

7 WONDERS™ LEADERS

DESCRIPTION OF NEW EFFECTS

Standard Leaders



Once this symbol enters play, you may construct all **Purple** cards for free.



Once this symbol enters play, recruit all your next **Leaders** for free.



Once this symbol enters play, **once per turn**, you can buy any resource **from the reserve** by paying 1 Coin.



Once this symbol enters play, each time you gain a Military Victory token, immediately gain 2 Coins (from the reserve).



Once this symbol enters play, each time you construct a **Yellow** card, immediately gain 2 Coins (from the reserve).



Once this symbol enters play, each time you construct a card for free through chains, immediately gain 2 Coins (from the reserve).



Once this symbol enters play, pay 1 fewer resource (your choice) to construct cards of this color.



Once this symbol enters play, pay 1 fewer resource (your choice) to construct the stages of your Wonder.



At the end of the game, gain 2 victory points for each Wonder stage constructed in your City.



At the end of the game, gain the number of victory points indicated for each card of this color in your City.



At the end of the game, gain the number of victory points indicated for each complete set of Age cards in these colors in your City.



At the end of the game, gain 1 extra victory point for each Military Victory token you have in your City.



At the end of the game, gain 3 extra victory points for each complete set of 3 different science symbols you have in your City.



At the end of the game, gain 1 extra victory point for each complete set of 3 Coins you have in your City.

Expert Leaders



As soon as this symbol enters play, immediately gain a Military Victory token for the current Age.



As soon as this symbol enters play, immediately discard **all** your Military Defeat tokens. **All other players** discard 1 of their Military Victory tokens (their choice).



Once this symbol enters play, **once per turn**, when you gain Coins from the reserve, you take 1 extra Coin.



Once this symbol enters play, **once per turn and per neighbor**, gain 1 Coin (from the reserve) **after** buying a resource from them.



Once this symbol enters play, each time you take a Military Defeat token during the Resolution of Military Conflicts, give this token to your winning neighbor.



At the end of the game, you can replace 1 science symbol in your City or on your Leaders with the science symbol of your choice.



At the end of the game, gain 1 extra science symbol: whichever one you have the **most** of.

In case of tie between multiple science symbols, choose one of the tied symbols.



At the end of the game, gain 6 victory points if you have no Military Defeat tokens in your City.



At the end of the game, gain 7 victory points if this Leader is the **only Leader** face up in your City.



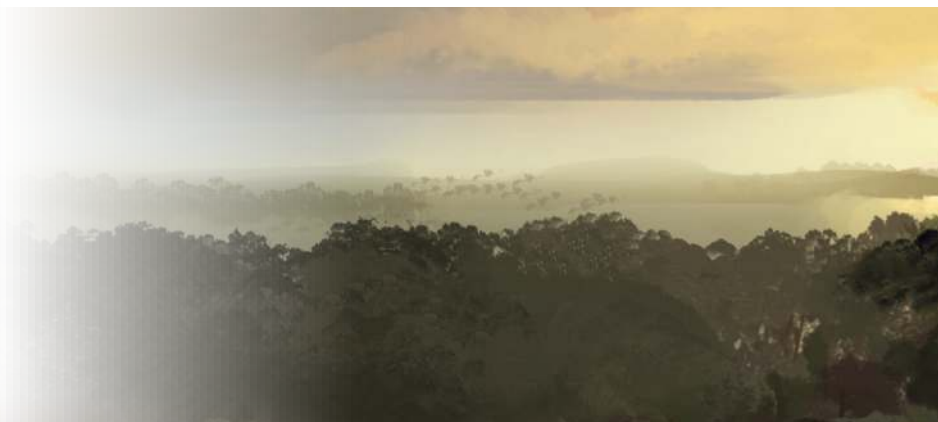
At the end of the game, for each **pair of identical Military Victory tokens** you have, gain victory points equal to the value of these tokens (1, 3, or 5).



At the end of the game, gain 5 victory points **only** if you have more Coins in your Treasure than each of your neighbors, counted separately.



At the end of the game, gain 5 victory points **only** if you have more cards of this color in your City than each of your neighbors, counted separately.



Bonus Cities Leaders ↘

If playing a game of *7 Wonders* with the **Leaders and Cities** expansions, you can include these Bonus **Leaders** in the starting deck of **Leader** cards.



As soon as this symbol enters play, immediately take 4 Coins (from the reserve). **All other players** lose as many Coins as the current Age (1, 2, or 3).



Once this symbol enters play, each time you construct a stage of your Wonder, immediately gain 2 Coins (from the reserve). **All other players** lose 1 Coin.



Once this symbol enters play, **once per Age**, you can construct a **Black** card for free.



Once this symbol enters play, each time you construct a **Black** card, immediately gain 2 Coins (from the reserve).



Once this symbol enters play, take 1 Diplomacy token (from the reserve) and place it on your Wonder board.



At the end of the game, gain 1 victory point for each **Black** card in your City.



Wonders



You do not produce a starting resource, but you recruit **all** of your **Leaders** for free.



You do not produce a starting resource, but you recruit **all** of your **Leaders** for 2 Coins less than their initial cost. Your neighbors recruit **all** of their **Leaders** for 1 Coin less.



As soon as this symbol enters play, immediately and randomly draw 4 **Leader** cards from those **in the box** and add them to your hand of **Leaders**.



As soon as this symbol enters play, immediately recruit an **extra Leader** and pay its cost.



As soon as this symbol enters play, choose one of your previously recruited **Leaders** and place it face down on the reserved space of your Wonder board. You can no longer benefit from this **Leader's** effect.

At the end of the gain, gain victory points equal to double the cost of this **Leader**.

Note: If you choose a Leader whose cost depends on the current Age, gain 6 victory points at the end of the game.



Do you need clarification on the effects of Leaders?

Simply look up our FAQ,
www.7wonders.net/faq
or scan this code:

