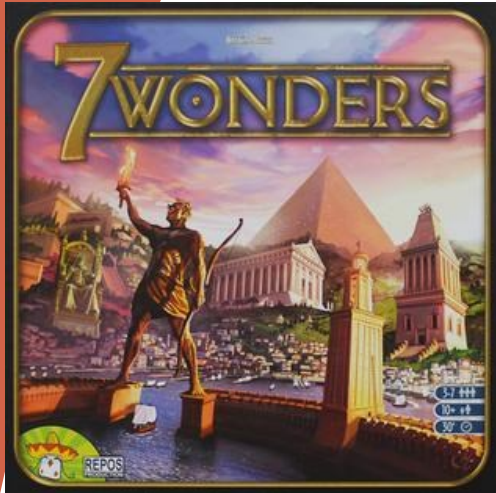


7 Wonders



Game Type

- Strategy

Category

- Ancient
- Card Game
- City Building
- Civilization

Mechanisms

- Card Drafting
- Hand Management
- Set Collection
- Simultaneous Action Selection
- Variable Player Powers

Board Game Description

Players: 2-7 // Time: 30 Min

Age: 10+ // Weight: 2.34

7 Wonders consists of three ages. In each age players receive a set of cards representing resources, buildings, commerce, science, or military. Each round you select one card to add to your civilization before passing the remaining cards to your neighbor. This continues until all the cards have been selected, at which point a new age begins with a new set of cards. The winner is determined by whomever builds the most 'wonderful' city.

*How will your civilizations thrive?
Through public works? Science?
Military Strength? You decide!*

7 Wonders

Inventory

- 7 Wonder boards
- 7 Wonder cards
- 49 Age I Cards
- 49 Age II Cards
- 50 Age III Cards
- 46 Conflict tokens
- 24 value 3 coins
- 46 value 1 coins
- 1 score booklet
- 1 rulebook
- 1 help sheet
- 2 <2 player> cards