

The background of the cover is a painterly illustration of a lush, green mountain landscape. In the foreground, there's a body of water reflecting the greenery. The middle ground shows steep, forested slopes. In the background, a tall, ancient stone tower rises from a peak, partially shrouded in mist. Other smaller ruins are visible on distant peaks. The overall color palette is dominated by various shades of green and blue, with a soft, ethereal atmosphere.

7 WONDERS LOST WONDERS

RULES



Contents:

- 27 Wonder Boards
- 40 Randomizer Cards
- 1 Dominion Card
- 4 Venezia Tokens
- 3 Manneken Pis Tokens
- 1 Rulebook

Wonder Boards

This unofficial expansion provides 27 new Wonder boards to be used with your current 7 Wonders game. This expansion provides new ways to play 7 Wonders through interesting and easy boards for new players, as well as unique and challenging boards for experienced players. Each board represents a Wonder that the player can build through the course of the game. Specific rules for each side of these boards are outlined later in this rulebook.

Wonder Tokens / Dominion Card

The tokens are used to indicate when a card or wonder has been copied. The card may be used when converting military losses to shields with Stage II of Dominion [A].

Game Setup

The game is played following the 7 Wonder standard rules. Any combination of Wonders can be used as long as you take into consideration some of the suggestions outlined under Game Balance. You may use the Lost Wonders randomizer cards to randomly distribute Wonder boards to each player. The card and its facing determine the Wonders board given to each player as well as the side to be used during the game. You may opt to allow each player to draw two cards from the set of Lost Wonder cards and let the player select which Wonder they want to play after they are revealed. A player should draw a new randomizer card if his Wonder choice is in conflict with the Game Balance outlined on the next page.

Game Balance

Certain combinations of Wonders can create an unbalanced game if the following suggestions are not taken into consideration. When determining Wonder boards for each player, it is recommended that you follow these suggestions to ensure a fun and balanced game for all players.

Generic Considerations

Avoid playing with 3 or more Wonders that possess the same starting resource.

Do not play with 3 or more Wonders that have powers based on the same color cards.

Example: A game with Rhodes, Capua, Helvetia, and Sparta may result in 4 players competing to collect red cards.

Manneken Pis [A] Considerations

Lost Wonders was not designed for use with Manneken Pis. There are numerous considerations to follow if you do decide to include Manneken Pis in your games. Manneken Pis side A allows a player to copy the effects of Wonders in neighboring cities. If playing with Manneken Pis, ensure that it does not have the following Wonders as neighbors. Do not play with these Wonders

to the left or right: Atlantis [B], Brigadoon, Chichén Itzá, Citadels, DoppelWönder, Tártaros [B], Temporal Paradox, Uruk

to the left: Dominion [B], Venezia [B]

to the right: Antiócheia [B], Helvetia, Petra

Other Wonder Considerations

Due to the new abilities present on many Wonders, the event that you run out of necessary game components has become possible. Please be aware of and consider the following when determining which Wonders you will use:

Atlantis [B] allows the player to draw unused Guild cards. Play with at least 1 official 7 Wonders expansion in order to have enough unused Guild cards remaining for the player to draw, otherwise only play Atlantis [B] with 5 or less players.

Beiping [B] allows the player to purchase Victory tokens. Remove the leader ALEXANDER from the game if playing with Leaders. The number of Victory tokens is intended to be a limiter on this Wonder. Do not allow the player to trade Victory tokens with the bank, e.g. do not trade 3 1-point tokens for a 3-point token.

Brigadoon may not be used in the team play variant, or if playing with less than 4 players.

DoppelWönder is designed specifically for use only when playing with the team play variant.

Helvetia [B] should not be used with the team play variant.

Ithákê may only be played with the unofficial 7 Wonders: Myths expansion.

Nomádes should not be used if playing with Manneken Pis or Venezia [B], or if playing with less than 4 players.

Rapa Nui is designed for use only when playing with the team play variant.

Venezia [B] should not have the following neighbors: Citadels, Chichén Itzá [B], DoppelWönder, Manneken Pis, Temporal Paradox, Tártaros [B]

Persepolis [B] allows the player to draw unused City cards. Only play Persepolis [B] with 7 or less players in order to have enough unused City cards remaining for the player to draw.

Credits

Many thanks to Antoine Bauza and Repos Productions for supporting us in the publishing of the Lost Wonders expansion.

Development: Shima Tetsuo, Tom Hazel, Kenneth Stuart

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Playtesters: while we cannot list everyone who helped playtest this release, we would like to thank our friends and significant others who continually put up with us and supported us while we developed this release.

Editing: Shawn Weitzel

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The Temple of Angkor Wat

- the first stage allows the player, once per age, to build a structure for free by chaining from a structure present in a neighboring city.
- the second stage is worth 1 coin for each gray, blue, and green card present in the player's city when built plus 1 victory point for each gray card present in the player's city at the end of the game.
- the third stage is worth 7 victory points.



The Temple of Angkor Wat

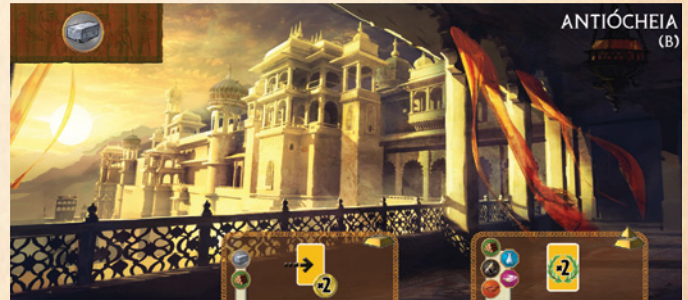
- each stage of the Wonder forces all other players to pay 1 coin to the bank when built.
- the second stage is worth 1 coin for each brown, red, and yellow card in the player's city when built plus 1 victory point for each brown card present in the player's city at the end of the game.
- the third stage is worth 7 victory points.

Clarification: players pay the bank after all other actions and purchases have been performed on the turn in which a stage of this Wonder is built. A player with no coins pays nothing when a stage of the Wonder is built. Follow rules for Debt if playing with the 7 Wonders: Cities expansion.



Great Antioch

- the first stage is worth 3 victory points.
- the second stage is worth 5 coins plus 1 victory point for each yellow card present in the player's city at the end of the game.
- the third stage is worth 7 victory points.



Great Antioch

- the first stage doubles the amount of coins the player earns from each yellow card built after this stage.
- the second stage doubles the amount of victory points the player earns from yellow cards present in his city at the end of the game.

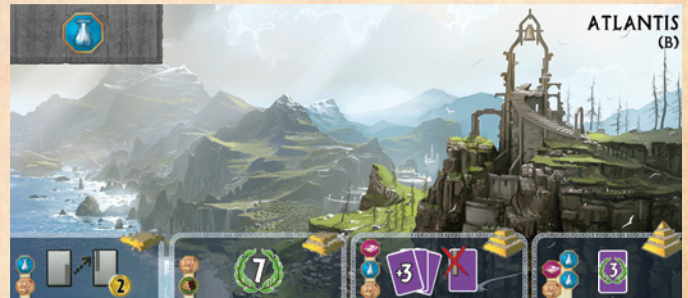
Clarification: a yellow card that would normally grant 3 coins instead grants 6 coins if Stage I is constructed. A yellow card normally worth 4 victory points is instead worth 8 victory points if Stage II is constructed.



The City of Atlantis

- the first stage is worth 3 victory points.
- the second stage allows the player to build purple cards for one resource less than their written cost and is worth 2 victory points for each purple card present in the player's city at the end of the game.
- the third stage is worth 7 victory points.

Clarification: the player chooses which resource cost to ignore when building purple cards.



The City of Atlantis

- the first stage grants the player 2 coins whenever he builds a structure for free through building chains.
- the second stage is worth 7 victory points.
- the third stages allows the player to immediately draw 3 of the unused purple cards and build 1 of them for free.
- the fourth stage is worth 3 victory points for each purple card present in the player's city at the end of the game.

Clarification: the free card cannot be used to build a Stage of the Wonder. The unselected cards are returned to the game box.



Tower of Babel

- the first stage is worth 3 victory points.
- the second stage is worth 1 victory point for each brown card present in the player's city at the end of the game.
- the third stage is worth 3 victory points for each gray card present in the player's city at the end of the game.



Tower of Babel

- the first stage is worth 5 victory points minus the number of gray cards present in the player's city at the end of the game.
- the second stage is worth 7 victory points minus the number of brown cards present in the player's city at the end of the game.
- the third stage is worth 9 victory points minus the number of brown and gray cards present in the player's city at the end of the game.
- the fourth stage is worth 11 victory points minus the number of brown and gray cards present in the player's city at the end of the game.



The Forbidden City in Beijing

- the first stage is worth 3 victory points.
- the second stage allows the player to purchase resources from any player for 1 coin.
- the third stage is worth 7 victory points.

Clarification: Stage II is similar to the Trading Posts and Marketplace; their effects are not cumulative, but construction of the Trading Posts and/or Marketplace remains possible.



The Forbidden City in Beijing

- the first stage is worth 6 coins.
- the second stage allows the player to purchase resources from any player.
- the third stage allows the player, once per turn after playing his card, to trade 2 unused Brick for a 1-point Victory token.
- the fourth stage allows the player to immediately trade 1 coin and 2 1-point Victory tokens for a 3-point Victory token.
- the fifth stage is worth 5 shields.

Clarification: the player may trade Brick that another player purchased from him as long as he did not use the resources himself. The player may not purchase Victory tokens if there are none remaining in the supply. The player may use the Stage II and Stage III actions in the same turn.



Brigadoon

Brigadoon is a small Scottish village that appears out of the Highland Mists for 1 day once every 100 years. Brigadoon features a new game element: Phasing. When constructing a Wonder stage with Phasing, Brigadoon disappears and can no longer interact with other players or participate in any game effects. Brigadoon's neighbors are treated as adjacent while Brigadoon is Phased. Brigadoon reappears upon constructing a stage of the Wonder without the Phasing element.

- the first stage is worth 3 victory points.
- the second stage is worth 7 victory points and Brigadoon phases out.
- the third stage is worth 5 victory points and Brigadoon returns.

Clarification: Brigadoon's neighbors can purchase resources from each other while Brigadoon is Phased. While Phased, Brigadoon is considered to have no neighbors. Brigadoon therefore cannot purchase resources from its neighbors, has permanent Diplomacy, and does not cause others to pay or gain coins from the bank nor can others cause Brigadoon to pay or gain coins from the bank while Phased.



Brigadoon

- the first stage allows the player, once per turn, to purchase any resource by paying 1 coin to the bank and Brigadoon phases out.
- the second stage is worth 5 victory points and Brigadoon returns.
- the third stage is worth 3 victory points and Brigadoon phases out.
- the fourth stage is worth 10 victory points and Brigadoon returns.



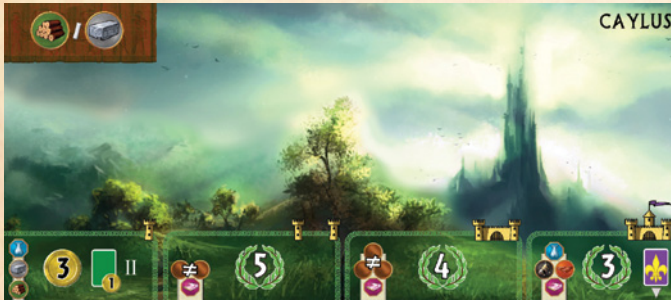
Capua

- the first stage is worth 3 victory points.
- the second stage is worth 6 victory points.
- the third stage is worth 3 shields.



Capua

- the first stage forces each neighbor to gain an extra Defeat token for each loss against Capua.
- the second stage is worth 5 victory points.
- the third stage is worth 1 victory point for each shield present in the player's city at the end of the game.



The Castle of Caylus

- the first stage is worth 3 coins. Additionally, the player may collect 1 coin for each green card present in his city at any time during Age II.
- the second stage is worth 5 victory points.
- the third stage is worth 4 victory points.
- the fourth stage is worth 3 victory points and a royal favor. The royal favor adds an arrow pointing toward the player on all purple cards he builds.

Clarification: ≠ means different raw materials (brown resources). Count green cards when coins are received rather than when Stage I is built. The royal favor allows the player to count his own cards and/or tokens in addition to those in front of his 2 neighboring cities when scoring Guild cards.



The Castle of Caylus

Caylus [B] is identical to Side A except that the board is rotated 90°. The artwork showcases the limited edition printing of the Caylus game.

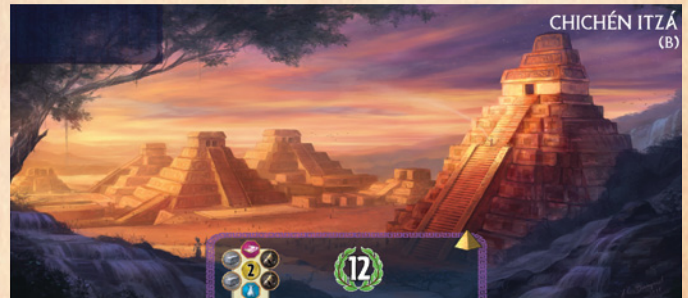
Clarification: ≠ means different raw materials (brown resources); brown cube is equivalent to Wood, gray cube is equivalent to Stone, blue cube is equivalent to Glass, pink cube is equivalent to Textile, yellow cube is equivalent to Ore, red cube is equivalent to Clay, white cube means any raw material.



The Kukulkan Pyramid of Chichen Itza

Chichen Itza has no starting resource.

- the first stage is worth 3 victory points.
- the second stage is worth 6 victory points.
- the third stage is worth 9 victory points.



The Kukulkan Pyramid of Chichen Itza

the Wonder is worth 12 victory points.



The Citadels District

The stages of Citadels can be built in any order, allowing the player to gain the associated benefit from each Stage in an order of his choosing.

- the first stage forces all other players to discard their next age card without gaining 3 coins (Assassin).
- the second stage allows the player, once per age, to trade hands with another player before selecting a card to play (Magician).
- the third stage earns a Diplomacy token and is worth 1 victory point for each blue card present in the player's city at the end of the game (Bishop).
- the fourth stage is worth 1 coin for each green card present in the player's city when built plus 1 victory point for each green card the player has in play at the end of the game (Merchant).



The Pleasant Kingdom of Dominion

Dominion has no starting resource; instead, the player begins the game with 7 extra coins and 3 Defeat tokens (to symbolize the 7 copper and 3 Estates each player has at the start of a game of Dominion).

- the first stage is worth 3 victory points (Duchy).
- the second stage allows the player, once per turn after playing his card, to trade 3 unused resources to count 1 defeat token as a shield or discard a defeat token for 1 coin.
- the third stage is worth 7 victory points.

Clarification: the player must trade resources that he did not use while playing his selected card this turn. The player may trade resources that another player purchased from him as long as he did not use the resources himself. A defeat token used as a shield still counts as -1 victory point and cannot later be discarded for 1 coin. Place converted defeat tokens with red cards to indicate they also count as shields.



The Double Wonder

DoppelWönder should only be played using the team variant introduced in the 7 Wonders: Cities expansion.

DoppelWönder acts as an exact duplicate of the Wonder played by its player's teammate: same starting resource, same Wonder stages, and same construction costs. DoppelWönder [A] should be used when duplicating a Wonder with 3 or less stages.



The Citadels District

- the first stage forces all other players to discard 1 leader they have from among their unplayed leaders and allows the player to immediately play one of those discarded leaders for free (Sorceress).
- the second stage allows the player, once per age, to discard an Age card for 3 coins and a 3-point Victory token (Navigator). *Clarification: the player only gains 3 coins, not an extra 3 coins for discarding a card.*
- the third stage is worth 1 victory point for each red card present in the player's city at the end of the game and allows the player to immediately trade one card he has in play for a card built by another player. The traded cards must have the same number of resources in the cost. Cards with a coin cost cannot be traded (Diplomat). *Clarification: the player may choose not to trade. The target of the trade may not decline.*
- the fourth stage allows the player, once per turn, to put 1 coin on a card he has in play. Each card with a coin on it is worth +1 victory point at the end of the game. The coins cannot be spent or discarded later (Artist).



The Pleasant Kingdom of Dominion

- the first stage is worth -1 victory point (Curse).
- the second stage allows the player, once per turn after playing his card, to trade 3 unused resources for 2 coins from the bank (Silver).
- the third stage allows the player to look through all of the cards discarded since the beginning of the game and build 1 of them for free each time he builds a purple card.
- the fourth stage is worth 10 victory points (Colony).

Clarification: the player must trade resources that he did not use while playing his selected card this turn. The player may trade resources that another player purchased from him as long as he did not use the resources himself. The player looks through the discard pile at the end of the turn in which he builds each purple card, after all other players have discarded cards (if any) for the turn.



The Double Wonder

DoppelWönder [B] is exactly the same as Side A except that Side B should be used when duplicating a Wonder with 4 or more stages.



El Dorado, City of Gold

El Dorado has no starting resource; instead, the player begins the game with 12 extra coins.

- the first stage is worth 6 coins and the player loses 2 victory points for each blue card present in his city at the end of the game.
- the second stage grants the player 3 coins for each yellow card he plays after building this stage.
- the third stage is worth 1 victory point for each set of 3 coins.

Clarification: the player scores 2 victory points for each set of 3 coins instead of 1 victory point if Stage III is constructed.

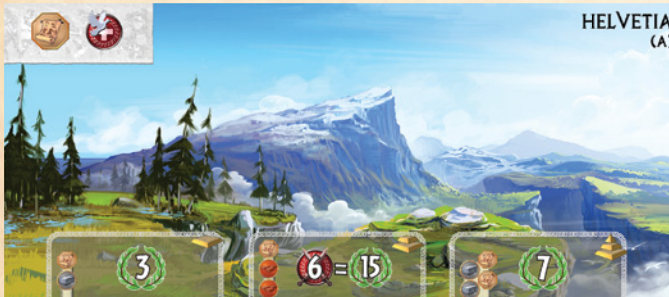


El Dorado, City of Gold

El Dorado has no starting resource; instead, all players gain 1 coin from the bank each time the player plays a card.

- the first stage grants the player 3 coins whenever he builds a structure for free through building chains.
- the second stage is worth 12 coins and El Dorado's neighbors each gain 4 coins.
- the third stage is worth 16 coins.

Clarification: players only gain the coin if a new card was built in El Dorado's city. Coins are not earned when the player constructs a stage of his Wonder or discards a card.

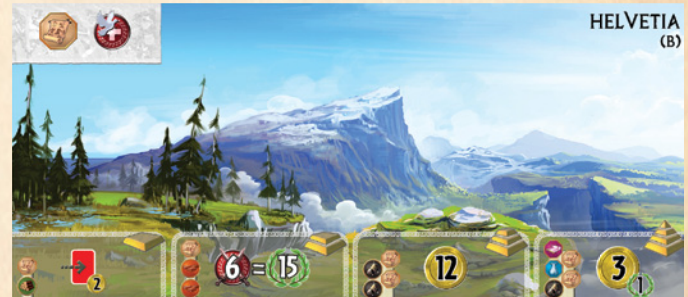


The Mountains of Helvetia

Helvetia has a permanent Diplomacy token and is exempt from all conflict.

- the first stage is worth 3 victory points.
- the second stage is worth 15 victory points if at least 6 shields are present in the player's city at the end of the game.
- the third stage is worth 7 victory points.

Clarification: the 15 points for Stage II can only be scored once, thus any shields built in excess of the required 6 are not needed.



The Mountains of Helvetia

- the first stage grants the player 2 coins for each red card he builds after this stage.
- the second stage is worth 15 victory points if at least 6 shields are present in the player's city at the end of the game.
- the third stage is worth 12 coins.
- the fourth stage is worth 1 victory point for each set of 3 coins.

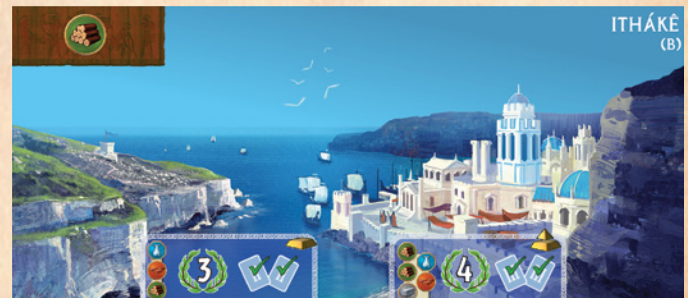
Clarification: the 15 points for Stage II can only be scored once, thus any shields built in excess of the required 6 are not needed. The player scores 2 victory points for each set of 3 coins instead of 1 victory point if Stage IV is constructed.



Vathy Village of Ithaca

Ithákē requires the unofficial 7 Wonders: Myths expansion in order to play.

- the first stage is worth 3 victory points.
- the second stage allows the player to invoke 2 Myth cards in Age III instead of 1.
- the third stage is worth 7 victory points.



Vathy Village of Ithaca

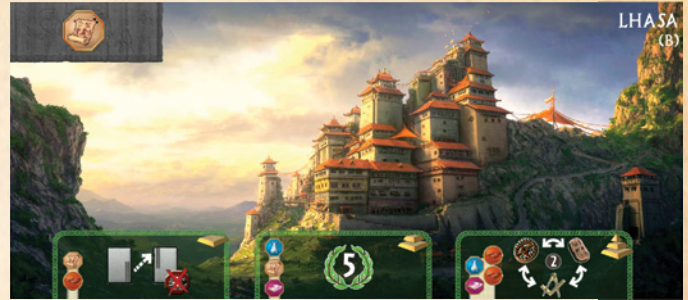
- the first stage is worth 3 victory points and allows the player to invoke 2 Myth cards in Age II instead of 1.
- the second stage is worth 4 victory points and allows the player to invoke 2 Myth cards in Age III instead of 1.



Potala Palace of Lhasa

- the first stage is worth 3 victory points.
- the second stage is worth an additional 4 victory points for each group of 3 different scientific symbols.
- the third stage is worth 7 victory points.

Clarification: the player scores 11 victory points for each complete set of scientific symbols instead of 7 victory points if Stage II is constructed.



Potala Palace of Lhasa

- the first stage allows the player to discard 1 Defeat token each time he builds a card with chaining after this stage is constructed.
- the second stage is worth 5 victory points.
- the third stage allows the player to convert 2 scientific symbols into any other scientific symbol(s) of his choice at the end of the game.

Example: Lhasa has built 6 scientific structures with 3 Cogs and 3 Tablets, and Stage III has been constructed. The player may choose to change 2 Cogs into a Tablet and a Compass or the player may change 1 Cog and 1 Tablet into 2 Compasses. Any combination of 1 or 2 conversions is acceptable.



Community of Nomads

Nomâdes features a new game element: Wandering. When constructing a Wonder stage with Wandering, the player may reposition his Wonder between 2 other players of his choice. Wandering gives the player the opportunity to choose his neighbors.

- the first stage is worth 3 victory points.
- the second stage is Wandering.
- the third stage is worth 7 victory points.

Clarification: when Stage II is built, the player may immediately take all cards, tokens, and money in his city, as well as his current hand of Age cards, and repositions his Wonder wherever he would like. The player may choose not to relocate.



Community of Nomads

- the first stage is worth 2 victory points and a Wandering action.
- the second stage is worth 4 victory points and a Wandering action.

Clarification: when Stage II and Stage III are built, the player may immediately take all cards, tokens, and money in his city, as well as his current hand of Age cards, and repositions his Wonder wherever he would like. The player may choose not to relocate.

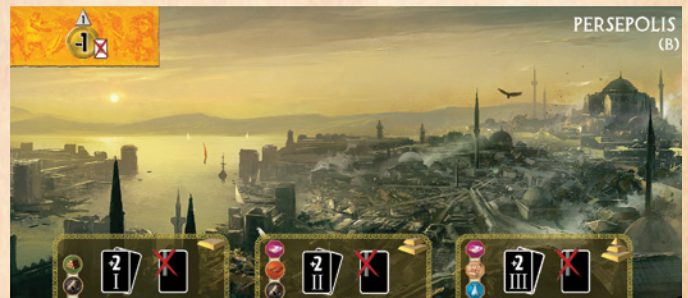


Persepolis, Capital of the First Persian Empire

Persepolis has no starting resource; instead, the player has a commercial rebate of 1 coin each time he has to pay coins to the bank (except when paying for leaders).

- the first stage is worth 3 victory points.
- the second stage is worth 5 coins and allows the player to build black cards for one resource less than their written cost.
- the third stage is worth 7 victory points.

Clarification: the player chooses which resource cost to ignore when building black cards.



Persepolis, Capital of the First Persian Empire

- the first stage allow the player to immediately draw 2 of the unused Age I black cards and build 1 of them for free.
- the second stage allow the player to immediately draw 2 of the unused Age II black cards and build 1 of them for free.
- the third stage allow the player to immediately draw 2 of the unused Age III black cards and build 1 of them for free.

Clarification: the free card can not be used to build a Stage of the Wonder. The unselected cards are returned to the game box.



R'Lyeh, Prison of Cthulhu

- the first stage is worth 1 victory point.
- the second stage grants all players 6 coins.
- the third stage is worth 14 victory points and forces all other players to pay 6 coins to the bank.

Clarification: a player with less than 6 coins pays what he can when Stage III is built. Follow the rules for Debt if playing with the 7 Wonders: Cities expansion.



R'Lyeh, Prison of Cthulhu

- the first stage is worth 1 victory point for each blue card present in the player's city at the end of the game.
- the second stage allows the player, once per age, to build a structure of his choice for free.
- the third stage is worth 11 coins and forces all other players to pay 2 coins to the bank.
- the fourth stage is worth 8 victory points.

Clarification: A player with less than 2 coins pays what he can when Stage III is built. Follow the rules for Debt if playing with the 7 Wonders: Cities expansion.



The Moai Statues of Rapa Nui

Rapa Nui should only be played using the Team Variant introduced in the 7 Wonders: Cities expansion. Rapa Nui features a new game element: Partnership. When constructing a Wonder stage with Partnership, the player of Rapa Nui plays the card used to construct his Wonder into his partner's city and then uses one of the Wonder Randomizer Cards to indicate that this stage of his Wonder is now built.

- the first stage is worth 3 victory points.
- the second stage is Partnership.
- the third stage is worth 7 victory points.

Clarification: any card that can normally be used to build a Wonder stage can be used for Partnership. The card is played for free into the partner's city. The card cannot be used to build a stage of the partner's Wonder.



The Moai Statues of Rapa Nui

- the first stage is worth 2 victory points and a Partnership action.
- the second stage is worth 1 victory point and a Partnership action.
- the third stage is a Partnership action.



Roll Through The Ages

Roll Through The Ages (RTTA) requires a standard six-sided die in order to play. RTTA has no starting resource; instead, the player rolls the die and begins the game with a number of extra coins indicated by the die roll.

- the first stage is worth 3 victory points.
- the second stage requires the player to roll the die twice. The stage is worth a number of coins indicated by the first die roll and a number of victory points indicated by the second die roll.
- the third stage is worth 7 victory points.



Roll Through The Ages

- each stage of the Wonder, when built, is worth 1 shield.
- the second stage allows the player to gain one resource of his choice from among the 4 raw materials [Stone, Clay, Wood, Ore] each turn.
- the third stage requires the player to roll the die twice. The stage is worth a number of coins indicated by the first die roll and a number of victory points indicated by the second die roll.

Clarification: the resource from Stage II cannot be sold through commerce.



The Battle of Thermopylae (Sparta vs Persia)

Sparta has no starting resource; instead, the player has an extra half shield for all military conflict.

- the first stage allows the player, once per turn, to produce a resource of his choice from among those that his city already produces through its brown and gray cards.
- the second stage is worth 5 victory points.
- the third stage is worth 7 victory points.

Clarification: the extra half shield gains victory for Sparta in the case of a tie during military conflict resolution.



The Battle of Thermopylae (Sparta vs Persia)

- the first stage gives the player 1 Defeat token each time he builds a card with chaining after constructing this stage.
- the second stage is worth 1 victory point for each Victory token present in the player's city at the end of the game.
- the third stage allows the player to immediately discard 4 Defeat tokens to gain 2 5-point Victory tokens.

Clarification: the extra half shield gains victory for Sparta in the case of a tie during military conflict resolution. The player may choose to pay resources for a card instead of chaining in order to avoid gaining the Defeat token.



Tartarus, Prison of the Gods

Tartarus is free to build but requires specific Age cards for each stage of the Wonder in order to gain the associated benefit.

- the first stage is worth 2 victory points.
- the second stage is worth 4 victory points and forces all other players to pay 1 coin to the bank.
- the third stage is worth 6 victory points.

Clarification: each Wonder Stage may be built with a card from any Age but the player will only gain the Stage's benefit if the indicated Age card is used. A player with no coins pays nothing when Stage II is built. Follow the rules for Debt if playing with the 7 Wonders: Cities expansion.



Tartarus, Prison of the Gods

all stages are worth 6 victory points.

Clarification: each Wonder Stage may be built with a card from any Age but the player will only gain the Stage's benefit if an Age III card is used.



Temporal Paradox

Temporal Paradox has no starting resource; instead the player takes 1 Defeat token at the start of the game.

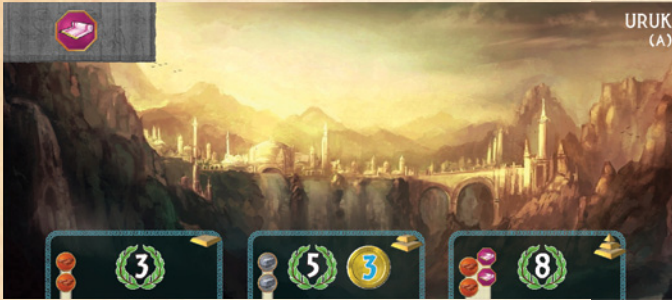
the Wonder, when built, requires the player to draw 3 of the unused Wonder randomizer cards and select a new Wonder from those randomizers. The player then replaces the Temporal Paradox board with side A of the board corresponding to the new Wonder. The card used to construct Temporal Paradox is placed under Stage I of the new Wonder.

Clarification: the player retains all cards and tokens he currently has in play upon constructing Temporal Paradox. The new Wonder will enter play with Stage I already constructed. The player immediately receives the starting resource and Stage I benefit of the new Wonder when it enters play.



Temporal Paradox

Temporal Paradox [B] is the same as Side A except that the player may choose to place his new Wonder on Side A or Side B, whichever he prefers.



Uruk

- the first stage is worth 3 victory points.
- the second stage is worth 5 victory points and all players gain 3 coins.
- the third stage is worth 8 victory points.

Clarification: blue symbols on the Wonder indicate all players gain the benefit.



Uruk

- the first stage is worth 3 victory points and all players gain 2 coins.
- the second stage is worth 5 victory points and all players discard 1 Defeat token.
- the third stage is worth 8 victory points and gives all players the option of playing their final Age card instead of discarding it.

Clarification: blue symbols on the Wonder indicate all players gain the benefit. A player with no Defeat tokens discards nothing when Stage II is built. The final card each Age may be played by paying its cost, discarded to earn 3 coins, or used to build a stage of a Wonder.



The Carnival of Venice

- the first stage is worth 3 victory points.
- the second stage allows the player to copy the effect of an Age II card present in one of the two neighboring cities.
- the third stage is worth 7 victory points.

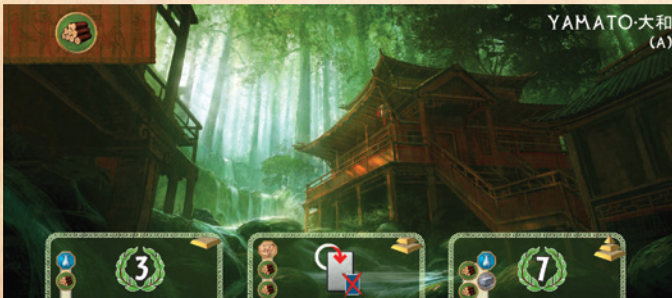
Clarification: the player chooses which Age II card to copy. The player chooses which card to copy after all other actions have occurred this turn. Only the effect of the card is copied, not chaining bonus or card count for colors.



The Carnival of Venice

- the first stage allows the player to copy the effect of Stage I of a neighboring Wonder that has already been constructed or copy the effect of 1 yellow card present in one of the two neighboring cities.
- the second stage allows the player to copy the effect of 1 red card or 1 green card present in one of the two neighboring cities.
- the third stage allows the player to copy the effect of 1 blue card or 1 purple card present in one of the two neighboring cities.

Clarification: the player chooses which card/Wonder to copy after all other actions have occurred this turn. Only the effect of the card is copied, not chaining bonus or card count for colors.

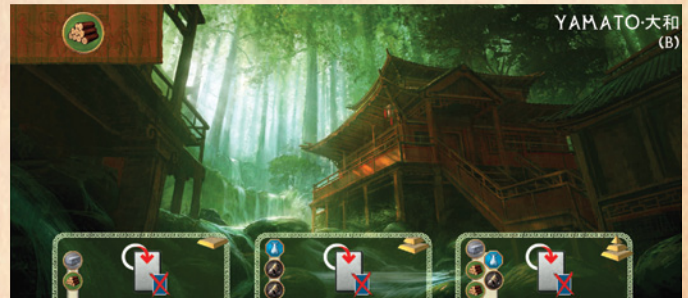


The Tamatsura Shrine in Yamato

Yamato features a new game element: Stealth. When constructing a Wonder stage with Stealth, the player may, at any time, flip the card used to construct the Wonder face up. 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. A blue card may never be revealed as the Stealth card.

- the first stage is worth 3 victory points.
- the second stage is Stealth.
- the third stage is worth 7 victory points.

Clarification: the Stealth card is treated as if it were present in the player's city once revealed except that only the player can gain the associated benefit of the card. The player may use a blue card to construct the Wonder but a blue card may never be turned face up via the Stealth ability.



The Tamatsura Shrine in Yamato

all stages are Stealth.