7 WONDERS™ DUEL PANTHEON

RULES

Antoine Bauza & Bruno Cathala

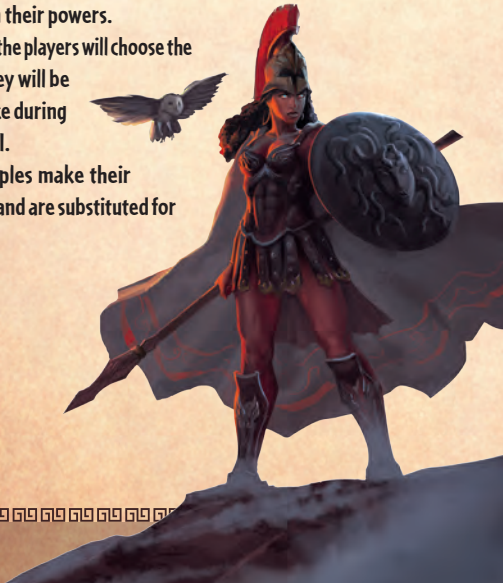
"Do not peer too closely at the secrets of the gods."
Aeschylus

CONTENTS

- 1 Pantheon board
- 15 Divinity cards
- 1 Gate card
- 5 Grand Temple cards
- 2 Wonder cards
- 10 Mythology tokens
- 3 Offering tokens
- 1 Snake token
- 3 Progress tokens
- 1 Minerva pawn
- 1 Score notepad
- 1 Rulebook
- 1 Game Aid card

OVERVIEW

This expansion for 7 Wonders Duel offers players the ability to invoke powerful Divinities to benefit from their powers.
During Age I, the players will choose the Divinities they will be able to invoke during Ages II and III.
Grands Temples make their appearance and are substituted for the Guilds.



GAME ELEMENTS

Divinity Cards

Each divinity card represents a Divinity. These Divinities are separated into 5 different Mythologies each with a single focus: Greek (civilian), Phoenician (commercial), Mesopotamian (scientific), Egyptian (wonder), and Roman (military).

Gate Card

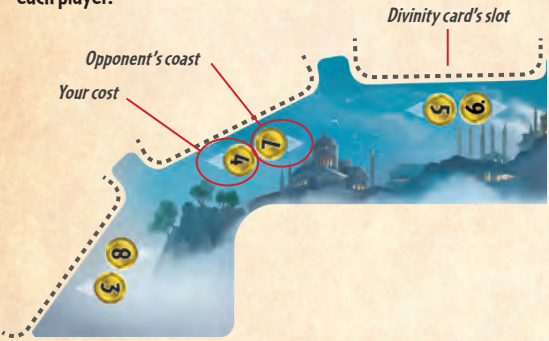
The last card to be placed in the Pantheon, the Gate offers special access to the various Divinities.

Grand Temple Cards

The Grand Temples represent Buildings which are worth victory points. They take the place of Guilds during Age III.

Pantheon Board

The board represents the Pantheon in which the various Divinities are seated. On each space, 2 activation costs are printed - one for each player.



Mythology Tokens

These represent the earthly link with the Divinities. They are placed on top of some of Age I's face-down cards and are used to determine the Divinities present in the Pantheon. Each token is linked to a specific Mythology.

Offering Tokens

The Offering tokens are used to reduce the activation cost of the Pantheon. They are placed on some face-down cards in Age II.

Snake Token

This token represents the power of the Divinity Nisaba.

Minerva Pawn

This pawn represents the power of the Divinity Minerva.

Wonder Cards and Progress tokens

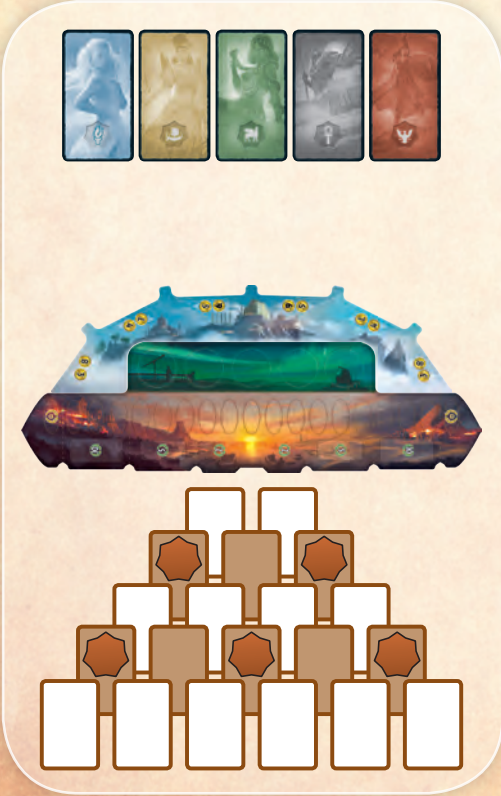
The 2 new Wonder cards and the 3 Progress tokens should be added to those already available.

Wonder Cards and Progress tokens have a star logo visible inext to their name in order to sort them faster after your game.

SETUP

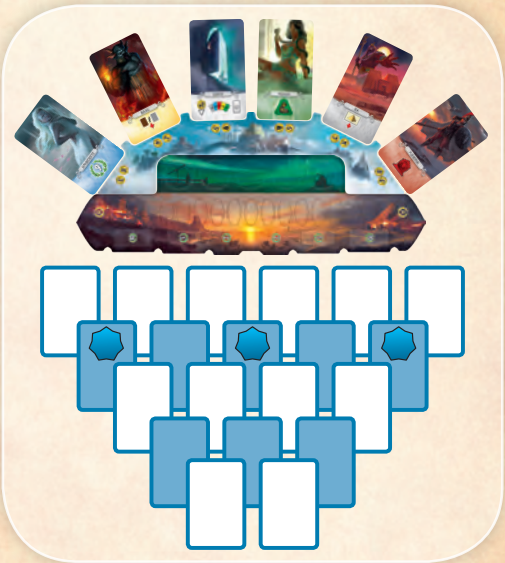
Age I Setup

- Prepare the basic game and the Age I structure.
- Place 5 randomly-selected Mythology tokens face-down on the indicated spaces of the structure, then reveal these tokens. Return the remaining tokens to the box.
- **Perform the Wonders selection phase.**
- Place the Pantheon board above the base board.
- Shuffle each Mythology deck and place them in 5 draw piles next to the Pantheon board.
- Place the Offering tokens, the Gate card, the Snake token, and the Minerva pawn next to the Pantheon board.



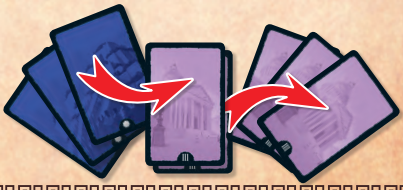
Age II Setup

- Place the Gate card face-up in the empty space of the Pantheon.
- **Reveal** the Divinity cards present in the Pantheon.
- Prepare the structure of Age II and randomly place the 3 Offering tokens face-down on the spaces of the structure as shown, then reveal the tokens.



Age III Setup

Return the Guilds and 3 other randomly-selected Age III cards to the box. Randomly choose 3 Grand Temple cards and add them to the Age III deck without looking at them. Return the remaining Grand Temples to the box, also without looking at them.



GAME OVERVIEW

The game plays out the same way as the base game. These rules only describe elements specific to the expansion.

Flip over the face-down cards

If you must, at the end of your turn, flip over one or more face-down cards from the structure which hold a Mythology or Offering token, you must first place that token in front of yourself:

Effect of the Mythology tokens

When you place a Mythology token in front of yourself:

- You immediately draw the first two Divinity cards from the corresponding Mythology deck.
- You then choose one of the two Divinity cards and place it **face-down** on an empty space of your choice in the Pantheon.
- Finally, you place the remaining Divinity card face-down on top of the corresponding Mythology deck.

Effect of the Offering tokens

The Offering is a **single-use** discount used when activating a card from the Pantheon. Its value is defined by the number printed on it. The token is discarded after use.

Grand Temple

If you have a Mythology token which has the symbol of a Grand Temple, you may construct that card for free. The token isn't discarded.
You can also construct a Grand Temple by paying its cost.
At the end of the game, you score 5, 12, or 21 victory points if you've built 1, 2, or 3 Grand Temples.
Example: At the end of the game, Elodie has built 2 Grand Temples and Jack has built 1. Elodie scores 12 victory points, and Jack 5.

Activating a card from the Pantheon

Starting in Age II, you now have a new action available.
You can:

- **Construct a Building.**
- **Discard to gain Coins.**
- **Construct a Wonder.**
- **Activate a card from the Pantheon.**
  This new action doesn't use a card from the structure!

When you wish to activate a card from the Pantheon:

- **Pay the cost given by the space which contains the Divinity, or by the Gate in coins and/or Offering tokens.**
  Be careful, each space shows two costs. One for you and one for your opponent. You must always pay your cost, the spaces further away from you will cost you more.
  Be careful, the cost of the Gate is equal to twice its space.
- **Take the Divinity or the Gate card, place it in front of yourself, and immediately apply its effect.**

Example: Elodie activates Mars. She pays 5 coins (3 thanks to the Offering token, and 2 with her City's treasury). She places the Mars card in front of herself and moves the Conflict token forward 2 spaces.

END OF GAME

The end of the game is similar to that of the base game. Don't forget to tally the victory points granted by the Divinities in the space meant for it in the Score notepad.

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DESCRIPTION OF THE DIVINITIES

Mesopotamian Mythology

Enki

When Enki is revealed, randomly draw 2 Progress tokens from those discarded at the beginning of the game. These tokens are placed face-up on Enki's card. When you invoke Enki, choose one of these two Progress tokens and gain it. The other token is returned to the box with those discarded at the beginning of the game.

Ishtar

This Divinity grants the shown scientific symbol (identical to that of the Law Progress token).

Nisaba

Place the Snake token on an **opponent's** green card. Nisaba is worth the scientific symbol shown on the card.

Phoenician Mythology

Astarte

Place 7 coins from the bank on Astarte's card. These are not part of your City's Treasury, and so are thus protected against coin losses. It's possible to spend them normally. At the end of the game, each coin still present on Astarte's card is worth 1 victory point for you.

Baal

Steal a brown or grey card built by your opponent, it is added to the cards of your City.

Tanit

Take 12 coins from the bank.

Greek Mythology

Aphrodite

This Divinity is worth 9 victory points.

Hades

You take all cards discarded since the beginning of the game, choose one, and construct it for free.

Zeus

Put in the discard pile a card of your choice (face up or down) **from the structure,** as well as any tokens which may be present on that card.

Egyptian Mythology

Anubis

Discard a card previously used to construct a Wonder (an opposing one or one of your own). The affected player doesn't lose the **instant** effects previously granted by that Wonder (shields, coins, progress tokens, constructed or discarded card, replay effect).
It is possible to rebuild this Wonder and thus apply its effects once again.

Isis

Choose a card from the discard pile and construct one of your Wonders for free using that card.

Ra

Steal an **opponent's** Wonder which has not yet been constructed; it is added to your own Wonders.

Roman Mythology

Mars

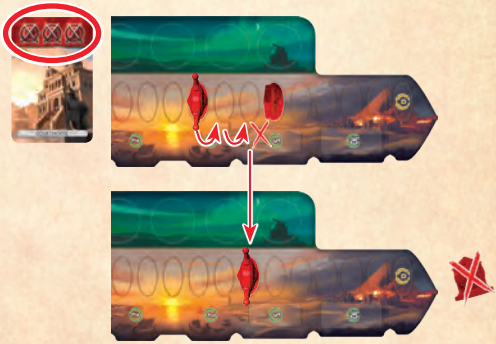
This Divinity grants 2 shields.

Minerva

Place the Minerva pawn on any space of the Military Track. If the Conflict pawn would enter the space which contains the Minerva pawn, it instead stops moving and its movement ends. Then discard the Minerva pawn.

Reminder: The Conflict pawn only moves one space at a time.

Example: Elodie constructs a Courthouse. She moves the Conflict pawn two spaces, then the Minerva pawn is discarded (the last Shield granted by the Court House is lost).



Neptune

Choose and discard a Military token without applying its effect. Then choose and apply the effect of another Military token (which is then discarded).

Example: Elodie activates Neptune's power, she discards the Military token which could make her lose 5 coins. Then she applies the Military token which makes Jack lose 5 coins. The token is discarded.

DESCRIPTION OF THE GATE

Be careful: the activation cost of the Gate corresponds to twice the normal activation cost of its space.

Reveal the top Divinity card from each Mythology deck. Then choose one of the revealed Divinities and activate it **for free.** Finally, replace the other Divinities face-down on their respective decks.

DESCRIPTION OF THE WONDERS

The Sanctuary

The activation costs of the Pantheon are reduced by 2 coins for you.
Immediately play a second turn.

The Divine Theater

Reveal all of the cards from a Mythology deck of your choice. Choose one of the Divinities revealed this way and activate it for free. Then stack the unused cards, in the order of their choice.
This Wonder is worth 2 victory points.

DESCRIPTION OF THE PROGRESS TOKENS

Mysticism

At the end of the game, you score 2 victory point for each Mythology token and each Offering token still in your possession.

Example: At the end of the game, Elodie owns 2 Divinity tokens and 1 Offering token. She scores 6 victory points.

Poliorcetics

Each time you move the Conflict token forward on the track, your opponent loses a coin for each space moved.

Example: Elodie has the Poliorcetics token and constructs a Courthouse (3 shields). She moves the Conflict token 3 spaces towards her opponent's capital. Her opponent loses 3 coins.

Engineering

You can construct, for 1 coin, any card which has, under its cost, a chaining symbol (white symbol), even if your city doesn't contain the Building or the token which has that symbol.

Example: Elodie has the Engineering token and wants to construct the Fortifications. She doesn't have the Palisade and thus pays 1 coin to the bank to construct the Fortifications.

FAQ

Q: Can a player activate a Divinity when the resolution of its power is impossible?
A: Yes, the player can activate a Divinity while the resolution of its power is impossible.

Q: Do the players regain coins when an Offering token is used?
A: No, the Offering tokens are only cost reductions.

Q: If a player steals a Wonder from their opponent using Ra's power, then they can construct 5 Wonders and their opponent 2?
A: Yes; the number of Wonders constructed by a player isn't limited to 4. However, there still can only be 7 Wonders built in all.

Q: 7 Wonders were constructed and Anubis has just been activated. What happens to the 8th Wonder previously returned to the box?
A: The 8th Wonder remains in the box.

Q: Does the symbol copied by Nisaba and the one granted by Ishtar allow the player to gain a Progress token?
A: Yes, these scientific symbols are treated like all of the others.

Q: Can a player place the Minerva pawn on their Capital space?
A: Yes, it's a space on the Military Track.

Q: What happens if Enki isn't chosen when the Gate or the Divine Theater are activated?
A: The revealed Progress tokens are returned to the box with those discarded at the beginning of the game.

Q: What happens with the Progress tokens returned to the box?
A: They are mixed with the other Progress tokens present in the box.

Q: What happens if a player makes a pair of scientific symbols and that there are no longer any Progress tokens available on the board?
A: The player doesn't earn anything.

Q: If a player owns the Engineering and Urbanism Progess does he takes 4 coins when he build a building with the Engineering ?
A: No, this construction is not a considered has chain.

Q: With Neptune, can a player choose a military token from his side of the board to have his opponent lose coins ?
A: Yes, Neptune allow you to take any two military tokens.