

Antoine Bauza
7 WONDERS
LEADERS

Helpsheet

DESCRIPTION OF THE LEADERS



ALEXANDER: At the end of the game, he adds 1 VP to each Victory token (the value of the Victory tokens therefore goes from 1, 3 and 5 VP to 2, 4 and 6 VP).



AMYTIS: At the end of the game, she is worth 2 victory points (VP) for each Wonder stage built by the player.



ARCHIMEDES: From the moment he enters play, he allows the player to build **green Structures** for one resource less than their written cost.



ARISTOTLE: At the end of the game, he adds 3 VP to each set of different scientific symbols (meaning that the bonus goes from 7 VP to 10 VP per set).



BILKIS: Once she enters play, she allows the player to purchase any resource by paying 1 coin to the bank once per turn.



CAESAR: As soon as he enters play, he grants 2 shields.



CLEOPATRA: At the end of the game, she is worth 5 victory points.



CROESUS: When he enters play, he immediately grants 6 coins, taken from the bank.



EUCLID: He grants the **A** scientific symbol. This symbol is added to those of scientific structures (**green cards**) in the player's city.



HAMMURABI: From the moment he enters play, he allows the player to build **blue Structures** for one resource less than their written cost.



HANNIBAL: As soon as he enters play, he grants 1 shields.



HATSHEPSUT: Once she enters play, each purchase of one or more resources from a neighbor grants 1 coin from the bank. Note that this gain is limited to 1 coin per neighbor per turn.



HIRAM: At the end of the game, he is worth 2 victory points per **purple card** present in the player's city.



HYPATIA: At the end of the game, she is worth 1 victory point per **green card** present in the player's city.



IMHOTEP: From the moment he enters play, he allows the player to build Wonder stages for one resource less than their written cost.



JUSTINIAN: At the end of the game, he is worth 3 victory points for each set of 3 Age cards (**red, blue, green**) in the player's city.



LEONIDAS: From the moment he enters play, he allows the player to build **red Structures** for one resource less than their written cost.




MAECENAS: As soon as he enters play, his controlling player can recruit all of his or her future Leaders for free (during the Recruitment Phase), without having to pay their coin cost.





MIDAS: At the end of the game, he is worth 1 victory point per every 3 coins in the player's treasury.





NEBUCHADNEZZAR: At the end of the game, he is worth 1 victory point per **blue card** present in the player's city.


 **NEFERTITI:** At the end of the game, she is worth 4 victory points.


 **NERO:** he grants 2 coins for each Victory token earned by the player from this point forward. These coins are taken from the bank when the Victory tokens are gained.


 **PERICLES:** At the end of the game, he is worth 2 victory points per red card present in the player's city.


 **PHIDIAS:** At the end of the game, he is worth 1 victory point per brown card present in the player's city.


 **PLATO:** At the end of the game, he is worth 7 victory points for each set of 7 Age cards (brown, gray, blue, yellow, green, red, purple) in the player's city.


 **PRAXITELES:** At the end of the game, he is worth 2 victory points per grey card present in the player's city.


 **PTOLEMY:** He grants the scientific symbol. This symbol is added to those of scientific structures (green cards) in the player's city.


 **PYTHAGORAS:** He grants the scientific symbol. This symbol is added to those of scientific structures (green cards) in the player's city.


 **RAMSES:** As soon as he enters play, the player can build all of his/her Guilds for free, without having to pay their resource costs.

 **SAPPHO:** At the end of the game, she is worth 2 victory points.


 **SOLOMON:** Once he enters play, the player can choose an Age card from the discard pile and put it in play for free.

 **TOMYRIS:** Once she enters play, during conflict resolution, the Defeat tokens of this player are given to the victorious neighboring city.


 **VARRO:** At the end of the game, he is worth 1 victory point per yellow card present in the player's city.


 **VITRUVIUS:** Once he enters play, he grants 2 coins whenever the player builds a structure for free, through building chains. The coins are taken from the bank when the structures are built.


 **XENOPHON:** He grants 2 coins for each yellow structure that the player builds from this point forward. The coins are taken from the bank, at the moment when the structures are built.


 **ZENOBIA:** At the end of the game, she is worth 3 victory points.

DESCRIPTION OF THE GUILDS

 **GAMER'S GUILD:** 1 victory point for each complete set of 3 coins present in the player's treasury.

 **COURTESAN'S GUILD:** When the Courtesan's Guild is built, the player must immediately place the "Courtesan" Token on one of the Leaders present in one neighboring city. The player then gains the benefits of that Leader and his or her associated effect.

 **DIPLOMAT'S GUILD:** 1 victory point for each Leader (white card) present in the neighboring cities.

 **ARCHITECT'S GUILD:** 3 victory points for each purple card present in the neighboring cities.