

Description of Symbols

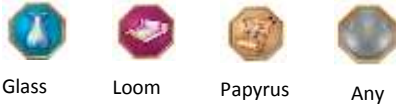
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Basics - Resources

Wonders have cities that produce resources of either raw material;



Or manufacture goods;



Or something else;

The city may produce no resource;

The city produces one of two resources as pictured on the Wonder each turn. The player may pick one or the other resource but not both.



The city may provide something specific only at the start of the game. For example, take one Defeat token at the start of the game.



The city gives the player a commercial rebate of 1 coin, once per turn, whenever he has to pay coins to the bank, except when purchasing Leader cards.



The city provides something special each turn as outlined on the Wonder description.



Wonder Stages - Basics



The wonder stage is worth the number of victory points pictured.



The player is granted 1 or more shields as pictured on the wonder stage.



The player takes the pictured number of coins from the bank. If the number is **blue**, then **ALL** players take the pictured number of coins from the bank.



Each player, other than the one who has built this wonder stage, must pay the pictured number of coins to the bank. If playing with "Cities: Expansion", follow the rules for "Debt".



Any wonder stage that has an arrow next to it means "Each time the player does <what its point at>, the icon to the right occurs. For example, if over a yellow card with a x2 coin in the lower corner – it means "Each time the player plays a yellow card, they get double the amount of coins they would normally get from the bank."



Any wonder stage that has a card with an icon in the lower corner means "After the wonder stage is built, they get what is pictured in the lower corner for each card they have in their city of that color." For example, if there is a BLUE card with a 2 coin in the lower corner, then the player will receive 2 coins from the bank for each BLUE card they have in their city.



The player will receive a number of victory points equal to the pictured number for each card of that color in their city at the end of the game. For example, if the card is gray, the card is worth the pictured number of victory points per gray card at the end of the game.

Wonder Stage – Card Effects



The player can look at all cards discarded since the beginning of the game, pick one and build it for free.



The player (or ALL players if the check marks are **blue**) 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.



The player can invoke 2 Myth cards in age displayed on the card instead of 1. [The Myths](#) Expansion is required.



The player may build black cards for one resource less than the written cost. The player chooses which resource to ignore.



The player will receive what is listed in the lower right corner anytime they build something a free upgrade (instead of paying the pictured cost). The player might end up taking the pictured number of coins from the bank, take a Defeat token, etc. (depending on what is in the lower right corner).



The player may draw randomly the number of unused pictured cards from the outside the game and put one of them into play for free. The unselected cards are returned to the game box. The free card may not be used to construct a wonder stage.



During ages II and III, the player may build a structure for free by chaining from a structure present in a neighbor's city.

Wonder Stage – Combat Effects



The player will receive 1 victory point for each shield present in the player's city at the end of the game.



The player takes a Diplomacy token. At the end of the current Age, the player discards this token and doesn't take part in the conflict resolution. The city to the player's left therefore fights against the city on the player's right. The player may not opt to keep it – it must be discarded at the end of the age.



Each time one of the player's neighbors losses a combat against the player, they are forced to gain an extra Defeat token.



The player will receive one victory point for each Victory token present in the player's city at the end of the game.



The player may discard 4 Defeat tokens and take two 5-point Victory tokens.



The player may discard a Defeat token (if it's a **red X**). If the X is **blue**, then all players may discard a Defeat token.

Wonder Stage – Construction Effects



Each time the player builds a stage of the Wonder, the icon shown in the lower right will occur. If this is a shield, it is worth 1 shield each time a Wonder stage is built. If this is a coin, they get the number of coins pictured from the bank. If the coin is red / broken coin then it forces each opponent to pay 1 coin to the bank when built. If playing with "Cities: Expansion", follow the rules for "Debt".

Wonder Stage – Resource Effects



Each turn the wonder stage produces a unit of one of the materials pictured of the player's choice. These resources cannot be purchased by neighbors.



The player may purchase the pictured goods from either of their neighbors for 1 coin instead of 2 coins.



Once per turn, the player may pay one coin to the bank to receive any one resource pictured.



The player may purchase any resource from any player for the pictured number of coins.

Wonder Stage – Science Effects



The player will gain an extra scientific symbol of their choice. The player selects this symbol just before scoring and not when the wonder stage is built. The player will receive an additional 4 points for each set of science symbols at the end of the game. Thus, each set of science symbols is worth 11 points instead of the usual 7.



The player may convert up to two science symbols to any other science symbol(s) of his choice. The player selects this conversion just before scoring and not when the wonder stage is built.

Wonder Stage – Other Effects



This is similar to the white Cities mask that copies a science from a neighbor's city. The player places one token on any card in their neighbor's city that matches 1 of the color(s) of the mask. Only the effect of the card is copied, not chaining bonus or card count for colors. If the mask has a ribbon to an icon – see rules for clarification. For example, a blue mask could copy any blue card the neighbor has in play.



The player may immediately reposition their wonder between any two opponents of their choice. They may choose to not relocate but take everything with them if they do.



The player is required to draw 3 of the unused Wonder cards and select a new Wonder from those. The player then replaces the current wonder with the side of the board pictured on the wonder stage of the board. For example, if it shows A – then they can only select side A of the new wonder. The card used to construct this stage is placed under Stage I of the new Wonder.



The player of this wonder plays the card used to construct the Wonder stage into his partner's city wonder stage and then uses one of the Wonder Randomizer Cards to indicate that this stage of his Wonder is now built. Wonders that have this wonder stage may only be played using the Team Variant.



If the player has at minimum of six total shields in their city at the end of the game, they will receive 15 victory points.



The player can, at the end of the game, "copy" a guild of his or her choice, built by one of their two neighboring cities.



The player may, at any time, flip the card used to construct the Wonder face up (unless it's blue). From that point forward, the player gains the benefit of the card and may use it for chaining. The card is treated as colorless and the benefit cannot be used or copied by neighboring cities.



The player may, after playing his card, trade two unused Brick, once per turn, for a 1-point Victory token.



The player may trade one coin and two 1-point Victory tokens for a 3-point Victory token.



The player will receive the pictured number of victory points MINUS the number of cards they have built at the end of the game. For example, if it shows 7 victory points – Brown, then at the end of the game they will receive 7 victory minus the number of brown cards they have built. If 4 brown then 3 victory points.



The player will receive one victory point for each set of three coins. This gives the player two victory points for each set of 3 coins at the end of the game.



The player will receive the pictured number of coins from the bank from the center coin. Each of his or her neighbors will then receive the pictured number of coins from the bank as indicated on the smaller coins.



A wonder constructed with "clouds" can no longer interact with other players or participate in game effects. It reappears upon constructing the next wonder stage. The player can only use their own resources, cannot purchase from others, has permanent Diplomacy and does not cause others to pay or gain coins from the bank nor can others cause them to pay or gain coins from the bank.