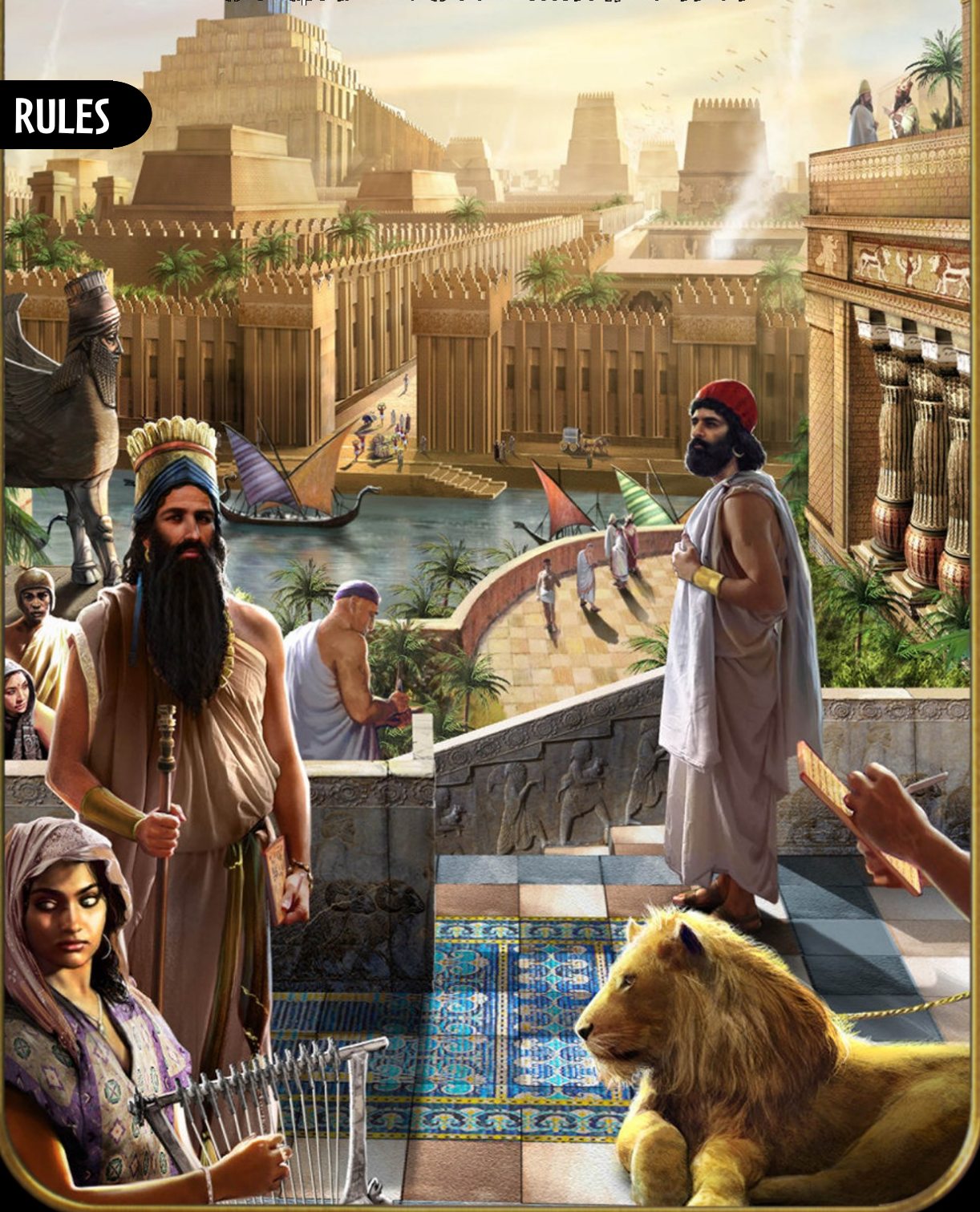


Scot Eaton

# 7 WONDERS EMPIRES

A fan expansion from Antoine Bauza's 7 Wonders series

**RULES**





# 7 WONDERS EMPIRES

"Look back over the past, with its changing empires that rose and fell,  
and you can foresee the future, too." ~Marcus Aurelius

Created by Scot Eaton

Based on the 7 Wonders Series of Board Games by Antoine Bauza, art by Miguel Coimbra. The original game, and all of its components are used with permission, courtesy of Repos Production [www.rprod.com]. Please support them by buying the original game and its existing expansions.



Creative Consultation: Shima Tetsuo, Christopher Oliveira (messianic), Tom Hazel (Falantrius), and Kenneth Stuart (wizcreations)

Art Credits: Please see the design notes.

Playtesters: Steph Hodge, Dan Nelson, "PuzzlingEnigma", "DiceGods", Alexsr, Alex Bonobo, "Duguesclin", Joe Holme, David Perdue, Neil Baumgartner, Kristina Eaton, and the countless unnamed individuals who played with them!

Special Thanks: to Kristina Eaton, my wife, for giving me the time, space, and encouragement to pursue my dream. I hope that all of you may someday know the love and support that comes with a spouse who seeks first to give (and may you do likewise).

## Game Components

- 8 Double-Sided Wonder Boards and 1 Single-Sided Octagonal Board
- 2 Rule Reminder Cards
- 8 Wonder Selection Cards
- 3 Double-Sided Aggression Tokens
- 6 Empire Cards (5 selectors and one extra)
- Rules

This is a free fan-made expansion, done for the love of the game. However, if you would like a professionally printed version, please visit



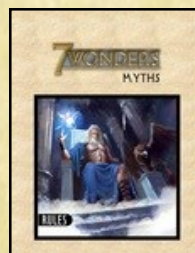
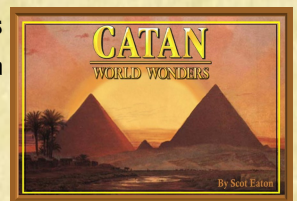
And order the Empires pack for \$30+shipping.  
All of the money goes into printing; I receive none of it.

## You may also enjoy

Catan: World Wonders  
by Scot Eaton

A fan-expansion to Settlers of Catan that adds the 8 wonders of the ancients world. Build

your wonder on its corresponding resource and gain its abilities.



7 Wonders: Myths  
by Shima Tetsuo

Invoke the power of the gods once per age to gain their powers. Be careful of relying on them too much, as their power will fade.



# 7 WONDERS EMPIRES

## Game Modes

With this fan-expansion, there are three possible game modes you can play and one variant that can be added to any game. It is my hope that these modes will open up new options and styles of play for you and your friends. From a different, more comprehensive 2-player mode to a strategic, deep, 8-player game, these new boards should keep you coming back to 7 Wonders for more.

### Standard Game

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The 8 boards for 7 Wonders: Empires can be freely mixed with 7 Wonders, 7 Wonders: Leaders, 7 Wonders: Cities, and the Wonder Pack. They have been playtested to make sure that they are balanced. In the Wonder Descriptions section, you will see requirements for the basic level of expansion needed for each Wonder. You will also see "Best with Leaders and/or Cities". These boards can be played with nothing more than the base components, but the strategies that they use fit best with the expansion listed. For example, Babylon II Side A gives you 2 coin for every red card you play. While this will still give a balanced score at the end of the game, it can be out of place in the base game, which doesn't have abilities like this. Likewise, Alexandria II Side B can be played with just the base set, but the presence of the spy mask makes it fit better in a Cities game.

All of the boards may also be used in a 7 Wonders: Cities team game.

### 7 Wonders: States – A Game For 2

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*Special thanks to Joe Holme and David Perdue for the creation of this great 2-player variant!*

In this exciting 2-player game mode, each player will choose a State consisting of two partner Wonders that they will build through the three ages. Some of these are City-States (Such as Babylon and Babylon II); others are alliances of nearby great cities (Such as Olympía and Athénai). With these States, prepare for a deep, complex 1-on-1 battle that will leave both of you wondering if you ever *really* knew how to play 7 Wonders in the first place. *Note: these States work well for a thematic 4, 6, or 8-player Team game as well.*

#### Setup

Choose which expansions you would like to use, and whether or not you will use the *Yerushaláyim* variant. Then, set aside all of the 4+ cards. Add in Guild and Cities cards according to the usual rules, and deal out 4 hands, one to each Wonder. Then, pull out the following selection cards: Alexandria, Babylon, Roma, Gizah, Olympía, Ephesós, Rhódos, for the selection of your State. The States are as follows:

Alexandria and Alexandria II  
Gizah and Saqqara

Roma and Roma II  
Olympía and Athénai  
Halikarnassós and Rhodós

Babylon and Babylon II/Ninüe  
Ephesós and Byzantium/Pergamon

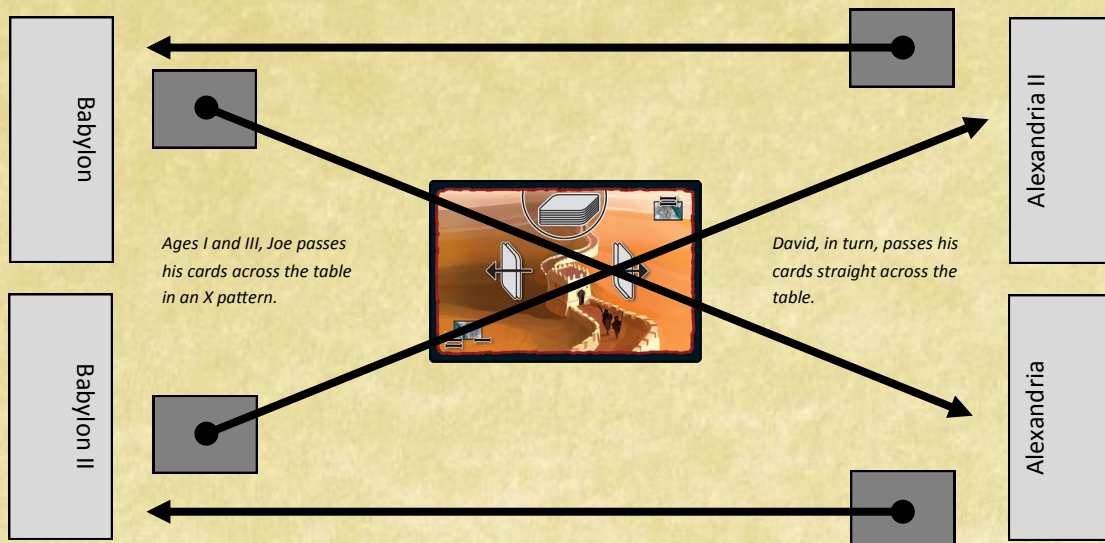
Choose from these 7 cards randomly, and determine whether you will play Side A or Side B. Both of your boards will be either A/A or B/B. You cannot mix A/B. For some States, the B side will require an expansion. If you are not using that expansion, you will need to choose the A side.

#### Gameplay

**7 Wonders: States** is played by the Cities team rules except when noted. Please refer to the 7 Wonders: Cities rules for specifics. If you do not own the expansion, the rules can be found at [www.rprod.com](http://www.rprod.com). **The main difference for States is in military resolution. In a normal team game, you would fight the player opposite your partner twice. In this game, since there are only four boards, each of your Wonders will fight each of your opponent's Wonders once.** When Diplomacy or Aggression are played, this can be slightly different. When you declare Diplomacy on one board, then its partner will fight each of your opponent's boards twice. The same is true when you declare Aggression (see page 6). The board that declared Aggression will fight each of the opponent's boards twice, its partner board will fight each of the opponent's boards once. If you declare Diplomacy on both of your boards, then your opponent may take **one Victory token per board** as a consolation.



The other main difference in *States* is in how the cards are passed. Instead of the usual clockwise/counter-clockwise method, the cards will be passed in a figure 8, so that you never play the same hand twice in a row. In order to accomplish this, use the border card included for the 2-player variant in the base game and place this in the middle of the table. The card is divided with I and III pointing to one player, and II pointing to the other. The player to whom the arrow is pointing in each respective Age will pass their cards in an X pattern to their opponent. The other player will pass their cards straight across the table. If *Leaders* is used, the player to whom II is pointing will pass the Leader cards in an X pattern. It should look like this:



**Scoring:** Score according to normal *Cities* rules. Each Wonder scores its categories separately and adds their final scores together in the end.

## 7 Wonders: Empires

In 334 BC, Alexander the Great began his conquest of the known world. In less than 10 years, he had conquered Asia Minor, Syria, Babylon, Persia, and Egypt. Then, abruptly, Alexander died, and his Empire was divided among his generals. As his generals and their descendants fought over borders, a new power was arising in the West. The Roman Republic was slowly conquering Carthage and Syracuse and setting its sights on the remains of Alexander's Empires. But what if history had played out differently?

**7 Wonders: Empires** is designed to be the ultimate 7 Wonders experience. In order to play it, you will need **7 Wonders**, **7 Wonders: Leaders**, **7 Wonders: Cities**, and this, **7 Wonders: Empires**. Abu Simbel may be taken from the **Wonder Pack** as well. Future expansions will surely add some more Wonders to the mix. Please check back for updated rules.

### Setup

**7 Wonders: Empires** is an exclusively team game and must be played in pairs. Assemble the Age decks based on the number of players, adding the appropriate number of Guilds and Cities cards. Do not do a Leaders draft. The leaders are assigned by Empire, not randomly.

5 selection cards with new backs are included in *Empires*. They represent 1 of 5 kingdoms: Rome, Macedonia, Thrace, Persia, or Egypt. Decide which partner will select, and have them draw their card randomly. One your team has an Empire, take all of the Wonders and Leaders listed on the card. You and your partner may choose freely which Wonders you want to play. For example, Scot and Kristina select Thrace. Scot decides to play Ephesós Side B, and Kristina chooses to play Byzantium Side A.

**The only exception to this rule is Persia.** In Persia, the players may also choose freely, but Ninüe Side B should be placed in between the players. Neither player can build on this Wonder except during the Leader phase of each Age. At that point, one of the two players may choose to play a Leader in the respective stage of the Wonder (stage I for age I, stage II for age II, stage III for age III), and, in essence, "trade" for an unused Cities card. This is to compensate for Persia having only 6 Leaders.

### Gameplay

The game is played according to the 7 Wonders: Cities Team Rules, with a slight change to the Leaders rules. **There is no Leader draft.** Instead, the Leaders are assigned to their Empire of origin, and are shared between teammates. If someone is playing Roma Side B, they should choose their 4 extra leaders randomly from an unused Empire. These 4 are now available to *both* members of the team.



# Solomon's Temple in Jerusalem



**Solomon's Temple** is a special new type of Wonder that can be played with any expansion and any game mode, even if the other **7 Wonders: Empires** boards are not in play.

When this is used, it is placed in the middle of the table between all of the players. Each player will play all of their resource cards on Yerushaláyim instead of on their own Wonder. Each player chooses the card slot that points to their place on the table and plays all of their resources in this one slot, building a line of cards that points to their Wonder. This is called their "market". Their Wonder's starting resource is part of this market, though it cannot be played on Yerushaláyim for obvious reasons.

## Yerushalayim's Abilities

Yerushaláyim has no actual "stages"; all of the abilities are active from the beginning of the game, and a player has access to all of the abilities no matter which slot their cards are played in. There are two main types of abilities for Yerushaláyim. The first are on the cardinal directions, and are card-laying abilities. The second are on the ordinal directions, and are set-collecting abilities. They are as follows:

### Card-Laying Abilities

**South**—You may play duplicates of any raw material (**brown**) or manufactured good (**gray**) cards in your market.

**West**—From this point forward, this ability grants 1 coin for each raw material (**brown card**) that you build in your market.

**East**—From this point forward, this ability grants 2 coins for each manufactured good (**gray card**) that you build in your market.

### Set-Collecting Abilities

[*Note: Only the starting resource and brown/gray cards count towards sets. Yellow cards and Wonder abilities cannot be counted.*]

**Northwest**—At the end of the game, this ability is worth 4 VP for each set of 3 identical raw materials [Stone, Clay, Wood, Ore] in your market.

**Northeast**—At the end of the game, this ability is worth 4 VP for each set of 2 identical manufactured goods [Glass, Textile, Papyrus] in your market.

**Southwest**—At the end of the game, this ability is worth 7 VP for each complete set of raw materials [Stone, Clay, Wood, Ore] in your market.

**Northeast**—At the end of the game, this ability is worth 4 VP for each complete set of manufactured goods [Glass, Textile, Papyrus] in your market.

## Purchasing from Yerushaláyim

Any player can purchase a resource from Yerushaláyim at any point in the game, provided they have the money. Each resource costs **1 Coin + Tariff**. Tariff indicates the number of places away the other player is. So, your neighbors can purchase from you for **1 Coin + 1 Tariff = 2 Coin**. Their neighbors, who are two places away from you, can purchase from you for **1 Coin + 2 Tariff = 3 Coin**. Players who are 3-4 spots away may purchase for **1 Coin + 3 Tariff = 4 Coin**. The price of goods should never exceed 4 coin, even in an 8-player game. The **Tariff** goes immediately to the bank, and cannot be claimed by any player. **No matter what, the player whose resource is purchased will receive 1 Coin.**

Yellow cards and Wonder abilities that allow you to purchase for 1 Coin may only be used for the player's direct neighbors. Black cards that reduce the cost of resources may be used for anyone on the table, but cannot be used when the player is equidistant from you (ex-2 spots away to both the right *and* the left). Finally, when purchasing from Yerushaláyim, the ability on the Bilkis Leader and on Saqqara Side B changes. Instead of purchasing a resource once per turn from the bank for 1 Coin, these allow the player to purchase resources from Yerushaláyim without paying the tariff. As always, the 1 Coin is paid to the person whose resource was purchased. I have included a reminder card for this rule change. Please give this to whomever is using the ability and review the ability with new players before beginning.



## Scoring

The points from Yerushaláyim are scored much like Scientific Structures. Your symbols count for both identical sets and complete sets. A card that has an either/or option must be designated as one symbol or the other; it cannot be one symbol for identical sets and another symbol for complete sets. When you have counted your points, add them to the points from your Wonder and write them in the slot on the scorepad for points from your Wonder.



# Description of the Wonders

## The Pantheon of Rome



### SIDE A – Requires Cities

**Starting Ability**—The player can build one black card per Age for free.  
**Stage II**—The player immediately takes either one Diplomacy or Aggression token, announcing his or her decision to the other players.

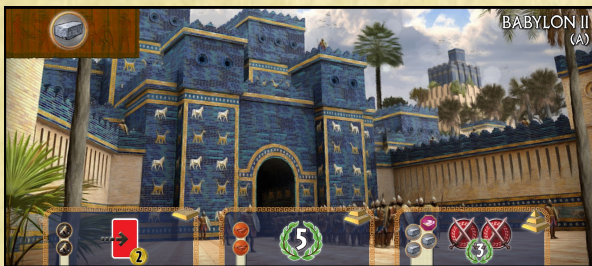
### SIDE B – Requires Base Set; Best with Cities

**Starting Ability**—When taking coins from the bank, multiply the amount by 1.5, rounding up. This does not apply to the starting coin.  
**Stage I**—2 VP; From this point forward, the player is immune from any ability requiring him or her to pay coin to the bank.  
**Stage III**—At the end of the game, this is worth 2 additional VP for each complete set of 3 coins present in the player’s treasury.



## The Walls of Babylon

Starting Resource: Stone

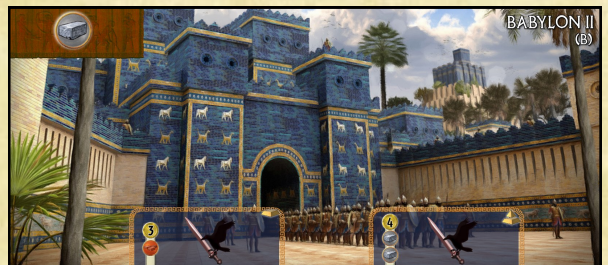


### SIDE A – Requires Base Set; Best with Leaders

**Stage I**—From this point forward, this ability grants 2 coins for each military structure (red card) that the player builds.  
**Stage III**—At the end of the game, this ability is worth 3 VP for each set of 2 shields built by the player.

### SIDE B – Requires Cities

**Stage I and II**—Earn 1 Aggression token to be used at the end of this age.



As with Diplomacy, a player must announce that they are taking an Aggression Token as soon as the wonder stage is played.



## Aggression

Aggression is the major new ability added in **7 Wonders: Empires**. It is the inverse of Diplomacy, introduced in **Cities**. When a player uses Aggression, they take one Aggression token from the bank. This must be used during the next conflict. During this conflict, the player using Aggression attacks twice on each side (for a total of four attacks). If they win, they may take two victory tokens (one for each attack). If they lose, they must take two defeat tokens. **If their**

**neighbor wins, the neighbor may take two victory tokens. However, if they lose, the neighbor will only ever receive one defeat token.** When

Aggression and Diplomacy are used by neighboring players, one of two things may take place, decided by the player who used Aggression. (1) The player may choose to cancel his neighbor’s diplomacy and resolve the conflict per normal game rules, or (2) The player may attack his neighbor’s neighbor twice. **In Team games, the player may perform a second attack against either their neighbor’s teammate or their teammate’s neighbor.** Their intended target must be declared when they obtain the Aggression token. Finally, when playing with **7 Wonders: Empires** and **7 Wonders: Cities**, three Cities cards (Militia, Mercenaries, Contingent) will have their usual ability replaced by Aggression. Please place the reminder card in the middle of the table and clarify this rule with any newer players.





# The Library of Alexandria

Starting Resource: Papyrus



## SIDE A – Requires Base Set

**Stage I**—This ability allows the player to gain one manufactured good of their choice chosen from among the 3 types [Glass, Textile, Papyrus] each turn.

**Stage III**—This ability gives 1 coin per scientific structure (green card) in the player's city when it is played. At the end of the game, it is worth 1 VP for each scientific structure present in a player's city.

## SIDE B – Requires Base Set; Best with Leaders and Cities

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

**Stage III**—At the end of the game, this Wonder stage adds 4 VP to each set of different scientific symbols (meaning that the bonus goes from 7 VP to 10 VP per set).



# The Acropolis of Athens

Starting Resource: Glass



## SIDE A – Requires Base Set; Best with Leaders

**Stage III**—At the end of the game, this ability is worth 3 VP for each set of 3 Age cards (blue, yellow, red) in the player's city.

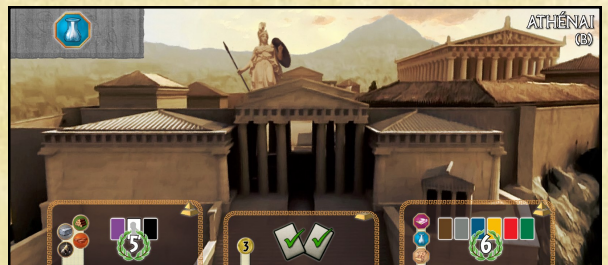
## SIDE B – Requires Leaders and Cities

*Athénai* has two different stage II's. Stage I, in the middle, must be built first. After that, the other two stages may be built in either order.

**Stage I (middle)**—The player can play the last card of each age instead of discarding it. This card can be played by paying its cost, discarded to gain 3 coins or used in the construction of his or her Wonder.

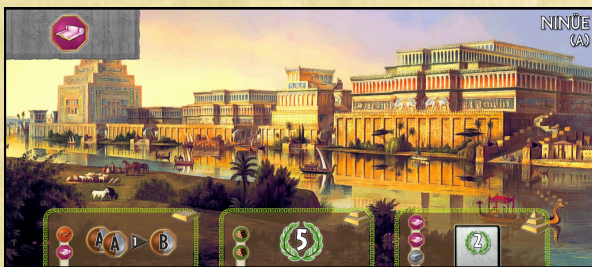
**Stage IIa (left)**—At the end of the game, this ability is worth 5 VP for each set of 3 cards (Guild, Leader, Cities) in the player's city.

**Stage IIb (right)**—At the end of the game, this ability is worth 6 VP for each set of 6 Age cards (brown, gray, blue, yellow, red, green) in the player's city.



# Sennacherib's Palace in Ninevah

Starting Resource: Textile



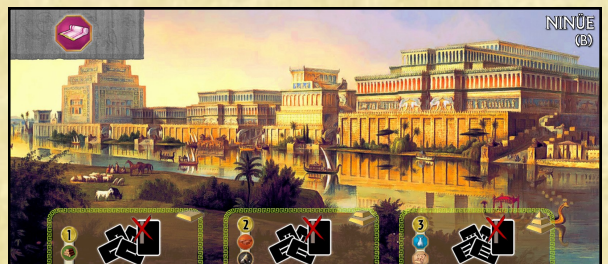
## SIDE A – Requires Base Set

**Stage I**—Each turn, the player may use two identical resources that their city already produces in order to receive a resource of his or her choice.

**Stage III**—At the end of the game, the player flips face-up the card used to build this Stage. Then, the player scores 2 VP for each card of that color present in his or her city.

## SIDE B – Requires Cities

**All Stages**—Draw up to 4 of the Cities cards of the respective age [I, II, or III] that did not get added into the game during setup. Pick one of these and build it for free. This card should be played on top of the card used to build the stage. It does not count as a black card for any guilds or leaders that would give bonuses, such as Caligula or the Guild of Shadows.





# Apadana Palace in Persepolis

Starting Resource: Ore



## SIDE B – Requires Base Set; Best with Leaders

**Stage I**—From this point forward, this ability grants 2 coins for each civilian structure (blue card) that the player builds.

**Stage III**—At the end of the game, this ability is worth 4 VP for each unique 3-Age chain that the player has built. Age cards that can chain or be chained to two other cards may only be counted once.

## SIDE A – Requires Base Set; Best with Leaders

**Stage II**—At the end of the game, this ability is worth 1VP for each unique 2-Age chain that the player has built. Age cards that can chain or be chained to two other cards may only be counted once.



Starting Resource: Wood

# The Great Altar of Pergamon



## SIDE B – Requires Base Set; Best with Leaders

**Stage I**—At the end of the game, this ability is worth 5 VP minus the number of Victory Conflict tokens in the player's possession.

**Stage II**—During conflict resolution, the Defeat tokens of this player are given to the victorious neighboring city.

**Stage III**—At the end of the game, this ability is worth 1 VP for each Victory Conflict token present in each of the two neighboring cities.

## SIDE A – Requires Base Set; Best with Leaders

**Stage II**—From the moment this ability is played, each defeat conflict token (past and future) counts as a shield symbol for all future conflict phases.



# The Step Pyramid of Djoser in Saqqara

Starting Resource: Clay



## SIDE B – Requires Base Set

**Stage I**—Once per turn, the player may purchase any resource by paying 1 coin to the bank.

**Stage II**—As soon as this ability enters play, the player can build all of his or her Guilds for free, without having to pay their resource costs.

## SIDE A – Requires Base Set

**Stage I**—Each turn, this ability produces a resource of the player's choice from among those not that their city already produces.

**Stage II**—Once per age, the player may choose to keep their current hand. The other players pass the draft around them.

**Stage III**—At the end of the game, each Guild in the player's city is worth 3 VP.





# Design Notes

## 7 Wonders: Empires

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The idea for this expansion was born when I was making *Catan: World Wonders*. In the process of building that expansion, I recognized the need for an 8th Wonder to balance out the game—to give the brick resource a Wonder and to allow 2 Wonders per player in a 4-player game. The question was, which wonder should I include? I started researching ancient history, and had a couple of possibilities lined up, but all were discarded when I discovered the Walls of Babylon. Here it was, the ACTUAL 8th Wonder of the Ancient World! It was originally the 7th Wonder until the Lighthouse of Alexandria was built. In searching for pictures, I came across Bruce Long's amazing rendering of the Ishtar Gate. I knew, immediately, that as soon as I finished the *Catan* expansion, this needed to be turned into a playable board for 7 Wonders.

7 Wonders has seen no lack of fan expansions, but strangely enough, there are very few historical expansions. Most creators tend to find a good picture and create Wonders around it. I have taken the opposite approach. I have researched history and come up with a list of the "Unacknowledged Wonders of the Ancient World". My criteria for choosing these: (1) There must have been a specific "Wonder"—a piece of human craftsmanship that had artistic and historical merit. (2) The Wonder must have been intact at some point during Classical Antiquity, the period of time between Homer and the Fall of Rome. (3) The Wonder must have been part of the Hellenistic Empire. From here, I have scoured libraries and the internet looking for high-quality pictures. The 9 that you see before you are the Wonders I was successful with.

The first question out of people's mouths will likely be, "Why wasn't 'X' on the list?" There are various reasons. I toyed with the following Wonders which were not included: The Acropolis of Corinth (Acrocorinth), Knossos Palace, Karnak Temple Complex in Thebes, Luxor Palace in Thebes, The Temple of Isis in Philae, The Ziggurat of Ur, The Ziggurat of Chongha Zambil, The Baths of Pompeii, The Harbor of Carthage, and the Harbor of Syracuse. Most were not included because of a lack of good images. Some were cut because they are already confirmed for future expansions (and no, I'm not telling which).

From there, I added in my philosophy of fan expansion: (1) The components had to blend seamlessly with the original game. This meant no new Age cards, because they would be too easy to distinguish. It also meant that even though there would be new abilities, there should be few new concepts. (2) The theme of the original game should be changed as little as possible. However, (3) A fan expansion should bring something new to the game. Otherwise, there is no compelling reason to make it. After looking at the wealth of materials for 7 Wonders already out there, I decided that the "something new" would be boards specifically meant for team play, and a few more modes to use them with. This flowed naturally out of my list of Wonders, since a few of them were in the same city or region as existing Wonders. Thus, "States" was born. In the process of building "States", the "Empires" game mode emerged naturally, and it was apparent from the beginning that Empires was the "true" expansion. I hope you enjoy it.

Two notes about the Empires game mode: First, "Thrace" as it exists in the game was never a historical reality. It is a blending of the territories of Lysimachus and the Attalid Dynasty. Second, at the current time, Rome and Macedonia do not have a good selection of Wonders. Just wait. I have it on fairly good authority that this will change with the next two planned expansions.

Finally, these 8 wonders, plus Yerushaláyim, were built as a set. There is one Wonder for each resource, plus Roma II, which, following the theme of the original Roma, plays a little differently. In addition to working well as partner boards, these 8 Wonders work remarkably well as a complete set. For your first few games, you may want to limit Wonder selection to just these 8 so that everyone can try something new. After that, you can start integrating them into larger games. It is a dream of mine to someday figure out how to combine these Wonders with 2 sets of 7 Wonders for a huge, 16-player game.

## Solomon's Temple in Jerusalem

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Art credits—The picture is a combination of a photograph of Alec Garrard's model of Herod's Temple (<http://www.craftsmanshipmuseum.com/Gerrard.htm>) and Miguel Coimbra's "Holy City: Jerusalem Cityscape" (<http://toasty.cgsociety.org/gallery/578525>)

**About the Wonder:** Solomon's Temple was a place of such beauty and craftsmanship that travelers and dignitaries from all the known world came to visit. It was divided into a series of courts, each with restrictions on who could enter, with the inner court being the "Holy of Holies", where God made his dwelling among man. In the Bible, it is said that God specifically gifted craftsmen with skill beyond their time to create the furnishings of the temple. The famous ark of the covenant was one such furnishing. Ultimately, the temple was destroyed by Nebuchadnezzar of Babylon, and was rebuilt during the reign of Artaxerxes I of Persia. Herod the great expanded the colonnade almost twofold to its current size. When Jerusalem fell in the first century AD, the temple was torn down, and has not been rebuilt. The Dome of the Rock now stands in its place.

**Why it was not an original Wonder:** At the time that the 7 Wonders were compiled, Jerusalem had fallen very far from its former glory. Also, Greek tourists would only have been allowed in the very outer court, never seeing the full splendor.



**Design Notes:** First, let's get the religious side out of the way. Jerusalem is considered a holy city by Jews, Christians, and Muslims. It's such a volatile subject that Bauza and Repos have decided not to touch it. No matter what picture is used, someone is bound to be offended. I did not choose the Dome of the Rock because it falls outside of my historical timeframe. I also call this Solomon's Temple, even though I am fully aware the picture is of Herod's Temple. Herod's temple is the one I could find good images of, but Solomon's Temple has the more famous name. Second, I have tried as hard as possible to deal with Jerusalem as a historical entity, not a religious one. I wanted it to be "different", but not play into stereotypes. Some would say that, by making it a market, I played directly into the greedy Jewish merchant stereotype. That was not my intent; my intent was to make Jerusalem different and fun.

Jerusalem was situated between all of the great empires, and each of them laid claim to it at some point; it belonged to both all and none at the same time. Its geographical positioning also made it a hub of trade. That is why I have chosen to make it a multiplayer Wonder. Everyone owns it, and yet nobody does. Its ability stems from my attempt to fix two central issues with 7 Wonders: (1) Halfway through the 2nd Age, resources become a liability rather than a help. Anybody that has played Halikarnassós side B knows that the discard pile will be 80% resources by the time they get to it. (2) In a 3-4 player game, you can easily burn both Papyrus (or Textile/Glass) cards and build the Forum to give yourself access. If no other player but you has access to one of the three gray resources, you can paralyze the whole game. Jerusalem gives players incentive to collect resources and make them available to others. It makes each card valuable, and forces players to decide carefully whether they want to rely on Yellow cards or not.

## The Pantheon of Rome

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Art credits—The Pantheon Market concept art from Assassin's Creed: Brotherhood (<http://www.creativeuncut.com/gallery-16/acb-pantheon-market.html>)

**About the Wonder:** The Pantheon is very nearly the perfect building, and is the perfect example of Vitruvian architecture. Perhaps that is why it is one of the most copied buildings in history. The dome is the oldest and still the largest free-standing concrete dome in the world, and is exactly as high as it is wide, making the inside of the building a perfect sphere. The hole in the top of the dome is the only source of light in the whole building, and the light that it casts can be used as a sundial at certain times of the year. When rain gets in, there is a drainage system in the floor. The building is so well made that it is not only preserved to this day, but is still in use.

**Why it was not an original Wonder:** The Pantheon was built nearly 300 years after the list of Wonders was compiled.

**Design Notes:** The Pantheon was the one Wonder that I knew was not going to have a starting resource. As the partner board of Roma, which is dedicated to Leader cards, I wanted this to play specifically to Cities. Side A was very easy; Pax Romana was at times brutal, and at times peaceful. I wanted to give players the option of which route they would take. Side B was more of a challenge. There are many money-based Wonders, but none that specifically reward you for collecting coins. In order to make this strategy really work, I realized that this board needed to be immune from discarding coins. After all, nobody taxes Rome. Side B should open plenty of new strategies for long-time players.

## The Walls of Babylon

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Art credits—Bruce Long's "Babylon's Ishtar North Gate" (<http://www.luxology.com/community/profile.aspx?name=bruce+long>)

**About the Wonder:** The Walls of Babylon were one of the most impressive structures of the ancient world. At a circumference of 18km, a height of anywhere between 10-30m, and a thickness of 30m, these were the largest structures that most people would ever dream of seeing. It was said that the tops of the walls were so massive that a chariot could do a full turnabout. The walls were represented, more often than not, by the Ishtar Gate, a massive gatehouse built of glazed blue bricks and adorned with lions, dragons, and aurochs. The brilliant blue came from a copper mixture so precise that in order to match it these days, computer assistance is needed. No other buildings had such brilliant coloring, and the splendor of this gate was such that Nebuchadnezzar chose this place to place his inscription and dedication of the city. A recreation of this gate stands in the Pergamon museum in Berlin.

**Why it was not an original Wonder:** It was! The original "Seven Wonders of the Ancient World" were compiled by Antipater of Sidon, and were conveyed in the following poem: *"I have set eyes on the wall of lofty Babylon on which is a road for chariots, and the statue of Zeus by the Alpheus, and the hanging gardens, and the Colossus of the Sun, and the huge labour of the high pyramids, and the vast tomb of Mausolus; but when I saw the house of Artemis that mounted to the clouds, those other marvels lost their brilliancy, and I said, 'Lo, apart from Olympus, the Sun never looked on aught so grand.'"* The walls were eventually displaced by the Lighthouse of Alexandria.

**Design Notes:** Babylon was a city that had it all. The current Hanging Gardens of Babylon stressed the scientific advancements, so I wanted to stress the military strength. After all, no army ever made it past the Walls of Babylon. In 7 Wonders, with each expansion that's released, military is more and more underpowered. I have seen people get over 70 points in one game with Science, but the max for military is 18. Babylon II Side A was meant to give incentive to keep building military, even when your opponent is going the peaceful route. Side B was meant to be the inverse of Byzantium, giving players considerable incentive to pursue military. It is one of my favorite Wonders to play.



# The Library of Alexandria

Art credits—This picture is a combination of Frederic St.-Arnaud's "Cleopatra, Queen of Egypt" (<http://www.starno.net/tutorials.html>) and Rob Anderson Jr's "Oasis" (<http://browse.deviantart.com/art/Oasis-170152072>)

**About the Wonder:** The famed "Library of Alexandria" was much closer to a museum and university than it was to a standard library. Scholars from all over came here to study Astronomy, Mathematics, Literature, and Anatomy. Geometry and Trigonometry were supposedly invented here. It was also first suggested here that the Earth was round, though the idea didn't catch on for 2 millennia. The complex was even reported to have a zoo! Alexandria collected and copied scrolls from many famous cities—Rhodes, Pergamum, Athens—and was not always known for giving the original copies back. It was the greatest center of learning in the known world until it was burned down.

**Why it was not an original Wonder:** The Library's status comes from its accomplishments and legacy, not because it was particularly impressive.

**Design Notes:** The hardest part about finding a picture for this Wonder is that nobody knew what it looked like. We do know it was a complex with many buildings, and that an observatory and library were two of them. I have settled on a distinctly Egyptian museum-type building with a statue of Alexander in front. The hard part about this Wonder was building a science-based Wonder that didn't go overboard on Science points. For Side A, I decided to add 1 point and 1 coin to each legitimate Scientific Structure, leaving any points gained from guilds, leaders, and spy masks outside of the scope. For Side B, I pulled out the stops. I used the spy mask to symbolize how Alexandria used to steal knowledge from other Greek cities, and gave points for complete sets of knowledge, as one rarely completes more than 2 sets.

# The Acropolis of Athens

Art credits—Original compilation work utilizing a screenshot from the Nova "Secrets of the Parthenon" video

**About the Wonder:** I do not have space to talk about all of the amazing features of the Acropolis of Athens. Each building is a marvel in its own right. The two most famous parts of the acropolis are the Parthenon, which is seen as the perfection of Greek architecture, and the two statues of Athena. *Athena Parthenos* was inside the Parthenon, and *Athena Promachos* was outside, overlooking the city. Both were made by Phidias, most famous for the *Statue of Zeus in Olympia*, one of the original Wonders. Each year, Athens held a festival called the *Parthenic Games*, which rivaled the *Olympic Games* of nearby Olympia. There were events in sports, but also in religion, music, and poetry. A famous part of the games was dressing *Athena Promachos* in a ceremonial robe.

**Why it was not an original Wonder:** I have no idea. Perhaps the statue of Athena was overshadowed by the statue of Zeus, and the Parthenon was overshadowed by the Temple of Artemis. Taken together, the two are, in my opinion, worthy of Wonder status, and had the list of Ancient Wonders been a top ten, I have little doubt that Athens would have been on the list.

**Design Notes:** Athénai is built around collecting sets. I have heard many people say that Justinian and Plato are their favorite leaders, even though it's nearly impossible to win with their strategies. Athénai *does* make that a viable strategy. Side B is different, because you must build stage I first, but you can build the other stages in any order. I tried making this Wonder like the Great Wall, where stages could be built in any order, but it didn't work. Please make sure newer players are aware of the order of these stages. Side B is also the only Wonder currently in existence that requires both expansions.

# Sennacherib's Palace in Ninevah

Art credits—Austen Henry Layard's "Ninevah, Assyrian Palace" (public domain)

**About the Wonder:** There is little that Babylon did that Ninevah did not do first. At its height, it was the most advanced city in the world. Sennacherib was responsible for much of the building, and as his crowning accomplishment, he built his "Palace Without Rival"—half a km long and a quarter wide, with 80 rooms and a great garden. The rooms were filled with sculpted reliefs depicting his accomplishments. The statues at the entrances were between 10,000 and 30,000kg of solid stone. The garden was also an accomplishment, as it may have contained the first aqueducts and Archimedes screws. In short, there is little that Babylon and Rome did that Ninevah did not do first.

**Why it was not an original Wonder:** Ninevah was destroyed in the 600's BC, nearly 400 years before the list of 7 Wonders was compiled.

**Design Notes:** One of my goals for this expansion was to use all of the promo card abilities in a historic setting. Therefore, Ninüe Side A got Catan's starting ability and a modification of Stonehenge's ability. Ninüe Side B is the truly thematic side. Since Ninevah was a prototype city for other great empires, I wanted to have a free-form build-as-you-go Wonder. Each of the Age I/II/III Cities cards roughly correspond to stage I/II/III of a typical Wonder, so I decided to use the extra cards not added into the deck to make this a truly unique Wonder.



# Apadana Palace in Persepolis

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Art credits—Meysam Keshavarz's "Apadana" (<http://geumat.cgsociety.org/gallery/682582>)

**About the Wonder:** Persepolis was the city-palace of the Achaemenid Empire, started by Cyrus the Great and expanded by Darius I. We think it was completed under the reign of Artaxerxes. The city was truly wonderful to behold with stone wall carvings on almost every surface and a unique use of color. Persepolis contained the Gate of All Nations, the royal treasury, and the tomb of the King of Kings, but its most important building was the throne room—Apadana. It is a hypostyle with 72 columns, open to the air. The carvings leading up to the hall were specifically made to remind subjugated nations who their ruler was. Many still consider Persepolis the symbolic heart of the Persians.

**Why it was not an original Wonder:** Possibly out of revenge, Alexander the Great had his soldiers raze Persepolis to the ground. Even if it was still in its glory, Persepolis would have been a politically incorrect choice for the Wonders of the World.

**Design Notes:** The theme with Persepolis is chain building. As a city-palace, I wanted people to develop structures through all three ages, rather than having a hodge-podge of different cards. There is not much else to say about the design of this. Simple, and straightforward.

# The Great Altar of Pergamon

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Art credits—Screenshot of Clemens Poblitzki's recreation of the Acropolis of Pergamon (<http://pergamon.secondpage.de>)

**About the Wonder:** The Great Altar of Pergamon, aka The Altar of Zeus, was a 35m by 33m altar on the Acropolis of Pergamon. It is known for its elaborate carvings on the outside and inside, some of which rival renaissance art in detail. The outside depicts the Gigantomachy—the story of Zeus defeating the Giants of Chaos led by Alcyoneus and Gaia. The inside depicts the life of Telephus—the son of Heracles and the supposed founder of Pergamon. The altar is part of the larger Acropolis, which included the Library of Pergamon—second-best library of the ancient world, the Hellenistic Theater—steepest theater in the ancient world, and a host of temples and memorials. The altar has been preserved and is one of the main pieces in the Pergamon museum in Berlin.

**Why it was not an original Wonder:** Pergamon always seemed to be the second best of everything, never the first.

**Design Notes:** King Attalus III was the last ruler of Pergamon, and was a friend of Rome. He allied with them in many wars, and when he came to die, and realized he had no successor, bequeathed the kingdom of Pergamon to Rome in his will in order to avoid a bloody civil war. This forms the basis of Pergamon's abilities. With this Wonder, you win by purposely losing military battles. It may seem underpowered at first, just like the city of Pergamon itself, but it can turn the tide of a game very quickly, particularly if the players around it are using Diplomacy and Aggression.

# The Step Pyramid of Djoser in Saqqara

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Art credits—Luca Bonatti's "The Plane of Saqqara" (<http://elessar.cgsociety.org/gallery/550782>)

**About the Wonder:** The Step Pyramid of Djoser has an honorary place on this list as the first true Wonder that was built in this world. It started as a one-story mastaba (burial chamber) for King Djoser, but Imhotep, the architect, decided not to stop there. He added three more levels, expanded the base, and added two more, creating 6 mastabas stacked on each other. These were cased in smooth, polished stone to draw the eye. As it was, the Step Pyramid of Djoser was the tallest building in the world until the first pyramid was built by Sneferu, who modeled his building off of this one. Sneferu's successor, Khufu, would build the first of the famous Great Pyramids of Giza. Both Giza and Saqqara would come to be part of the greater Necropolis of Memphis. However, The Step Pyramid started it all. All great empires following Djoser's would build Wonders to their greatness, but this was the first.

**Why it was not an original Wonder:** It may have been. Antipater never specified the pyramids at Giza. He could easily have included this in his phrase, "the huge labor of the high pyramids".

**Design Notes:** Saqqara was an experiment. Gizah, its partner board, is straight victory points. I wanted Saqqara to be the only Wonder that included no straight victory points, only abilities. The most distinct ability is that of freezing your hand once per age. This is a modification on the Esteban Leaders promo card. Side B is a minimalist Wonder. The abilities do very little in and of themselves. The point is to use these abilities to play whatever strategy you want to the fullest. Oddly enough, despite its quirky nature, Saqqara went through no revisions. It was balanced from the very beginning.