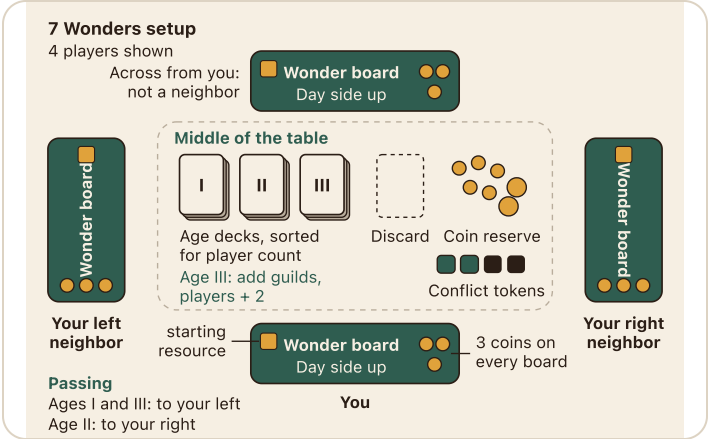
THE LUDARIUM · TEACH SHEET

# Teach 7 Wonders and 7 Wonders Duel in ten minutes

3 to 7 (Duel: 2) players · About 30 minutes each · Ages 10 and up

> **The goal:** 7 Wonders: most points after three Ages. Duel: win early by military or science, or on points.




## On your turn

1. 7 Wonders: everyone picks 1 card from their hand at the same time.
2. Build it, tuck it under your next Wonder stage, or sell it for 3 coins.
3. Missing a resource? Buy it from a neighbor for 2 coins.
4. Pass the rest: left in Ages I and III, right in Age II.
5. Sixth turn: play 1 of your last 2 cards and discard the other.
6. Duel: take 1 uncovered card from the layout and use it the same three ways.
7. Duel: buy from the bank; selling pays 2 coins plus 1 per yellow card.

### Three tips for your first game

1. Take resources in Age I; everything later costs them.
2. Watch your neighbors: you trade with them, fight them, and feed them cards.
3. Duel: before you take a card, check what it uncovers.

## Setup

1. 7 Wonders: each player takes a random Wonder board, Day side up for a first game.
2. Put 3 coins on each board. Other coins and the Conflict tokens go in the middle.
3. Keep only the Age cards marked for your player count or fewer.
4. Shuffle random guilds into Age III: the number of players plus 2.
5. Duel: Conflict pawn in the middle, 4 Military tokens out, 5 random Progress tokens face up.
6. Duel: 7 coins each, draft 4 Wonders each, remove 3 cards per Age, add 3 guilds.

## Scoring

- Military: beat a neighbor for 1, 3, or 5 by Age; lose for minus 1.
- Coins: 1 point per 3.
- Wonder stages, blue, yellow, and purple cards: as printed.
- Science: each symbol's count squared, plus 7 per set of three different.
- Duel: 0, 2, 5, or 10 for the pawn, plus cards, Wonders, Progress, and coins.

**Game end:** 7 Wonders ends after Age III's battles; most points wins, most coins breaks a tie. Duel ends at once on supremacy, or after Age III.

**Free course: theludarium.com/academy/7-wonders/**

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