

END OF THE GAME

Once one player has finished constructing their Wonder, the game is over **at the end of that player's turn**.

Calculate your score by adding up any **Victory points** shown on your:

- Constructed Stages of your Wonder,
- Cat pawn, if you have it,
- **Blue** cards,
- Military Victory tokens,
- Progress tokens.

The player with the highest score wins the game.

In case of a tie, the player who constructed the most Stages wins. If there's still a tie, both players share the victory.



2-PLAYER GAME

For 2-player games, the only change happens during the **Resolving a Battle** phase.

If you have more Shields than your opponent, take **1 Military Victory token**.

However, if you have **at least twice as many Shields** than your opponent, take **2 Military Victory tokens** instead of just one.



CREDITS

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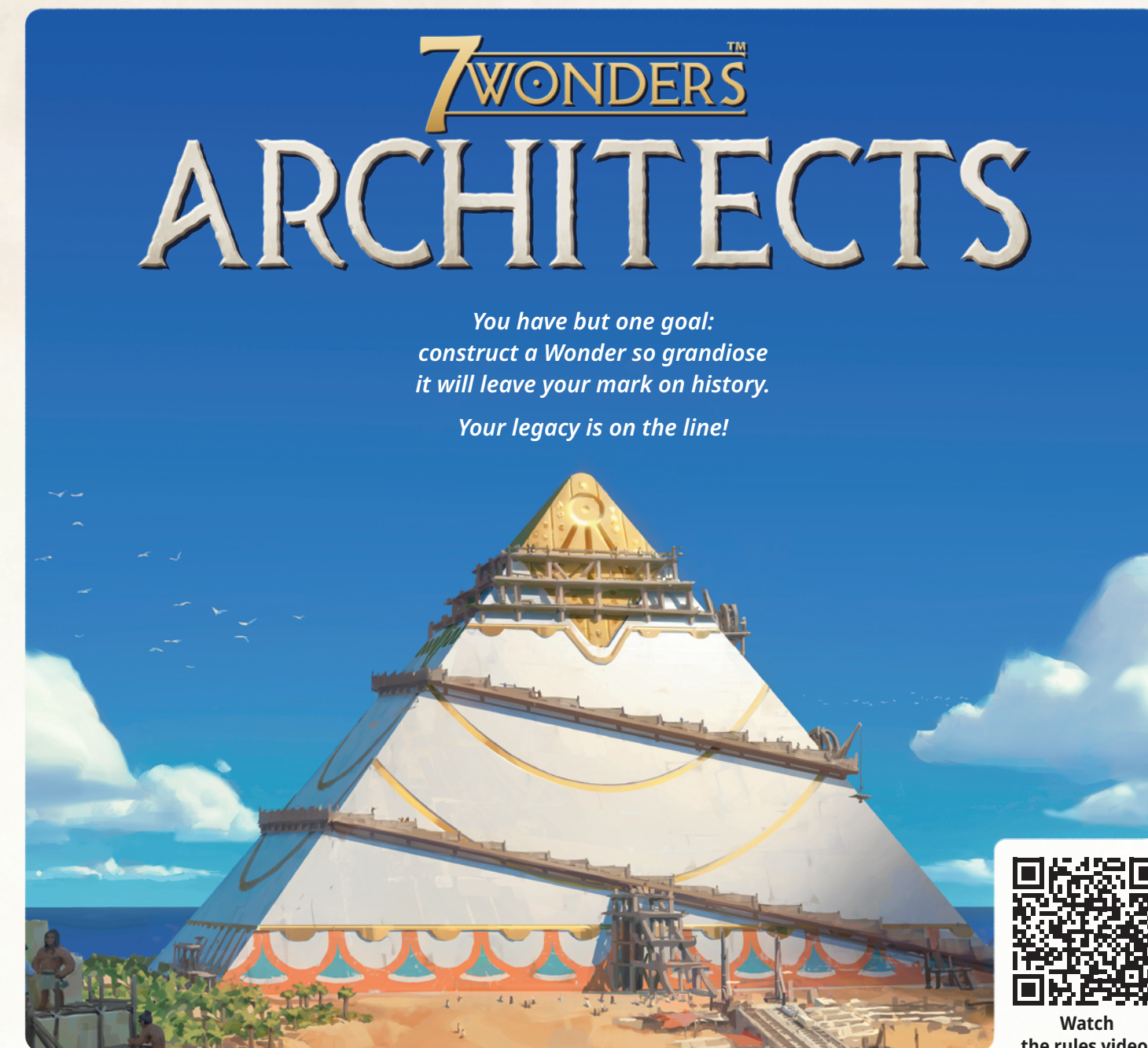


EFFECTS OF WONDERS

Alexandria Take the top card from any deck anywhere on the table and place it in front of you.	Halicarnassus Take the top 5 cards from the deck to your left or your right . Choose 1 and place it in front of you. Shuffle the other cards back into their deck.
Ephesus Take the top card from the central deck and place it in front of you.	Olympia Take the top card from the decks to your left and your right and place them in front of you.
Babylon Choose 1 Progress token from the 4 available and place it in front of you.	Giza This Wonder has no special effect, but provides more Victory points than the other Wonders.
Rhodes Add 1 Shield to your total Shields.	

EFFECTS OF PROGRESS TOKENS

Urbanism: When you take a or Grey card, choose 1 extra card from the 3 available and place it in front of you.	Engineering: When you construct a Stage of your Wonder, you can use any Resources, without adhering to the "identical" or "different" restrictions.
Crafts: When you take a or Grey card, choose 1 extra card from the 3 available and place it in front of you.	Tactics: Add 2 Shields to your total Shields.
Jewellery: When you take a Grey card or a Yellow card, choose 1 extra card from the 3 available and place it in front of you.	Decor: At the end of the game, gain 4 Victory points if your Wonder is still under construction or 6 Victory points if it is entirely constructed.
Science: When you take a Green card, choose 1 extra card from the 3 available and place it in front of you.	Politics: At the end of the game, gain 1 Victory point per icon on your Blue cards.
Propaganda: When you take a Red card with 1 or 2 icons, choose 1 extra card from the 3 available and place it in front of you.	Strategy: At the end of the game, gain 1 Victory point per Military Victory token you have.
Architecture: When you construct a Stage of your Wonder, choose 1 extra card from the 3 available and place it in front of you.	Education: At the end of the game, gain 2 Victory points per Progress token you have (including this one).
Economy: 1 of your Yellow cards is worth 2 Coins instead of just one.	Culture: There are 2 copies of this token. At the end of the game, gain 4 Victory points if you have 1 token or 12 Victory points if you have both.



*You have but one goal:
 construct a Wonder so grandiose
 it will leave your mark on history.
 Your legacy is on the line!*



Watch the rules video!

OVERVIEW AND GOAL OF THE GAME

The game *7 Wonders Architects* plays over several turns. On your turn, choose one of three cards. These cards represent different characters who will help you gather resources to construct your Wonder, make scientific discoveries, or even Battle with your neighbors.

The game ends when a Wonder is entirely constructed. Achieve the highest score to win the game!

COLORBLIND FRIENDLY SYMBOLS
To accommodate every type of colorblindness, each card color in the game uses a different symbol.

◆ Grey | ■ Blue | ● Yellow | ✕ Red | ▲ Green

CONTENTS

- 235 cards (8 different card backs)
- 7 Wonders with 5 pieces
- 7 card holders
- 8 component trays
- 15 Progress tokens
- 6 Conflict tokens
- 28 Military Victory tokens
- 1 Cat pawn and its stand
- This rulebook

SETUP

Setup example for 3 players



For each player

- Choose a **tray** (or take one randomly), then remove the 5 pieces of your Wonder and the holder containing your cards.
- Each **Wonder** is made of 5 Stages of construction with an Under Construction side and a Constructed side. Assemble your Wonder with the Under Construction faceup, referring to the diagram on your tray.
- Shuffle your cards and put them faceup in your holder to make a **deck** between the player to your left and yourself.

For all players, in the middle of the table

- Shuffle the common cards and make a **central deck**, facedown.
- Leave a space for the **discard** next to the central deck: you'll place all used cards here, faceup.
- Shuffle the **Progress tokens** and make a stack, facedown. Take the top 3 tokens and put them faceup next to the stack.
- Consult the table below and place the corresponding number of **Conflict tokens**, Peace side up. Remove the remaining Conflict tokens from the game.

Number of players	2-3	4	5	6-7
Number of Conflict tokens	3	4	5	6



- Make a reserve of **Military Victory tokens**.
- Finally, place the **Cat pawn**.

TURN OVERVIEW

Going clockwise and starting with the youngest player, the game plays over several turns.

On your turn, choose a card from the **3 available**:

- The top card of the deck directly to your **left**,
- The top card of the deck directly to your **right**,
- The top card of the **central deck**.

Place your chosen card **in front of you**, near your Wonder.

Depending on the cards and tokens you have, take the different actions explained below, **in any order**.

When you cannot take any more actions, your turn is over and the player to your left can begin their turn.

Notes:

- If a deck is empty, it remains empty until the end of the game.
- Stack your cards of the same color so that their banners are visible (see example on page 5).

GREY CARDS

Grey cards provide **Resources** that will let you construct the Stages of your Wonder.

If you have the Resources needed to construct a Stage of your Wonder, you **must** construct it during your turn.

YELLOW CARDS

Yellow cards provide **Coins** that act as a wild Resource.

These Coins must replace **any missing Resource** needed to construct a Stage of your Wonder.

GREEN CARDS

Green cards provide **Science symbols** that let you gain Progress tokens.

If you have **2 identical** or **3 different Science symbols**, you **must** take a Progress token during your turn.

RED CARDS

Red cards provide **Shields** that increase your military strength. Additionally, 1 or 2 🐾 icons are shown on certain Red cards.

When you take a Red card with 1 or 2 🐾 icons, flip over 1 or 2 Conflict tokens respectively to their **Battle side**.

Make a horn sound when you take this action!

When you flip the last Conflict token to its Battle side, you trigger a Battle, **at the end of your turn**, for **all players**.

Note: If you must flip over multiple Conflict tokens, but there is only one left on its Peace side, only flip over this one token and ignore any extra 🐾 icons.

Constructing a Stage

The **construction cost** of each Stage is shown on each piece:

2≠	2 different Resources.
2=	2 identical Resources.
3≠	3 different Resources.
3=	3 identical Resources.
4≠	4 different Resources.

When you have the Resources needed (Grey and/or Yellow cards) to construct an available Stage, **discard them**, and then flip the Stage over to its **Constructed** side.

Once constructed, certain Stages will let you immediately benefit from special effects (see page 6 or each Wonder tray).

Note: If you have the Resources to construct multiple Stages in one turn, you must do so.

BLUE CARDS

Blue cards provide **Victory points**. Additionally, a 🐱 icon is shown on certain Blue cards.

As soon as you take a Blue card with a 🐱 icon, take the Cat pawn from wherever it is on the table and place it in front of you.

Taking a Progress token

Discard any Green cards used, then choose a Progress token from the **4 available**:

- Any one of the three faceup tokens,
- Or the top token of the facedown stack.

Once a faceup Progress token is taken, immediately replace it with the top token of the stack, placing it faceup.

Put the chosen Progress token faceup in front of you. You immediately benefit from its effect, now until the end of the game (see page 6).

Using the Cat pawn

As long as you have the Cat pawn, at the beginning of your turn, you can **secretly look at the top card of the central deck** before choosing your card.

Using Progress tokens

During your turn, you can use your Progress tokens **in any order and whenever you want**. Each of your Progress tokens can only be used **once per turn**, except for those that provide Victory points, which will only be used at the end of the game.

Resolving a Battle

Each player counts the **number of Shields** on their Red cards and compares it with their 2 neighbors (the players seated to their left and right).

Note: The Rhodes Wonder and the Tactics Progress token can provide additional Shields (see page 6).

For each neighbor, if you have more Shields than them, take **1 Military Victory token**. You can therefore gain either 0, 1, or 2 Military Victory tokens per Battle.

Then, **all** players discard their Red cards with 1 or 2 🐾 icons. Only Red cards without a 🐾 icon should remain in front of you. Finally, flip over all of the Conflict tokens to their **Peace side**.