources required for the construction of the Wonder stage for which he is used.

Stevie is then placed face up as a construction marker under the Wonder board.

Example: at the end of Age I, Rhodes (B side) has already constructed their first Wonder stage. During the Recruitment phase preceding Age II, the Rhodes player uses Stevie to build the second stage of their Wonder. As this stage has a cost of 4 resources, Stevie costs 4 coins ($X=4$). The player places Stevie, face up, as a construction marker.

CLARIFICATIONS:

- Stevie can be targeted by the Courtesan's Guild. When this is done, the owner of the Courtesan's Guild, places it, face up, as a construction marker under their Wonder.
- Stevie once recruited counts for the Diplomat's Guild.
- Imhotep has no effect on Stevie.



7 WONDERS

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A game by Antoine Bauza, Graphics by Miguel Coimbra.

