

7 WONDERS

DESCRIPTION OF EFFECTS



Once this symbol enters play, **once per turn**, produce the indicated resource for each resource symbol in your City.



Once this symbol enters play, **once per turn**, produce your choice of one of the indicated resources.



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



Once this symbol enters play, increase your military strength by the number of indicated military symbols.



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



At the end of the game, gain your choice of 1 science symbol and add it to your collection of **Green** cards.



Once this symbol enters play, immediately take the number of Coins indicated (from the reserve) and add them to your Treasure.



Once this symbol enters play, you can buy common resources (Wood, Stone, Ore, and Clay) from your neighbor (on the left or right according to the arrow) for 1 Coin instead of 2.



Once this symbol enters play, you can buy rare resources (Glass, Cloth, and Papyrus) from your neighbors for 1 Coin instead of 2.



Once this symbol enters play, immediately take the number of indicated Coins (from the reserve) for each card of this color in your **and** your neighbors' Cities. Cards of this color that your neighbors constructed that same turn are counted too.



At the end of the game, gain the number of indicated victory points for each card of this color in your neighbors' Cities.



At the end of the game, gain 1 victory point for each **Brown**, **Grey**, and **Purple** card (including this one) in your City.



Once this symbol enters play, immediately take the number of indicated Coins (from the reserve) for each card of this color in your City. Additionally, **at the end of the game**, gain the number of victory points indicated for each of these cards.



Once this symbol enters play, immediately take 1 Coin (from the reserve) for each **Yellow** card in your City (including this one). Additionally, **at the end of the game**, gain 1 victory point for each of these cards.



Once this symbol enters play, immediately take 3 Coins (from the reserve) for each Wonder stage you have constructed. Additionally, **at the end of the game**, gain 1 victory point for each stage of your Wonder you have constructed.



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



At the end of the game, gain 7 victory points **only** if **all** stages of your Wonder are constructed.



Once this symbol enters play, you can **play the last Age card of each Age**, following the normal rules, instead of discarding it. This card is considered a new turn and is played **after** all other players have played their last card.



At the end of the turn when this symbol enters play, take all the cards in the discard. Choose 1 and construct it for free.



Once this symbol enters play, you can **construct the first Age card in each color for free**.



Once this symbol enters play, you can **construct the first Age card in each Age for free**.



Once this symbol enters play, you can **construct the last Age card in each Age for free**.

Do you need clarification on an effect?

Simply look up our FAQ,
www.7wonders.net/faq
or scan this code:

