Antoine Bauza

7 WONDERS™ CITIES ANNIVERSARY PACK

Add the new City cards to those already available.
Follow the setup rules of the Cities expansion.

All cards from this expansion have a 7 icon at the bottom center to sort them easily after playing.

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Additional languages:
www.7wonders.net

REPOS PRODUCTION

OPIUM CACHE, OPIUM DEN, OPIUM REFINERY

The player takes (respectively) 3/4/5 coins from the bank.
Each other player must pay (respectively) 1/3/5 coins to the bank.

BANDIT CAMP, BANDIT REDOUBT, BANDIT FORT

These cards grant the player one Military Victory token (from Age I/II/III respectively). Each of the player's neighbors takes a -1 Debt token.

CUSTOMS, STOCK MARKET, STOCK EXCHANGE

These three cards are worth victory points to the player.
Each other player takes (respectively) 1/2/3 coin(s) from the bank.

CELLS, JAIL YARD, PRISON

At the end of the game, these cards are worth 2/3/4 victory points for each Military Victory token from Age I/II/III respectively.

SMUGGLERS' CACHE

The player has a commercial rebate of 1 coin on the resources (brown or grey) produced by the Wonder boards of the two neighboring cities.

COUNTERFEITER'S OFFICE

The player can choose an Age card in the discard pile and put it into play for free.

Clarification: If multiple players take cards from the discard pile during a single turn, the resolution order is as follows: Halicarnassus, The Great Wall, Manneken Pis, Solomon, the Counterfeiter's Office, and finally the Courtesans Guild.

MEMORIAL

The player takes 2 coins for each of their Military Defeat tokens, then the player discards all of their Military Defeat tokens.