

7 WONDERS BABEL

Helpsheet - Tower of Babel



1 - 6 - 13 - 16 These 4 tiles force all players to pay a tax to the bank corresponding in amount to the current Age whenever they build a corresponding building, a Wonder stage, or use a chain. For example, 1 coin during Age I, 2 coins during Age II, and 3 coins during Age III.



2 - 15 These two tiles allow players to ignore the resource cost when constructing military buildings or for a Wonder stage.

Note: If the cost of the Wonder stage contains one or more coins, they must still be paid.



7 Each player may use the buildings of both of their neighboring cities to construct their buildings for free via a chain.

Example: When this tile is active, Cedrick can build the Academy for free if one of his two neighboring cities possesses the School.



17 - 18 - 21 These 3 tiles allow each player to benefit once per turn from a free resource from among those shown on the tile.



19 The taking of military Victory tokens is modified as follows:

- If you must take a 1VP token, take nothing.
- If you must take a 3VP token, take a 1VP token.
- If you must take a 5VP token, take a 3VP token.



5 - 14 These two tiles grant players a bonus corresponding to the current Age after the construction of a civil building (blue card) or the use of a chain. For example, 1 coin during Age I, 2 coins during Age II, and 3 coins during Age III.

The coins are taken from the bank.



24 After building a Guild (purple card), a player gains a 5 coin bonus.

The coins are taken from the bank.



9 - 10 - 11 - 12 These four tiles modify the price of commerce when purchasing resources from neighboring cities.

Notes:

- These rebates/increases are cumulative with those from the Marketplace, the Trading Posts, and the Clandestine Docks.
- It is possible to purchase multiple resources for free with cumulative rebates, but the minimum purchase price is zero, and can never be negative.



4 The effects of the following cards may not be used: Eastern Trading Post, Western Post, Marketplace, Caravansery, and Forum.

Note: Once this tile is active, it is possible to construct these buildings or use their chains.



22 The taking of military Defeat tokens is modified as follows:

If you must take 1 Defeat token, take 2.



3 The brown double or mixed cards are unusable.

Notes:

- However, it is possible to build these buildings when this tile is active (they become usable when the tile will be covered by another tile).
- The brown double cards are cards that produce two copies of a resource (Sawmill, Quarry, Brickyard and Foundry), and brown mixed cards offer two different resources (Tree Farm, Excavation, Clay Pit, Timber Yard, Forest Cave, and Mine).
- The brown single cards are cards that produce a single resource (Lumber Yard, Stone Pit, Clay Pool and Ore Vein).



20 Raw materials cards (brown cards) which produce a unique resource (Lumber Yard, Stone Pit, Clay Pool and Ore Vein) produce an infinite number of resources.

Note: the resources produced by the player boards are not considered cards, and are thus not affected.



8 - 23 The construction of civil buildings (blue cards) or of Guilds (purple cards) via resources is forbidden. Their construction requires a number of coins equal to the number of resources present in their construction cost. These coins are paid to the bank.

Note: construction of civil cards via chains remains possible and free.

Examples: The Traders Guild requires 3 resources to be built and will thus cost 3 coins (which are paid to the bank).

The Pantheon costs 6 coins or requires the Temple to be built via a chain.

7 WONDERS BABEL

Helpsheet - Great Projects

PENALTIES



The player must discard a card of their choice of the corresponding color.



The player must discard all of their coins.



The player discards 2 military Victory tokens of their choice.



The player loses, until the end of the game, the use of the resource or benefit of their Wonder. To represent that penalty, the player takes a matching token from the reserve and places it in the corresponding space of their Wonder board.

Note: Manneken Pis does not lose his starting benefit and takes a -1VP penalty token instead.

Reminder: If a player cannot pay the penalty of a Great Project card, that player must then take a Penalty token of the corresponding Age. For example, -1, -2, or -3 victory points.

REWARDS



The player takes the corresponding number of coins from the bank.



The player takes a corresponding Shield token. This token is added to their military strength during each conflict.



The player takes a corresponding military Victory token from the reserve.



The player takes from the reserve a corresponding token. They can return it to the reserve to participate in a Grand Project without taking into account the color of this Grand Project.

Notes:

- It is not possible to participate in a Grand Project during the construction of a Wonder stage or during the recruitment of a Leader.
- If the effects of a Wonder or a Leader permits to construct a building, you can participate in the Grand Project.



The player takes from the reserve a corresponding token. They can return this token to the reserve to construct a Building for free.



The player takes from the reserve a corresponding token. They can return this token to the reserve, to construct a Stage of their Wonder for free.

Note: if the cost of the Wonder stage contains 1 or more coins, these must still be paid.



The player takes from the reserve a corresponding token. At the end of the game, this token will be worth 3 points for each group of 3 different scientific symbols.



The player takes from the reserve a corresponding token. At the end of the game, this token will be worth 1 victory point for each Guild built by the player or by their neighbors.



The player takes a corresponding token from the reserve. At the end of the game, this token will be worth 1 victory point for each stage of a Wonder built in your own City.