

UNOFFICIAL EXPANSION

7 WONDERS COLLECTION

RULES

CORRO

"You can discover more about a person in an hour of play than in a year of conversation."
(Plato)

MATERIAL

- 50 wonders
- 50 wonder cards
- 14 tokens for Corropolis
- 1 rulebook



IN SHORT

50 Wonders! it is 7x7 wonders + a bonus one. I did not think I would find these many wonders, but the ideas kept coming, and as I approached this symbolic number, I decided to go through.

This unofficial expansion of 7 Wonders includes all my wonders playable without any other expansion. Except for one that is meant, on purpose, to be played with all the other ones (and, also, one other face that could be played with **leaders**, but it has an alternative power if you do not have it). Some wonders, among all the others, do not especially require the expansion cards, but only "peace/debt" tokens. Most of my wonders are still playable with the basic game. To stay in the spirit of the original 7 wonders, all my wonders belong to the antiquity period and are, geographically, located around the Mediterranean, along the Nile and as far as the borders of the Indus, maximum.

One notable difference between my wonders and those of the original game is that my wonders no longer have, as innate production, basic resource base or a manufactured good (except for 7, to use them at least once). From this point of view, they are closer to wonders such as Rome, Brussels and Catan, which instead have a basic "power".

Some wonders can alienate the less experienced players, but they can rest assured, there are more affordable wonders than other for beginners. Even the most complex to understand pictograms are often compositions of existing ones (some are original creations, but I always managed to stay in the graphic style of the original game) and are made so as to be explicit. But do not hesitate to refer to this rulebook if you have any doubt.

DESCRIPTION OF THE WONDERS

The wonders are arranged alphabetically according to the name of the city and read as follows :

LATINIZED GREEK CITY (CITY IN YOUR LANGUAGE) [ANY CURRENT CITY NAME] - WONDER

The wonders are almost all built on the same database scheme : 3 and 7 victory points in 3 steps with a special power to the second step on the A side and a more specific B face.

Many wonders make players lose gold. It is not necessary, but recommended to use the "debt tokens" (without necessarily using **Citie** cards). Same for military peace ; they are involved in some wonders, but it is not always necessary to have the expansion cards. You can use the "peace" tokens only if you want.

Turn the page to see the details of the new wonders.

LEGEND

text in red : attention

text in blue : note

text in green : example

text in grey : precision

✘ necessarily requires military "peace" tokens

◀ Monopyramid : Some wonders have this unfragmented pyramid. This means either that there is one single stage of wonder, or (if there are several) these steps can be built in the order you want.

ÁBUDOS (ABYDOS) - GREAT TEMPLE

BASIC POWER: transform 2 lays into 1 loom OR conversely once by turn.



© Kingdom Under Fire

- A** **STEP 1:** 3 victory points.
STEP 2: take a "peace" token OR 7 coins.
STEP 3: 7 victory points.

- B** **STEP 1:** win 4 coins +1 coin per raw material you have.
STEP 2: playing a guild costs you 2 resources less and grants you 2 coins.
STEP 3: 1 victory point per blue card or 2 per guild card.

AGBÁTANA (ECBATANA) - 7 WALLS

BASIC POWER: you could, once per age, turn over your wonder tray and take advantage of the other side. If stages are already built on a face, they remain on the other, this way, you take advantage of these steps.



© Sahn Boykinov

- A** **STEP 1:** allows you to purchase any resource by paying 1 coin to the bank once by turn.
STEP 2: 4 coins and 4 victory points.
STEP 3: you can play the last card of each age.

- B** **STEP 1:** you can double one resource once by turn.
STEP 2: 2 shields and 4 victory points.
STEP 3: you can look at all cards discarded since the beginning of the game, pick one and build it for free.

AKKO (ACRE) - FORTIFICATIONS

BASIC POWER: nothing at age I, the other players lose 2 coins at age II, 2 victory points at age III.



© Assassin's creed

- A** **STEP 1:** 3 victory points.
STEP 2: 1 coin per "victory" token you have, and the other players lose 1 coin per "victory" token they have.
STEP 3: 7 victory points.

- B** **STEP 1:** win in coins the difference of shields between you and your left neighbour.
STEP 2: win in coins the difference of shields between you and your right neighbour.
STEP 3: win in victory points the difference of shields between you and your neighbours (left + right).

ALABÁNDA (ALABANDA) - BOULEUTERION

BASIC POWER: the cards with a same multiple display resource are reduced to one of each.



© Kalen Clock

- A** **STEP 1:** 3 victory points.
STEP 2: you can replace the missing resources of all your cards by coins (1 coin per resource).
STEP 3: 7 victory points.

- B** **STEP 1:** 1 coin per direct victory point among your neighbours (value count).
STEP 2: 5 victory points.
STEP 3: 1 victory point per 3 coins among you and your neighbours.

ARBELA (ERBIL) - CITADEL

BASIC POWER: clay.



© Assasin's creed

- A** **STEP 1:** 3 victory points.
STEP 2: 4 victory points if only the 2 first steps are done, 6 if all is done.
STEP 3: 7 victory points.

- B** **STEP 1:** 12 victory points less the double of the number of built steps of your wonder.
STEP 2: 3 coins.
STEP 3: 6 coins.
STEP 4: 9 coins.

ARGOLÍDA (ARGOLIS) - ASCLEPIOS SANCTUARY

BASIC POWER: loom at age I, papyrus at age II, glass at age III.



© Bughall

- A** **STEP 1:** 3 victory points.
STEP 2: 1 coin per blue card you have and the other players lose 1 coin per green card that YOU play.
STEP 3: 7 victory points.

- B** **STEP 1:** 7 victory points if you have played just ONE kind of scientific symbol (regardless of which one of the symbols).
STEP 2: 6 coins.
STEP 3: 2 victory points per pair of blue and green cards.

ARKADÍA (ARCADIA) - MEGALOPOLIS

BASIC POWER: 3 victory points.



© Tomas Horiz

A

STEP 1: 3 victory points.

STEP 2: each chaining to and/or from a green card grants you 1 coin ; and chaining to and/or from a blue card grants you 1 victory point.

STEP 3: 7 victory points.

*** B**

STEP 1: take a "peace" token.

STEP 2: take a "peace" token.

STEP 3: 5 victory points or 10 victory points per unused "peace" token.

BÁSSAI (BASSAE) - TEMPLE OF APOLLO EPICURIUS

BASIC POWER: transform 1 manufactured good into 2 identical raw resources, once by turn.



© Blink

A

STEP 1: 3 victory points.

STEP 2: 2 coins per manufactured good already played and 2 victory points for each one at the end (commercial cards allowed).

STEP 3: 7 victory points.

B

STEP 1: 2 coins per guild card that you play.

STEP 2: the victory points granted by ONE of your guilds, to your choice, are doubled.

STEP 3: 5 victory points per pair of guild cards.

BYBLOS (BYBLOS) - TEMPLE OF THE OBELISK

BASIC POWER: any resource once per age.



© Blink

A

STEP: 20 victory points.

B

STEP: 2 coins per yellow card you have.

Each other player loses 1 coin per grey card they have.

Each of your red cards grants you one more shield.

Each blue and green card grants you 1 victory point.

DÉLOS (DELOS) - TERRACE OF THE LIONS

BASIC POWER: you can exchange one of your green cards with one of another player once per age (keep paying attention to make no duplicate for anyone).



© Star Wars

A

STEP 1: 3 victory points.

STEP 2: playing a green card at age II does not cost any resource.

STEP 3: 7 victory points.

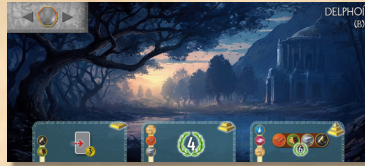
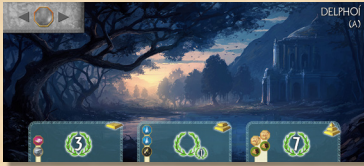
B

STEP 1: 1 coin per brown, grey and green card, and 1 victory point per grey card.

STEP 2: 2 victory points per pair of stone and tablet.

DELPHOÍ (DELPHI) - THOLOS

BASIC POWER: copy one manufactured good from your left OR right neighbour once by turn.



© Andreas Rocha

A

STEP 1: 3 victory points.

STEP 2: 1 victory point per direct victory point (cards as wonder step).

STEP 3: 7 victory points.

B

STEP 1: each grey card that the other players play grants you 3 coins.

STEP 2: 4 victory points.

STEP 3: 6 victory points per quadrupled of the 4 raw resources (commercial cards allowed).

ELIOÚPOLIS (HELIOPOLIS) - TEMPLE OF RA

BASIC POWER: ore.



© Ferdinand Jadera

A

STEP 1: clay and 2 victory points.

STEP 2: wood and 4 coins.

STEP 3: stone and 6 victory points.

B

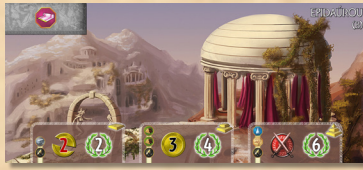
STEP 1: loom and the other players lose 2 coins.

STEP 2: papyrus and 1 shield.

STEP 3: glass and 1 victory point per raw resource.

EPIDAŪROU (EPIDAUROS) - THOLOS

BASIC POWER: loom.



© Urnak

- A** **STEP 1:** 3 victory points.
STEP 2: 1 coin per brown and grey cards among your neighbours.
STEP 3: 7 victory points.

- B** **STEP 1:** 2 victory points and the other players lose 2 coins.
STEP 2: 4 victory points and 3 coins.
STEP 3: 6 victory points and 1 shield.

EŪBOIA (EUBOEA) - ARES SANCTUARY

BASIC POWER: papyrus.



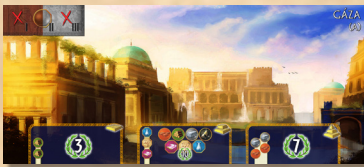
© Adam Paquette

- A** **STEP 1:** 3 victory points.
STEP 2: 2 coins per built wonder step among your neighbours.
STEP 3: 7 victory points.

- B** **STEP 1:** 4 coins and 3 victory points.
STEP 2: 2 shields and 4 victory points.
(precision, you can choose between the low or the high cost. If you pay the high cost, put you card horizontally and benefit from the step twice. You can do high/low, low/high, high/high, low/low, but you cannot change once it is done.)

GĀZA (GAZA) - TEMPLE OF APOLLO

BASIC POWER: nothing at age I, any resource at age II, nothing at age III.



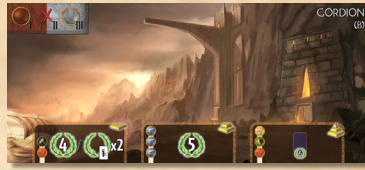
© Lionel

- A** **STEP 1:** 3 victory points.
STEP 2: 10 victory points if you have all the resources (commercial cards allowed).
STEP 3: 7 victory points.

- B** **STEP 1:** each card costs 1 less manufactured good to be played.
STEP 2: each card costs 1 less raw resource to be played.
STEP 3: 7 victory points.

GORDION (GORDIUM) - TUMULUS OF MIDAS

BASIC POWER: any raw resource at age I, nothing at age II, any manufactured good at age III.



© Bimick

- A**
- STEP 1:** 3 victory points.
 - STEP 2:** the other players lose 2 coins and those coins are for you.
 - STEP 3:** 7 victory points.

- B**
- STEP 1:** 4 victory points or the victory points granted by ONE of your leaders are doubled.
 - STEP 2:** 5 victory points.
 - STEP 3:** 6 victory points if you haven't played any guild.

ÍOS (IOS) - TOMB OF HOMER

BASIC POWER: glass.



© Nurkhalur

- A**
- STEP 1:** 3 victory points.
 - STEP 2:** 2 coins per resource you have (commercial cards allowed).
 - STEP 3:** 7 victory points.

- B**
- STEP 1:** once per age, you can remove one of your played cards for 6 coins.
 - STEP 2:** 5 victory points.
 - STEP 3:** 1 victory point per chaining among your neighbours.

ISSOS (ISSUS) - BATTLEFIELD

BASIC POWER: you can buy any resource at the bank once by turn for 2 coins when you have, minimum, 2 shields ; 1 coin with 5 shields and for free in exchange for 7 shields.



© Firman MacPlanus

- A**
- STEP 1:** 3 victory points.
 - STEP 2:** each "victory" token grant you 1 shield.
 - STEP 3:** 7 victory points.

- B**
- STEP 1:** 3 coins + you can pay in coins the missing resources to play a red card (1 coin per resource).
 - STEP 2:** 10 coins less the number of shields you have.
 - STEP 3:** 12 victory points if you have 2 "victory" tokens of each age ; only 6 points if you share this configuration with another player.

KADESH (KADESH) - BATTLEFIELD

BASIC POWER: nothing.



© Asprek of dist

- A** **STEP 1:** 2 victory points.
STEP 2: 4 victory points if you have no "victory" token.
STEP 3: 6 victory points.

- B** **STEP 1:** 4 coins.
STEP 2: 2 victory points.
STEP 3: 6 victory points if you have no shield.

KALKHU (KALKHU) [CURRENTLY NIMRUD] – ZIGGURAT

BASIC POWER: wood.



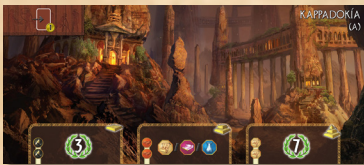
© Richard Shilling

- A** **STEP 1:** 3 victory points.
STEP 2: 1 coin each time another player plays a brown card.
STEP 3: 7 victory points.

- B** **STEP 1:** 3 coins at each age.
STEP 2: you can replace a chaining of a card you do not have by 1 coin if you can't/don't want to pay the resources cost.
STEP 3: 7 victory points.

KAPPADOKÍA (CAPPADOCIA) - CAVE DWELLINGS

BASIC POWER: 1 coin for each brown card you play.



© Philip Straub

- A** **STEP 1:** 3 victory points.
STEP 2: grants you one of the three manufactured goods, usable at each turn (cannot be bought by neighboring cities).
STEP 3: 7 victory points.

- B** **STEP 1:** the brown cards cost no coin.
STEP 2: 5 victory points.
STEP 3: 1 victory point per resource you have (commercial cards allowed).

KARTHAGO (CARTHAGE) - ANTONINE BATHS

BASIC POWER: a brown card that gives you one OR the other raw resource can, once by turn, give you one AND the other raw resource.



© Armaru

A

STEP 1: 3 victory points.

STEP 2: exchange, once per age, a played card with one of the discard.

(Attention, you have to choose the card you exchange before taking another one in the discarding.)

STEP 3: 7 victory points

B

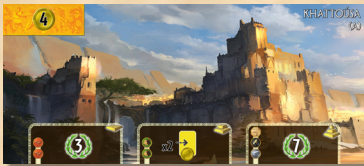
STEP 1: once per age, you can keep your cards one more turn. Your left neighbour gives his cards directly to your right neighbour or conversely depending on the age.

STEP 2: 5 victory points.

STEP 3: 3 victory points per triplet of "defeat" token, shield, and coin.

KHATTOÛSA (HATTUSA) - GATE OF THE KING

BASIC POWER: 4 coins.



© Havrabilia

A

STEP 1: 3 victory points.

STEP 2: the yellow cards you play grant you the double of coins they should grant you.

STEP 3: 7 victory points.

B

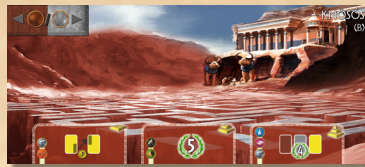
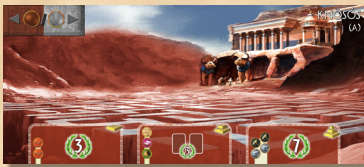
STEP 1: gain in coins the difference of coins between you and your neighbours.

STEP 2: 5 victory points.

STEP 3: gain in victory points the difference of coins between your 2 neighbours.

KNÔSÔS (KNOSSOS) - PALACE OF MINOS

BASIC POWER: you can copy any raw resource from you left neighbour OR any manufactured good from you right neighbour once by turn.



© Inetgra & © Thegryph

A

STEP 1: 3 victory points.

STEP 2: 3 victory points per pair of brown cards.

STEP 3: 7 victory points.

B

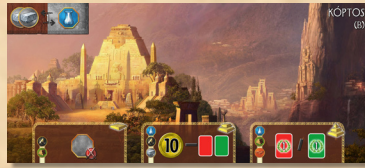
STEP 1: each chaining to and/or from a yellow card you do grants you 3 coins.

STEP 2: 5 victory points.

STEP 3: 4 victory points per triplet of brown, grey and yellow cards.

KÔPTOS (QIFT) - GEB SANCTUARY

BASIC POWER: transform 2 stones into 1 glass or conversely once by turn



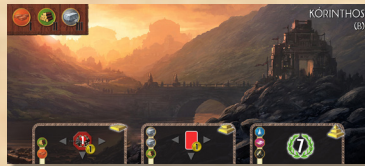
Unknown Artist

- A** **STEP 1:** 3 victory points.
STEP 2: 4 coins plus 1 coin per 2 coins you have (count the 4 coins just taken).
STEP 3: 7 victory points.

- B** **STEP 1:** each manufactured good grants you 1 shield.
STEP 2: 10 coins less the number of red and green cards you have.
STEP 3: 1 victory point per red OR green card.

KÔRINTHOS (CORINTH) - ACROCORINTH

BASIC POWER: clay at age I, wood at age II, stone at age III.



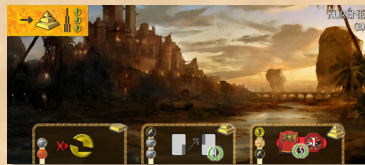
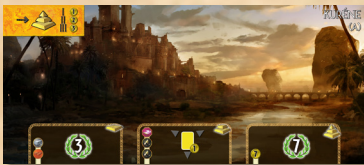
© Andreas Rocha

- A** **STEP 1:** 3 victory points.
STEP 2: 2 coins per ore you have, the other players lose 1 coin per ore they have (commercial cards allowed).
STEP 3: 7 victory points.

- B** **STEP 1:** getting a "defeat" token among you and your neighbours grants you 1 coin.
STEP 2: 1 coin per red card among you and your neighbours.
STEP 3: 7 victory points.

KURÉNE (CYRENE) - APOLLINA PORT

BASIC POWER: build a step of wonder at age I, II or III grants you 1, 2 or 3 coins



© Titus Lunter

- A** **STEP 1:** 3 victory points.
STEP 2: 1 coin per yellow card among you and your non-neighbours.
STEP 3: 7 victory points.

- B** **STEP 1:** you cannot suffer from money loss.
STEP 2: each chaining grants you 1 victory point.
STEP 3: 3 victory points per pair of "victory" and "defeat" tokens.

MYKENAI (MYCENAE) - GATE OF THE LIONS

BASIC POWER: you can copy any row resource of your left OR right neighbour once by turn.



© Nurkhalid

A

STEP 1: 3 victory points.

STEP 2: each direct victory point you play/build grants you 1 coin (regardless of the value of the victory points).

STEP 3: 7 victory points.

B

STEP 1: 1 shield and your left and right neighbour lose 1 coin.

STEP 2: 5 victory points.

STEP 3: 9 victory points per triplet of the 3 manufactured goods (commercial cards allowed).

ÔASIS SÍBA (SIWA OASIS) - TEMPLE OF AMON

BASIC POWER: you can delete one of your played card for 2 coins once by turn.



© Noah Bradley

A

STEP 1: 3 victory points.

STEP 2: the other players lose 1 coin per gear they have and you win 1 coin per compas and 1 victory point per tablet you have.

STEP 3: 7 victory points.

B

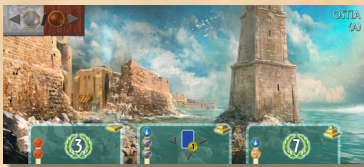
STEP 1: white mask ; copy a scientific symbol of a neighbour.

STEP 2: 7 victory points if you have only play 2 out of the 3 scientific symbols (regardless of which scientific symbols).

STEP 3: black mask ; copy a scientific symbol of a non-neighbour.

OSTIA (OSTIA) - 4 FLOORS LIGHTHOUSE

BASIC POWER: you can copy any manufactured good from your left neighbour OR any raw resource from your right neighbour once by turn.



© Sabin Boykinov

A

STEP 1: 3 victory points.

STEP 2: 1 coin per blue card among you and your neighbours.

STEP 3: 7 victory points.

B

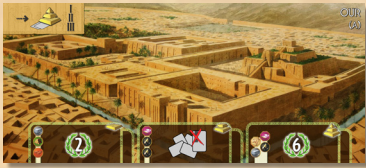
STEP 1: the other players lose 5 coins less the number of resources they have (reduce the loss, does not increase it).

STEP 2: you gain 12 coins less the number of direct victory points you have (the value doesn't count).

STEP 3: 3 victory points per pair of brown and blue cards.

OUR (UR) - ZIGGURAT

BASIC POWER: you can, once per age, play a 2nd card under a step of the wonder already built by repaying its cost.



© Beige

A

STEP 1: 2 victory points.

STEP 2: you can look at all cards discarded since the beginning of the game, pick one and build it for free.

STEP 3: 6 victory points.

B

STEP 1: 1 shield.

STEP 2: 5 coins.

STEP 3: 5 victory points.

PASARGADÓN (PASARGADAE) - TOMB OF CYRUS THE GREAT

BASIC POWER: transform 2 woods into 1 papyrus OR conversely once by turn.



© ICCS

A

STEP 1: 3 victory points.

STEP 2: at the end of the game, turn over the card used to build this step. Then, win in victory points the double of the number of resources cost displayed on the card. *(Example, 4 resources = 8 victory points)*

STEP 3: 7 victory points.

B

STEP 1: multiply the number of your raw resources by the number of you manufactured goods and win as much in coins (commercial cards allowed).

STEP 2: 5 victory points.

STEP 3: 3 victory points per pair of raw resource and manufactured goods you have (commercial cards allowed).

PEIRAIEÚS (PIRAEUS) - THE PORT

BASIC POWER: stone at age I, glass at age II, play the last card at age III.



© peter lee

A

STEP 1: 3 victory points.

STEP 2: 3 shields and a "peace" token.

STEP 3: 7 victory points.

B

STEP 1: 3 coins + you can pay in coins the resources you do not have to play a blue card (1 coin per resource).

STEP 2: 4 coins and 3 victory points.

STEP 3: 10 victory points less the number of blue cards you have.

PHÁSIS (PHASIS) [CURRENTLY POTI] - TEMPLE OF CYBELE

BASIC POWER: stone.



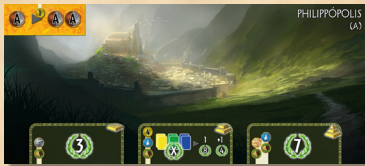
© Domalo

- A** **STEP 1:** 3 victory points.
STEP 2: the cards you play do not cost clay anymore.
STEP 3: 7 victory points.

- B** **STEP 1:** 4 coins and your neighbours lost 1.
STEP 2: you can play the last card of each age.
STEP 3: 7 victory points.

PHILIPPÓPOLIS (PHILIPPOLIS) - ODEON

BASIC POWER: double any resource as much as you want per turn for 1 coin (double different resources, do not, for example, triple the same resource).



© Noah Bradley

- A** **STEP 1:** 3 victory points.
STEP 2: 8 victory points per triplet of pair of yellow, green and blue cards; 4 if you share this configuration with, at least, one other player.
STEP 3: 7 victory points.

- B** **STEP 1:** the other players lose in coins the difference of yellow cards between you and your left neighbour.
STEP 2: you win in coins the difference of green cards between you and your right neighbour.
STEP 3: you win in victory points the difference of blue cards between you and your neighbours (left + right).

POMPEII (POMPEII) - MOUNT VESUVIUS

BASIC POWER: you can buy any resource at the bank once by turn for 2 coins since the 1st step is built, for 1 coin since the 2nd step is built, and for free since the 3rd step is built.



© Dashmarine

- A** (Note, meant to be played with, ideally, at least 2 of these 4 expansions.)
STEP 1: 3 victory points.
STEP 2: the other players have to remove one of their leader, god, orange or black played cards, and play one of them freely
STEP 3: 7 victory points.

- B** **STEP 1:** the other players have to remove one of their brown or grey played cards, and play one of each of them freely.
STEP 2: the other players have to remove one of their yellow or red played cards, and play one of each of them freely.
STEP 3: the other players have to remove one of their blue or green played cards, and play one of each of them freely.

SALAMINA (SALAMIS) - THEATRE

BASIC POWER: copy the basic power of your left neighbour at age I, of your right neighbour at age II, of your left OR right neighbour at age III (choose at the beginning of the age, do not change after that).



© Riquak & O Andrias Rocha

A

STEP 1: 3 victory points.

STEP 2: you can exchange your hand with one of any another player, once per age.

STEP 3: 7 victory points.

B

STEP 1: The other players have to remove 2 of their cards + 3 victory points.

STEP 2: 1 coin and 1 victory point per difference of cards (Leaders, Myth and Ruins not counted) between you and your neighbours (left + right).

STEP 3: remove all your "debt" OR "defeat" tokens.

SAMARKÁNDE (SAMARKAND) - CITY OF AFRASIAB

BASIC POWER: you can buy any resource at the bank once by turn for 2 coins since you have, minimum, 1 yellow card ; 1 coin for 3 cards, and freely for 4 cards.



© Jiroum

A

STEP 1: 3 victory points.

STEP 2: either, 8 coins OR the other players lose 4 coins OR 4 coins and the other players lose 2.

STEP 3: 7 victory points.

B

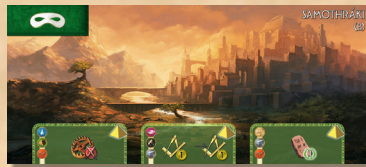
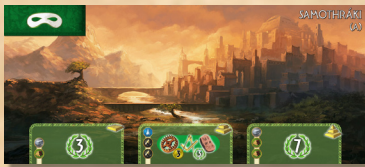
STEP 1: you win in coins the double of the difference of brown cards between you and your left neighbour.

STEP 2: the other players lose in coins the double of the difference of grey cards between you and your right neighbour.

STEP 3: you win in victory points the double of the difference of guild cards between you and both your neighbours.

SAMOTHRÁKI (SAMOTHRACE) - SANCTUARY OF THE GREAT GODS

BASIC POWER: at the end of the game, copy a scientific symbol from one of your neighbours.



© Pavel Podolsky

A

STEP 1: 3 victory points.

STEP 2: 3 victory points per triplet of scientific symbols and 3 coins per triplet already played.

STEP 3: 7 victory points.

B

STEP 1: each gear grant a shield.

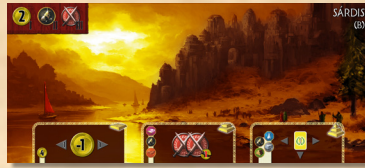
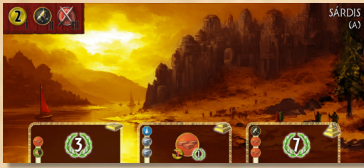
STEP 2: each compass already played and each you will play will grant 1 coin.

STEP 3: each tablet grant you 1 victory point.

(Attention, remember, the mask copies the scientific symbols only at the end of the game.)

SÁRDIS (SARDIS) - CITADEL

BASIC POWER: 2 coins at age I, ore at age II, 1 shield at age III.



© Andreas Rocha

A

STEP 1: 3 victory points.

STEP 2: the other players lose 1 coin per cley they have, and you win 1 victory point per cley you have (commercial cards allowed).

STEP 3: 7 victory points.

B

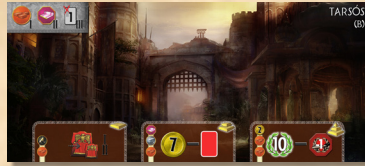
STEP 1: buy one resource for 1 less coin once by turn and per neighbour.

STEP 2: the other players lose 1 coin per pair of shields they have.

STEP 3: 1 victory point per yellow card among you and your neighbours.

TARSÓS(TARSUS) - GATE OF CLEOPATRA

BASIC POWER: clay at age I, loom at age II, Once per age, you can play a card from your hand for free at age III (only basic cards. No leaders, no gods).



© Thibaut Lunter

A

STEP 1: 3 victory points.

STEP 2: 1 coin per blue OR green card among your left neighbour AND conversely among your right neighbour, and 1 coin per red card you have (*example, if you chose blue for your left neighbour, take green for your right neighbour.*)

STEP 3: 7 victory points.

B

STEP 1: take 2 "victory" tokens rather than 1 at age I and II if you win the military conflicts.

STEP 2: 7 coins less the number of red cards you have.

STEP 3: 10 victory points less the number of "defeat" tokens you have.

THAPSAKOS (THAPSACUS) - FLOTTING BRIDGE

BASIC POWER: wood at age I, papyrus at age II, 3 coins at age III.



© Goodnob

A

STEP 1: 3 victory points.

STEP 2: 3 coins + you can pay in coins the resources you do not have to play green cards (1 coin per resource).

STEP 3: 7 victory points.

B

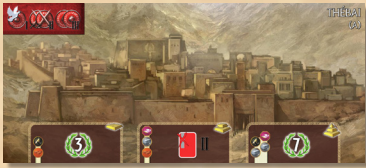
STEP 1: 2 coins for each green card you play.

STEP 2: 3 shields less the number of scientific symbols gear (all along the game, not only when you build this step).

STEP 3: 9 victory points less the number of scientific symbols compass.

THÉBAI (THEBES) - AMENHOTEP PALACE

BASIC POWER: take a "peace" token at age I, you have 2 shields at age II, and 2 defensive shields at age III.



© Pathfinder

- A** **STEP 1:** 3 victory points.
STEP 2: playing a red card at age II does not cost any resource.
STEP 3: 7 victory points.

- B** **STEP 1:** your highest heap of same colour grants you as many coin as the number of cards.
STEP 2: each red chaining among all the other players grants 1 coin (chaining from other colour to the red also counts).
STEP 3: 6 victory points per triplet of red blue and guild cards.

THÍRA (THERA) [ACTUELLEMENT SANTORINI] - AKROTIRI

BASIC POWER: win in victory points the difference between the lowest direct victory points from your left neighbour and the highest from you right neighbour.



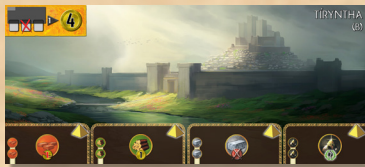
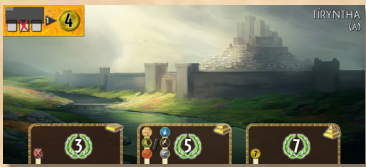
© Ageck of dust

- A** **STEP 1:** 3 victory points.
STEP 2: playing a blue card at age II does not cost any resource.
STEP 3: 7 victory points.

- B** **STEP 1:** win in coins the double of your highest direct victory points.
STEP 2: 5 victory points.
STEP 3: the other players lose in coins your lowest direct victory points.

TÍRYNTHA (TIRYNS) - CYCLOPEAN WALL

BASIC POWER: You can, once by turn, remove any of your already built wonder steps for 4 coins (but the following reconstructions, in face A, will be redone in the right order).



© Noah Bradley

- A** **STEP 1:** 3 victory points (you should have 1 shield to play the card, but you do not delete it).
STEP 2: 5 victory points (could be paid with one or the other cost).
STEP 3: 7 victory points.

- B** **STEP 1:** your neighbours lose 1 coin for each clay they have (Commercial cards allowed).
STEP 2: 1 coin for each wood you have (Commercial cards allowed).
STEP 3: each stone grants you a shield (Commercial cards allowed).
STEP 4: each ore grants you 2 victory points (Commercial cards allowed).

TROIA (TROY) - TROJAN HORSE

BASIC POWER: allow you, once by turn, to transform 2 raw resources into one manufactured good.



© Daryl Ioye

A

STEP 1: 3 victory points.

STEP 2: 3 coins per red card you play.

STEP 3: 7 victory points.

B

STEP 1: 1 shield.

STEP 2: 1 coin per shield.

STEP 3: 1 victory point per shield.

URUSALIM (JERUSALEM) - SOLOMON'S TEMPLE

BASIC POWER: once by turn, you can transform 3 different resources into a 4th different one.



© Civilization

A

STEP 1: 3 victory points.

STEP 2: the cards cost one less resource to be played (does not affect the cost in coins).

STEP 3: 7 victory points.

B

STEP 1: scientific symbol - tablet.

STEP 2: scientific symbol - gear.

STEP 3: scientific symbol - compass.

YERÍHO (JERICHO) - JERICHO TOWER

BASIC POWER: discard grant you 5 coins rather than 3.



© Bughall

A

STEP 1: 3 victory points.

STEP 2: 1 coin and 1 victory point per wood you have (commercial cards allowed).

STEP 3: 7 victory points.

B

STEP 1: 3 victory points.

STEP 2: 4 victory points.

STEP 3: each card played to build wonder steps is turned over to benefit of its powers (attention, no duplicate allowed with the other played cards).

ZEÛGMA (ZEUGMA) - PATRICIAN HOUSES

BASIC POWER: Play ONE of you cards for free at age I (only basic cards. No leaders, no gods), ore at age II, play the last card at age III.



© Sabin Boykinov

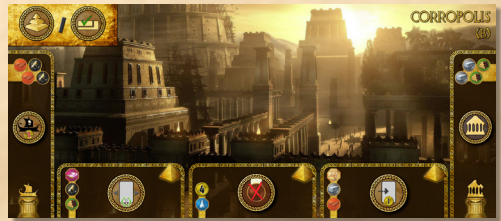
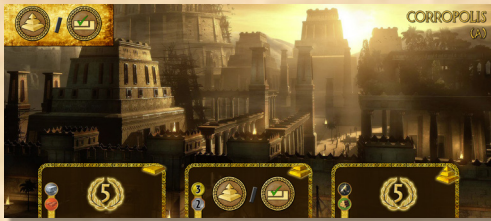
- A** **STEP 1:** 3 victory points.
STEP 2: copy the 2nd step of your left OR right neighbour by paying its cost.
STEP 3: 7 victory points.

- B** **STEP 1:** a shield and you can buy the raw resources for 1 coin from your neighbours.
STEP 2: a shield and you can buy the manufactured good for 1 coin from your neighbours.
STEP 3: a shield take 1 coin from the bank each time your neighbours buy you a resource, this gain is limited to 1 coin per turn and per neighbour.

(Attention, this face is not meant to be built, it gets destroyed of one card at the end of each age **AFTER** the resolution of military conflict. take unused cards, like the wonder cards, for example, to put under your wonder.)

CORROPOLIS - THE 50TH WONDER

BASIC POWER: “Corropolis” token. Face 1 to put on one of your steps that would be considered as built at the beginning of the game without having to put any cards under it. Face 2 allows you to copy the basic resource of another player.



© Prince of Persia

- A** **STEP 1:** 5 victory points.
STEP 2: take a 2nd “Corropolis” token (you can't copy twice a same player).
STEP 3: 5 victory points.

- B** **STEP 1:** put that token on one of your cards et win 1 victory point per card of the chosen color among your neighbours.
ÉTAPE 2: take one of the “Raw material reduction” token and put it on your wonder. You don't have to pay this resource for the further costs.
ÉTAPE 3: put that token on one of your cards and win 1 coin for each card of the chosen color you will play next.

(Attention, the following steps are only playable with these expansions.)

STEP SAILORS: put that token on a card that produce resource(s) of another player. you could use the resource(s) as if they are your(s). The player who own the card must pay you 1 coin everytime he use it.

STEP RUINS: take a “reconstruction” token

F.A.Q

Q: Does the debt rule apply if we play without Cities?

A: If you have cities, but do not want to add too many cards, it is still recommended to use the "debt" tokens. But you can do without them, if you prefer.

Q: There are several wonders that allow you to look at all the cards discarded since the beginning of the game, then pick one and build it for free. In which order do we have to solve those powers if they are applied during the same turn?

A: They are, indeed, a lot of wonders with this power: officials, unofficals, mines, from other fans... I recommend you to simply apply them in alphabetic order.

Q: For Agbátana, if I built the step with 4 coins, and after turning the wonder over twice, I come across on this power again, do I take 4 coins again?

A: Absolutely. The other passive powers are, of course, available again, but when the wonder is turned over, it is as if you built the step and you got the active powers again (one shot).

Q: For Arkadia, can I keep the "peace" tokens for the next age or for the end?

A: Not exactly, one of them should be played, but it is possible to store several of them during the same age, and the additional stock is kept for the next age or the end.

Q: For Karthago, may I take the card that I discard if there is nothing more interesting in the discard?

A: No, it is an exchange of cards, you have to take another. But if in the discard there is the same that card the one you discard, then you can take it.

Q: For Khattoúsa, if I have a leader, for example, that says that I gain coins when I play yellow cards, does the wonder step also double the power of the leader?

A: No, only the yellow cards.

Q: For Kóptos, may I transform 2 stones into 1 glass and this way, do my 2 stones count as a shield?

A: Yes, But just once by turn.

Q: If a player with Ostia builds his first step, but I have 6 resources, does that mean I gain 1 coin?

A: No, you just do not lose anything.

Q: For Our, if I have already built all my wonder steps, and want to play a new card under my wonder, do I have to follow the order of construction again?

A: No, you can build a step again that was already built, regardless of the order of construction.

Q: Does Our count as 6 or 3 steps?

A: 6 steps.

Q: For Philippópolis, may I double the same resource than the first one a second time if it comes from an other card?

A: In this case, you can. You just need an available resource to double it. And once a resource is doubled, it is no longer available to be doubled again.

Example: Masha has the cards "stone pit" (giving a stone) and "mine" (stone or ore), and she need 4 stones. She starts doubling her stone pit first, then she double the stone on her mine for a total of 4 stones. Before that, she only needed 3 for another construction, but she didn't have the mine yet. So, she doubled her stone pit, but she cannot double it again a second time to triple her resource, so she had to seek for the last stone somewhere else.

Q: For Pompeii, the other players can destroy an orange card or a god card, what are these cards and where can I find them?

A: they are unofficial expansions. The orange cards come from my expansion **Sailors**, which you can find on my blog, and the god cards come from the expansion **Myth**, done by my colleague (as a 7 wonders fan gamedesigner) Shima (who also made some good wonders) and that you can find on gusandco.net

Q: For Pompeii, if, for the first step for example, the other players only discard brown cards, may I still play 2 of them?

A: No. Only one card of each colour, regardless which step.

Q: For Sárdis, if I combine the trading post or marketplace + the clandestine dock (Cities) with the first step of the wonder, could I buy the first resource at -1 and then gain a coin from the other player?

A: No. In this case, the 2 first resources are free, you cannot buy under zero.

Q: For Thébai, for the basic power at age III, what are the defensive shields and how do they work?

A: During the military conflict resolution, you also count them, but only for the defense. If you have more shields than your opponent when you count them, but in the same time, you have less without counting them, you won't take "defeat" tokens, or "victory" tokens, because your offensive force is not sufficient.

Q: For yerho, when I turn over my cards, if they are, for example, green cards, and I have another card in game that says "1 coin per green card", does that mean I could take the coins?

A: If it is "per green card you have" no, because this card was a one shot, but if the card says "per card you play", it means it is a passive power, so yes. when the cards are turned over, they are considered as being just played. this also works for "victory points per number of this colour card" for example. In brief: passive yes, active no.

Q: In which order does Zeúgma get destroyed?

A: from left to right on the wonder, or from the top to the base of the pyramid if you prefer.

Q : On several wonders, it is written on some steps “ commercial cards allowed ”, what does that exactly mean ?

A : Normally, the resources are on brown and grey cards, but there are also resources on some yellow and orange cards, if you play with **Sailors**. Well that means you also count those resources, but do not forget that a card that says one OR the other resource (regardless of the number of resources) just counts as 1 resource. (Some gods, leaders or any other expansion that grants you resources can also count).

Q : What is Corropolis ? I do not know this city and I found nothing on Internet. And why is it so golden and shiny ? Is it stronger ? what are those 2 columns ? Does the ducks project to invade the Earth ?

A : Think a little ;) . My nickname is Corro. I wanted to do MY wonder. At first, I reached the symbolic number of 7x7 wonders, which is a total of 49. But 50 sounded better, so it was the occasion to do my bonus wonder. So, yes, that's the only non historical one. As you can see on face B, those are monopyramids, that means you can build the steps regardless of the order. And it is the same for the edge steps which are made on purpose to work with my 2 personal expansions (**Sailors** and **Ruins**) if they are put in the game. But you can still play without my expansions. Those 2 steps are optional. Now, this wonder is maybe the consecration of all my wonders, but that doesn't mean it is ultimate, or stronger, it stays very balanced. For the ducks, it is a secret, but personally I would be more worried about the cats !

Q : What happens if, with the “ Corropolis ” token, I copy the power of Salamina ? And if with Salamina I copy Corropolis, using the token, “ copy a power ” side ?

A : -1st case : You would benefit , according to the age, from the powers of YOUR left and right neighbours. And if Salamina is one of your neighbours, at the age when you copy Salamina, then copy its left neighbour if Salamina is on your left, and its right neighbour if Salamina is on your right.
-2nd cas : at the ages you copy Corropolis, you can copy the power of any other player.

Q : May I buy or resell your expansions ?

A : ABSOLUTELY NOT. My expansions are put online in print to play, I make no profit on it. it is not my game, just a personal expansion from the original game by Antoine Bauza.

Q : I have a few ideas of expansions for 7 wonders, but not enough for something complete, or I do not have the capacities to achieve them. May I present them to you ?

A : Of course, I always answer everybody, and as quickly as possible. You could leave a message on my website or contact me via email.

CREDITS

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RUINS



You think that victory points became too high? Especially with all of these positive expansions? End of this. With Ruins, your civilisations are on the decline. Will you restore your previous glory or will people come and visit your city for its ruins? With this expansion, enjoy a new type of gameplay and adapt your strategy. Will you take advantage of the decline of your enemies while rebuilding your empire?



SAILORS



Come aboard and travel the seas. Exercise your natural skills for trade and interact with more players than before. You like the interaction, but you're feeling more bellicose? Well, invade them rather than trade with them, or do both, after all, you rule on the seas. Control military and commercial maritime routes, and discover a new way to play.



CONTACT

Keep yourself informed of new releases and updates on my website :
corrojeux.wordpress.com

Do not hesitate to go there and leave a comment or ask questions if you still have any despite the rules and the F.A.Q.
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