

7 WONDERS™ EDIFICE

DESCRIPTION OF NEW EFFECTS

Wonder: Carthage

Certain stages of Carthage offer a choice between two effects. When constructing these stages, indicate the effect you choose by placing your card, facedown, on the left or right side of that construction stage. The other effect cannot be gained this game.



Wonder: Ur



Once this symbol enters play, take the corresponding Participation pawn **from the box**, and place it on your Wonder board.



Once this symbol enters play, take **any** Participation pawn **from the box** and place it on your Wonder board.

Note: *It is possible to have up to two Participation pawns of the same Age with the Ur Wonder, and therefore to gain the Reward twice if the Edifice is constructed.*

Rewards



Once the Edifice is constructed, take the corresponding Military Victory token (from the reserve) and place it in your City.



Once the Edifice is constructed, take this Military Victory token (from the reserve) and place it in your City. Then, discard all your Military Defeat tokens.



At the end of the game, gain 1 victory point for each Wonder stage constructed in your City.



At the end of the game, you may apply the effect of one **Purple** card in your City a second time.



At the end of the game, gain 1 victory point for each **Blue** card in your City.



At the end of the game, gain 1 victory point for each different color of Age cards in your City.



At the end of the game, gain 2 victory points for each complete set of **Brown** and **Grey** cards in your City.

Penalties



Remove any card of the corresponding color from your City. Put the card in the discard.



Lose the indicated number of Coins. Return the Coins to the reserve.



Lose any 2 Military Victory tokens. Return the tokens to the reserve.