7 WONDERS CITIES ™

Helpsheet

DESCRIPTION OF THE LEADERS

BERENICE : From the moment this enters play, each amount of coins taken from the bank is increased by 1. This increase is limited to one coin per turn.

CALIGULA: The player can build one black card per Age for free.

DARIUS: Each black card is worth 1 victory point at the end of the game.

DIOCLETIAN: From the moment this enters play, earn 2 coins for each black card that the player builds.

SEMIRAMIS: From the moment this enters play, each defeat conflict token counts as a Shield symbol for all future conflict phases.

DESCRIPTION OF THE GUILDS

The card earns 5 victory points and causes the loss of 3 coins from all the other players.

The card earns 1 victory point for each black card present in the two neighboring cities.

The card is worth 1 victory point for each Victory Conflict token present in each of the two neighboring cities.
Clarification : the value of Victory Conflict tokens (1, 3, or 5 points) isn't taken into account. Each token is worth 1 point to the owner of the Guild.

DESCRIPTION OF THE CARDS

Each player, other than the one who has put this card in play (or built the Wonder stage), must pay the number of coins indicated to the bank.
For each coin the player does not or cannot pay, the player takes a Debt token.

The player takes a Diplomacy token.
At the end of the current Age, the player discards this token and doesn't take part in the Conflict resolution. The city to the player's left therefore fights against the one to the player's right.
Note : the effect of Diplomacy tokens changes when using team rules.

The card is worth the number of victory points pictured.

At the end of the game, the mask copies the scientific symbol of a green card present in one of the two neighboring cities.

Each turn, the player has a commercial rebate of one coin on the first resource he or she purchases from the neighboring city (left or right depending on the symbol).

Each turn, the card produces a resource of the player's choice from among those that their city already produces through its brown and gray cards or the initial resource of their board.

Each turn, the card produces a resource of the player's choice from among those not produced by their city through its brown and gray cards, as well as a possible initial resource from their board.

Each player, other than the one who has put this card in play, must pay 1 coin to the bank for each Victory token in their possession.

Each player, other than the one who has put this card in play, must discard 1 coin for each stage of his or her Wonder that's already been built.

The card earns 1 coin for each black card present in the player's city at the moment when it is put into play (itself included). At the end of the game, this card earns 1 victory point for each black card present in the player's city (itself included).

The card earns 1 coin for each Victory token present in the player's city at the moment when it is put into play. At the end of the game, this card earns 1 victory point for each Victory token present in the player's city.

The player takes 6 coins from the bank. The player's two neighbors each take 1 coin from the bank.

The player takes 9 coins from the bank. The player's two neighbors each take 2 coins from the bank.

Starting from the moment this card enters play, the player can build his or her Wonder stages without having to pay their resource costs.

The card is worth 1 victory point for each Victory Conflict token present in each of the two neighboring cities.