



7 WONDERS DICE

Diceopolis is an exclusive Wonder for **7 Wonders**.
A copy of **7 Wonders Dice** is required to play with it.

CONSTRUCTION COST OF STAGES

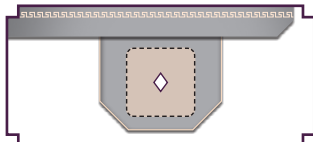
2 ≠

4 ≠

6 ≠

To construct them, the stages of this Wonder require a number of different resources (2, 4, or 6), **no matter which ones**. You may use resources produced by your City and/or buy them from your neighbors.

STARTING RESOURCE



At the start of the game (after looking at your first hand of cards), take the 3 **Grey** dice, roll them, and choose 1 that you place on the corresponding space of your *Diceopolis* board. This is your starting resource for this game.

DAY SIDE

SETUP

Take the **Green**, **Blue**, and **Red** dice and place them near your *Diceopolis* board.

STAGE 2



Roll the **Green**, **Blue**, and **Red** dice, choose 1, and place it on the corresponding space of stage 2. From now on, you benefit from the effect associated with the symbol on this die (*see below*).

DESCRIPTION OF EFFECTS



At the end of the game, gain the science symbol shown and add it to your collection of **Green** cards.



As soon as this symbol enters play, increase your military strength by the number of military symbols shown.



At the end of the game, gain the number of victory points shown.



NIGHT SIDE

SETUP

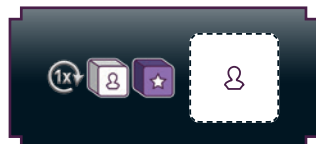
Take the **Yellow**, **White**, and **Purple** dice, roll them, and place them near your *Diceopolis* board.

STAGE 1



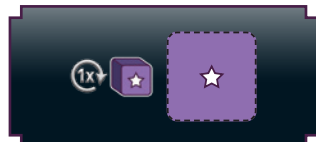
You may reroll, one time only, the **Yellow**, **White**, and **Purple** dice (all or some of them). Then, place the **Yellow** die on the corresponding space of stage 1. From now on, you benefit from the effect associated with the symbol on this die (*see below*).

STAGE 2



You may reroll, one time only, the **White** and **Purple** dice (all or some of them). Then, place the **White** die on the corresponding space of stage 2. From now on, you benefit from the effect associated with the symbol on this die (*see below*).

STAGE 3

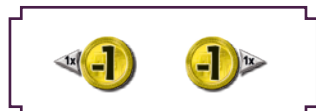


You may reroll, one time only, the **Purple** die. Then, place the **Purple** die on the corresponding space of stage 3. From now on, you benefit from the effect associated with the symbol on this die (*see below*).

DESCRIPTION OF EFFECTS



When this symbol enters play, immediately gain 7 Coins (from the reserve) and add them to your Treasure.



When this symbol enters play, once per turn, pay 1 fewer Coin for a resource you buy from your neighbor (to the left or right according to the arrow).



At the end of the game, gain 1 victory point for each card of this color in your City.



At the end of the game, gain 4 victory points for each complete set of **Yellow**, **Red**, **Green**, and **Blue** cards in your City.



At the end of the game, gain 1 victory point for each card of this color in your neighbors' Cities.



At the end of the game, gain 1 victory point for each constructed stage of Wonders in your neighbors' Cities.