

DESCRIPTION OF LEADERS

Caesar



- Starts with the Strategy Progress token.
- = purple cards.

Hammurabi



- Plays an extra turn when his decision card has this symbol.
- Starts with the Economy Progress token.
- Add 5 victory points to his score if the game ends after Age III.
- = yellow cards

Cleopatra



- Plays an extra turn when his decision card has this symbol.
- Starts with the Philosophy and Agriculture Progress tokens.
- = blue cards

Aristotle



- Plays an extra turn when his decision card has this symbol.
- Starts with the Law and Mathematics Progress tokens.
- = grey cards

Bilkis



- Plays an extra turn when her decision card has this symbol or.
- Starts with the Economy Progress token.
- = brown cards

7 WONDERS DUEL SOLO

OVERVIEW

This Print & Play lets you play *7 Wonders Duel* by yourself.

Go up against one of 5 prestigious opponents available to you. Each one has their own unique strategy. But stay on your toes: victory will not be easy!

The zone to the left of the card structure is your City. The zone to the right of the structure is the Leader's City. Begin the game by giving 7 Coins to yourself and none to the Leader.

In the Leader's City

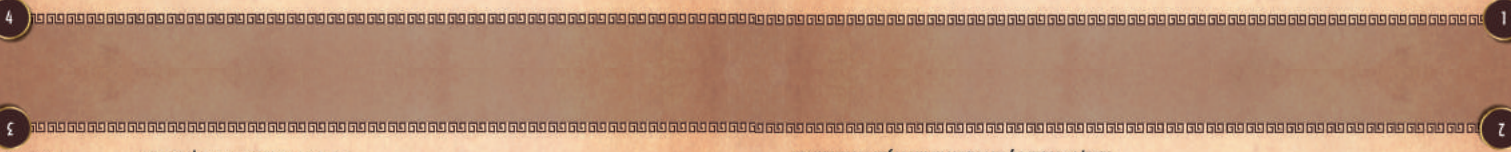
- Shuffle the Leader cards and draw one, which will be the Leader you face. Place it in the Leader's City. The other Leaders will not be used during this game. *Note: You can also choose whichever Leader you would like to face.*
- Give the Leader any Progress tokens shown on their card, then continue with the normal setup by placing Progress tokens on the game board.
- Shuffle the Decision cards and make a deck of face-down cards.

CONTENTS

- 5 Leader cards
- 12 Decision cards

SETUP

Set up the Age I cards like in a normal game, but sit so you're facing the first row of cards in the structure.



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CREDITS

As in the base game, the game can end by:
 • Military supremacy
 • Scientific supremacy
 • Civil victory, if the game continues through Age III without achieving either military or scientific supremacy. In this case, count the scores of your and the Leader's Cities. The highest score wins.

END OF THE GAME

Don't forget to pay for missing resources, taking into account those constructed in the Leader's City.

Player's Turn

During your turn, play normally following the rules from the base game.
 However, Bilkis has this symbol on both her Leader card and the Decision card, so she immediately takes another turn and reveals a new Decision card.

Example 1: Bilkis must choose her card starting from right to left, prioritizing the color brown (according to her Leader card), so she takes the brown Clay Basin card.

The Leader automatically constructs their chosen card. They never pay the cost of cards; they are always free.

Place the card in the Leader's City and apply its effect as in the base game.

Clarification: If the Leader has a pair of scientific symbols, they take the first available Progress token, starting in the direction of the arrow on their Decision card.

Example 2: Bilkis must choose her card starting from left to right, prioritizing green, then red, then brown (according to her Leader card). There are no available green cards, so Bilkis takes the red Fortification card.



Example 3: Since there are no available red, green, or brown cards, Bilkis takes the first card in the structure starting in the direction of the arrow, which is the yellow Brewery card.



Example 1: Bilkis must choose her card starting from right to left, prioritizing the color brown (according to her Leader card), so she takes the brown Clay Basin card.



4 This border indicates which side is the bottom of the card, to ensure you read it in the right orientation.

3 If the Leader card has the same symbol (or), as the Decision card, shown here, the Leader plays another turn.

2 This symbol takes on the color of the card shown here on the Leader card.

1 Leader will evaluate the available cards to choose one to play: from left to right or from right to left.

The Leader always takes the 1st available card that follows this logic.

If no card matches their 1st choice, then check for their 2nd choice, and then, if necessary, their 3rd choice. If no card matches any of their 3 preferred choices, then they take the 1st available card in the direction indicated by the arrow, no matter what color it is.

Take a random Progress token from those discarded at the beginning of the game and give it to the Leader.

You lose as many Coins as shown.

Give the Leader as many Coins as shown (from the bank).

Move the military pawn accordingly.

They are on the Leader's Wonders.

The Leader's 2 Wonder cards are treated as if already constructed. Immediately apply the following effects if cards in your City and 2 in the Leader's City.

Do this a second time. You will therefore start with 4 Wonder cards for yourself and give the third to the Leader.

During Age I, the Leader plays always first.

During Ages II and III, if the Leader has the choice, they always choose to play first.

At the beginning of each Leader's turn, reveal the top card of the Decision card deck. If the deck is empty, shuffle all of the previously-played Decision cards to make a new deck.

Leader's Turn



Leader card

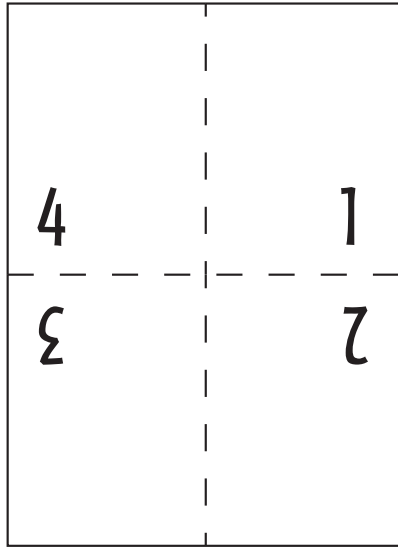
Decision card

GAMEPLAY

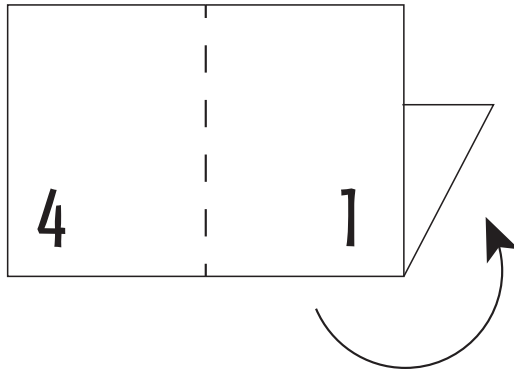
CHOOSING WONDERS



A



B



C

