

# 7 Wonders Duel



## Game Type

- Strategy

## Category

- Ancient
- Card Game
- City Building
- Civilization

## Mechanisms

- Card Drafting
- Set Collection

## Board Game Description

Players: 2 // Time: 30 Min

Age: 10+ // Weight: 2.23

What's different about 7 Wonders Duel is that the game is solely for 2 players, with the players not drafting cards simultaneously from hands of cards, but from a display of face-down and face-up cards arranged at the start of a round. A player can take a card only if it's not covered by any others, so timing comes into play as well as bonus moves that allow you to take a second card immediately. As in the original game, each card that you acquire can be built, discarded for coins, or used to construct a wonder.

*Similar to it's parent game,  
7 Wonders, but exclusively  
for two players.*

# 7 Wonders Duel

## Inventory

- 1 game board
- 23 Age I cards
- 23 Age II cards
- 20 Age III cards
- 7 Guild cards
- 12 Wonder cards
- 4 Military tokens
- 10 Progress tokens
- 1 Conflict pawn
- 31 coins (14 value 1, 10 value 3, and 7 value 6)
- 1 Scorebook
- 1 Rule book
- 1 Help sheet