Antoine Bauza

7 WONDERS LEADERS ANNIVERSARY PACK

Add the new Leader cards to those already available.
Important: Some cards can only be used with the Cities expansion.

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

Age-based Costs:
The coin cost of some Leaders corresponds to the current Age at the time the player recruits them.

- 1 coin in Age I
- 2 coins in Age II
- 3 coins in Age III

AGANICE

At the end of the game, Aganice allows the player to change one of their scientific symbols to another scientific symbol of their choice.

Clarification: The chosen symbol can be from a green, black, or white card, or from a Wonder.

ENHEDUANNA

At the end of the game, Enheduanna grants an additional scientific symbol matching whichever symbol the player has the most of.

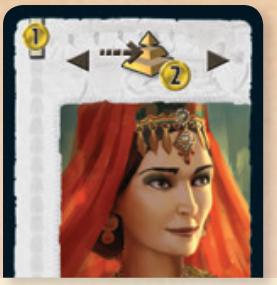
Example: Gizeh has two , one , and one . Enheduanna grants a .

ARSINOE

When she enters play, Arsinoe immediately grants 4 coins and causes **each other player** to lose a number of coins corresponding to the current Age.

OCTAVIA

Once in play, each time the player builds a Wonder stage, Octavia grants them 2 coins and causes **each other player** to lose 1 coin.



ROXANA

Once in play, Roxana grants 2 coins each time one of the two neighboring cities builds a Wonder stage.

CYNISCA

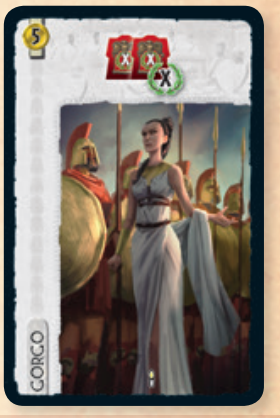
At the end of the game, Cynisca is worth 6 victory points if the player has no Military Defeat tokens.

NITOCRIS

When she enters play, Nitocris immediately grants a Military Victory token corresponding to the current Age.

GORGO

At the end of the game, Gorgo is worth victory points based on the **pairs of identical** Military Victory tokens that the player possesses.
For each **pair of identical tokens,** Gorgo is worth VP equal to the value of one of these tokens.



TELESILLA

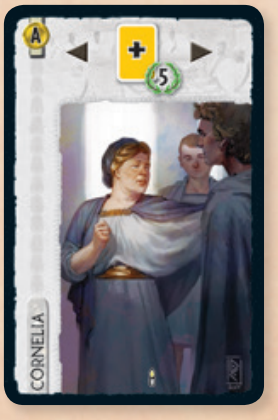
When Telesilla enters play, the player discards all of their Military Defeat tokens. **Each other player** discards one Military Victory token of their choice.
If Telesilla enters play on the same turn as a card granting a Military Victory token, take the token before discarding one.

AGRIPPINA

At the end of the game, Agrippina is worth 7 victory points if she is the player's only face-up Leader.

MAKEDA

At the end of the game, Makeda is worth 5 victory points if the player has more coins in their city's treasury than each of the two neighboring cities (counted separately).



PHRYNE, EURYPYLE, CORNELIA, THEANO

At the end of the game, these Leaders are worth 5 victory points if the player has more cards of the corresponding color in their city than each of the two neighboring cities (counted separately).

Author : Antoine Bauza
Development : « The Sombrero-wearing Belgians » aka Cédrick Caumont & Thomas Provoost
Editorial Assistant: Théo Rivière
Art Direction: Alexis Vanmeerbeeck
Layout: Éric Azagury, Cédric Chevalier
Artwork: Étienne Hebinger, Dimitri Chappuis & Miguel Coimbra
English Translation: Eric Harlaux & Eric Franklin

7 WONDERS ANNIVERSARY PACK LEADERS is a REPOS PRODUCTION game.
© REPOS PRODUCTION 2017. ALL RIGHTS RESERVED.
The contents of this game can only be used for purposes of private entertainment.
22, Rue des comédiens - 1000 Bruxelles - Belgique
www.rprod.com
+32 471 95 41 32

Additional languages: www.7wonders.net

REPOS PRODUCTION