

# 7 WONDERS™ ARMADA

## DESCRIPTION OF NEW EFFECTS



Designates the player **to the right of the neighbor to your right**.



Designates the player seated **to the left of the neighbor to your left**.



Designates your **commercial level**. Its value is shown in this symbol and depends on the space your **Yellow** Fleet is on.



The stages of the Siracusa Wonder can be constructed **in any order you choose**.



When this symbol enters play, immediately take a Boarding token (from the reserve) and give it to the designated player.



When this symbol enters play, increase your naval strength by the indicated value.



When this symbol enters play, during each Resolution of Naval Conflicts, you can choose whether or not to participate. If you choose not to participate, your naval strength is simply ignored and you do not take any Naval Conflict tokens.



When this symbol enters play, **once per turn**, you can buy 1 resource from the designated player for 1 Coin.



When this symbol enters play, **twice per turn**, you can buy 1 resource from the designated player for 1 Coin.



At the end of the game, gain an extra science symbol: the one you have **the most** copies of. **In case of tie** between multiple science symbols, choose 1 of the concerned symbols.



As soon as this symbol enters play, draw the first Island card of the indicated level (1, 2, or 3) and place it face up under the right side of your Shipyard. You benefit from its effect from now on.



At the end of the turn during which this symbol enters play, explore an Island of the indicated level.



At the end of the game, gain 2 victory points for each Island card in your possession, including this one.



At the end of the game, choose one color of Age cards. Gain 1 victory point for each card of this color in your City.



As soon as this symbol enters play, advance the Fleet of this color by one space on your Shipyard, without paying the construction cost.



As soon as this symbol enters play, advance one of your Fleets (of your choice) by one space on your Shipyard, without paying the construction cost.

**Clarification:** *When you construct a card with this symbol, you can undertake a Naval Construction following the normal rules, and then apply the effect to benefit from a free Naval Construction. Therefore, it is possible to undertake multiple Naval Constructions on the same turn.*



As soon as this symbol enters play, advance two or three **different** Fleets (of your choice) by one space respectively on your Shipyard, without paying the construction cost.



When this symbol enters play, pay 1 resource (of your choice) less for each Naval Construction you undertake. You must still pay any costs in Coins without a discount.



When this symbol enters play, gain 1 Coin (from the reserve) **after** each time you advance your Fleets.



When this symbol enters play, you no longer have a Fleet associated with your Wonder. **Instead**, each time you construct a stage of your Wonder, advance one of your Fleets (of your choice) by one space on your Shipyard, without paying the construction cost.



At the end of the turn during which this symbol enters play, raise a Tax by the indicated amount. All players **except you** lose the number of indicated Coins **minus** their commercial level. Coins are put back in the reserve.



As soon as this symbol enters play, all players **except you** lose as many Coins as their respective commercial level.



Once this symbol enters play, each time another player triggers a loss of Coins from Taxes or Pirate cards, you are protected and don't lose any Coins.



At the end of the game, gain victory points equal to double your commercial level.

## Order of resolving actions

1. Pay construction costs  
(Card or Wonder and Naval Construction)
2. Advance Fleets
3. Apply effects of Age cards  
(except losing Coins)
4. Apply effects of Shipyard  
(except losing Coins)
5. Construct cards from the discard  
(no Naval Construction)
6. Lose Coins

## Resolution of Naval Conflicts
