

7 WONDERS™ CITIES

DESCRIPTION OF NEW EFFECTS



At the end of the turn during which this symbol enters play, take all of the Age cards in the discard. Choose one and construct it for free.

Clarification: If there are conflicts, resolve Halicarnassus, Solomon (Leader), then the Forging Agency.



When this symbol enters play, immediately take a Diplomacy token (from the reserve) and place it on your Wonder board.



When this symbol enters play, immediately gain 2 Coins (from the reserve) for each Military Defeat token you have.

Then discard **all** your Military Defeat tokens.



When this symbol enters play, immediately gain the number of Coins (from the reserve) shown in the center. **Your neighbors** each immediately gain the number of Coins shown to the left and right respectively.



When this symbol enters play, immediately gain the Military Victory token worth the shown amount. **Your neighbors** each immediately take a Debt worth -1.



When this symbol enters play, all players **except you** lose 1 Coin for each Military Victory token they have (regardless of value). Coins are put back in the reserve.



When this symbol enters play, all players **except you** lose 1 Coin for each Wonder stage they have constructed. Coins are put back in the reserve.



When this symbol enters play, all players **except you** lose the number of Coins shown. Coins are put back in the reserve.



When this symbol enters play, all players **except you** immediately gain the number of Coins shown (from the reserve).





When this symbol enters play, immediately gain 1 Coin (from the reserve) for each **Black** card you have in your City.

Additionally, **at the end of the game**, gain 1 victory point for each **Black** card you have in your City.



When this symbol enters play, immediately gain 1 Coin (from the reserve) for each Military Victory token (regardless of value) that you have in your City.

Additionally, **at the end of the game**, gain 1 victory point for each Military Victory token (regardless of value) that you have in your City.



Once this symbol enters play, you no longer pay resources to construct the stages of your Wonder. You must still pay any Coin costs shown.



Once this symbol enters play, **once per turn**, pay 1 Coin less for a resource you buy from the neighbor on your right or left (according to the arrow).

Clarification: This discount stacks with the Marketplace and Trading Posts (East/West): the first resource you buy can therefore be free.



Once this symbol enters play, pay 1 Coin less each time you buy the **starting resource (Brown or Grey)** from your neighbors' Wonder boards.



Once this symbol enters play, **once per turn**, produce one extra resource (of your choice) among those you **already produce** with your **Brown** cards, **Grey** cards, or starting resource on your Wonder.

Clarification: Resources produced by Yellow, Black, and Leader cards do not apply.



Once this symbol enters play, **once per turn**, produce one resource (of your choice) that you **do not produce** with your **Brown** cards, **Grey** cards, or starting resource on your Wonder.

Clarification: Resources produced by Yellow, Black, and Leader cards do not apply.



At the end of the game, gain the number of victory points shown for each Military Victory token of this value.



At the end of the game, gain 1 science symbol that is shown on a **Green** card in one of your neighbors' Cities.

Clarification: You can accumulate and apply multiple of these symbols. However, you can only gain the science symbol from a single card once per neighbor.