

7 WONDERS™ DUEL

AGORA

RULES

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« *Man is a political animal.* »

Aristotle

CONTENTS

- 1 Senate board
- 24 Influence cubes (12 bronze and 12 silver)
- 13 Senator cards (7 Politicians and 6 Conspirators)
- 2 Wonder cards
- 16 Conspiracy cards
- 16 Decree tokens
- 2 Progress tokens
- 4 Military tokens
- 1 score pad
- 1 Player Aid card
- This rulebook

OVERVIEW

Decisions are made within the walls of the Senate that will shape the destiny of civilization... while conspirators work towards their own goals in shadowy corridors.

This expansion for *7 Wonders Duel* adds Senators and their influence on the Senate. Try to control these Chambers to benefit from Decrees or call on Conspirators who could very well overthrow the situation.

This expansion also adds a new victory condition: Political Supremacy.



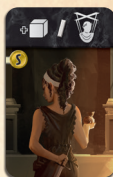
GAME ELEMENTS

Senator cards

These cards represent **Senators** who can join your cause. They come in two categories: **Politicians** (white cards) and **Conspirators** (black cards). These cards are added to the Age cards from the base game, but have a different back.



*Politician
Senators*



*Conspirator
Senator*



Back

Conspiracy cards

These cards represent **Conspiracies** that you can prepare and trigger during the game. Each Conspiracy card has a unique name and effect on the front, as well as a Preparation zone on the back.



Front



Back

Decree tokens

These tokens represent **Decrees** that are found in each of the Chambers of the Senate. Each Decree token has a unique effect.



Face

Back

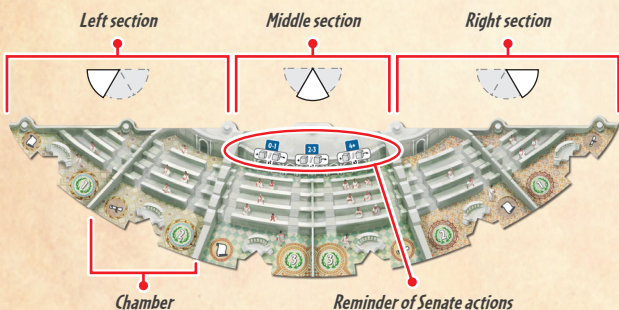
Influence cubes

These cubes represent the influence you have in each Chamber of the Senate. They come in two colors, one per player.

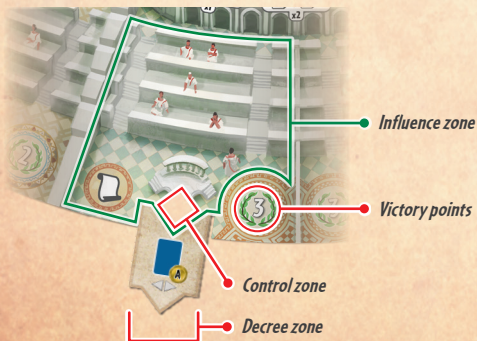


Senate board

This board represents the **Senate**. It is divided into **6 political Chambers**, organized as follows: 2 in the left section, 2 in the middle section, and 2 in the right section.



Each Chamber has an **Influence zone**, **Decree zone**, and **Control zone**. Each Chamber also grants victory points at the end of the game.



Wonder cards

Curia Julia and Knossos are only used if playing with this expansion. They are added to the Wonder cards from the base game.



Progress tokens

Corruption and Organized Crime are only used if playing with this expansion. They are added to the Progress tokens from the base game.



Military tokens

These tokens add a new effect that is only used if playing with this expansion. They replace the Military tokens from the base game.



Score pad

This score pad assists you in counting victory points gained through the *Agora* and *Pantheon* expansions.

Player Aid card

This card reminds you of the layout of the card structure for each Age when playing with this expansion, or if combining the *Agora* and *Pantheon* expansions.

Wonder cards and Progress tokens from the Agora expansion have a logo  next to their name to help sort them after each game.

SETUP

Setup follows the normal *7 Wonders Duel* rules, with the exception of the following rules:

- 1 Fit the **Senate board** under the base game board.
- 2 Prepare the **Age cards**:
 - Take all the **Senator cards** and shuffle them.
 - Prepare each **Age deck** as in the base game (remember to remove 3 cards from each deck).Then randomly add:
 - Age I : 5 **Senator cards**
 - Age II : 5 **Senator cards**
 - Age III : 3 **Senator cards**Shuffle each deck of **Age cards** face down.
- 3 Prepare the **card structure for Age I** (see p. 8).
- 4 Shuffle the **Decree tokens** face down. Randomly take 6 of them and place 1 on each **Decree zone** on the **Senate board** according to the symbol shown:



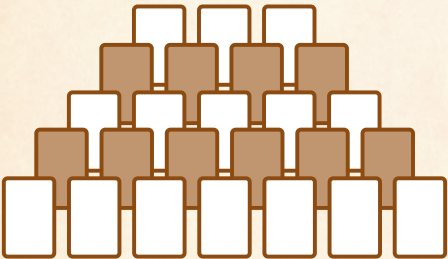
Put the remaining **Decree tokens** back in the box without looking at them. They will not be used during the game.

- 5 Shuffle the **Conspiracy cards** to make a face down deck.
- 6 Put the new **Military tokens** on the corresponding zones of the base game board.
- 7 Each player takes 12 **Influence cubes** of one color.
- 8 Shuffle all the **Progress tokens** and follow the rules from the base game.
- 9 Shuffle all the **Wonder cards** and follow the rules from the base game.

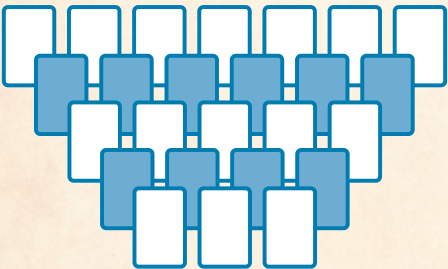


PREPARATION OF THE STRUCTURE

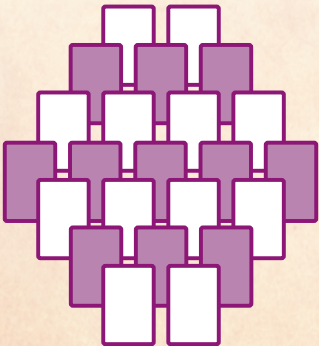
Age I



Age II



Age III



GAMEPLAY

Gameplay follows the normal *7 Wonders Duel* rules, with the exception of the following five points:

- A. Recruit a Senator
- B. Prepare a Conspiracy
- C. Trigger a Conspiracy
- D. Control a Chamber
- E. Achieve Political Supremacy

A. RECRUIT A SENATOR

New cards are now available in the card structure: **Senator cards**.

You can play a **Senator card** to recruit a Senator, construct a Wonder, or discard it to take Coins from the bank (like with any Age card).

To recruit a **Senator** (Politician or Conspirator), pay its **Coin cost** and place it face up in your City.

 The cost of Senator cards is equal to the number of Senator cards you already own in your City (the first Senator you recruit therefore costs 0 Coin, the second costs 1 Coin, the third 2 Coins...).

Then apply the effect of this Senator whether it is a **Politician** or **Conspirator**.

Politician

When you recruit a **Politician**, you can take a number of **Senate actions** according to the number of **Blue** cards in your City:

Number of Blue cards in your City	0-1	2-3	4+
Number of Senate actions	1	2	3

There are 2 possible Senate actions: **Place Influence** and **Move Influence**. For each of your Senate actions, you can freely choose between **Placing** and **Moving**.

- **Place Influence** +  : each Politician card is associated with a section (left, middle, or right) that determines in which Chamber of the Senate you can place your Influence.

Place 1 of your **Influence cubes** in the Chamber of your choice within the indicated section.

When you place an Influence cube in a Chamber with a face-down Decree, flip this token face up.

Clarifications:

- *There is no limit to the number of Influence cubes that can be in the same Chamber.*
- *Each player has a total of 12 Influence cubes. If you don't have any more Influence cubes in front of you, you can no longer take the Place Influence action.*
- *If you Place Influence multiple times on the same turn, you can split your Influence cubes between the 2 Chambers in the indicated section.*

- **Move Influence**  : move 1 of your Influence cubes from any Chamber to an adjacent Chamber.

Clarifications:

- *You can move an Influence cube that you just placed.*
- *You can move the same Influence cube multiple times.*

Example: You recruit a Politician that indicates the left section and you have 3 Blue cards in your City. You can therefore take 2 Senate actions. You choose to Place 1 Influence and Move 1 Influence.



Conspirator

When you recruit a **Conspirator**, you can take only one of the following actions:

- **Place Influence** +  : place **only 1** of your Influence cubes in the Chamber of your choice.
- **Conspire**  : draw 2 **Conspiracy** cards. After looking at them, choose 1 to place in front of you face down and put the other on the top or bottom of the deck (your choice).

B. PREPARE A CONSPIRACY

When you take a card from the structure, you can use it to **prepare a Conspiracy in your possession**. To do so, place the chosen card face down on the Preparation zone of this Conspiracy card, so that half of it is covered. The Conspiracy is now prepared and your turn ends. This action doesn't cost anything.



Prepare a Conspiracy

Note: You can use *any card available in the structure* to prepare a Conspiracy. This card has no other use than preparing the Conspiracy.

C. TRIGGER A CONSPIRACY

At the **beginning of your turn**, if you have a prepared Conspiracy, you can trigger it. To do so, reveal the triggered Conspiracy card and apply its effect. Keep the Conspiracy card face up in front of you and leave the Age card you used to prepare it underneath.

Triggering a Conspiracy happens **in addition to your turn**. You can therefore play your turn normally after resolving the effect of the Conspiracy.

Important: You can have multiple Conspiracy cards in front of you, prepared or not, but you can only trigger a *single* Conspiracy per turn, and *always* at the beginning of your turn.

OVERVIEW OF POSSIBLE ACTIONS

On your turn, you can:

1. Trigger a prepared Conspiracy (optional).
2. Use any card from the structure to take **one of the 4 following actions** (mandatory):
 - Construct a **Building** or Recruit a **Senator**
 - Discard the card to gain **Coins**
 - Construct a **Wonder**
 - Prepare a **Conspiracy**

D. CONTROL A CHAMBER

When you have strictly more Influence cubes than your opponent in a Chamber, you **control this Chamber**.

To represent your control, move 1 of your Influence cubes in this Chamber to the Control zone (the cube still counts when calculating your majority). You now benefit from the **effect of the Decree** (see Decrees p. 14).

***Example:** In one of the Chambers of the Senate, you have 1 Influence cube and your opponent has none. You have the majority and therefore place your Influence cube in the Control zone of this Chamber. You benefit from the effect of the Decree in this Chamber.*



In case the number of Influence cubes is tied, neither player controls the Chamber and no one benefits from the Decree. In this case, no cube is placed in the Control zone.

At the end of the game, each Chamber you control grants you **victory points** (1, 2, or 3 points depending on the Chamber).

E. ACHIEVE POLITICAL SUPREMACY

At any point during the game, if you control all 6 Chambers of the Senate, you immediately win the game via **Political Supremacy**.

END OF THE GAME

The game ends immediately if a player achieves **Military, Scientific, or Political Supremacy**. If no player achieves Supremacy at the end of Age III, proceed to scoring victory points using the score pad.

Indicate the total victory points from Chambers you control on this line.

Indicate victory by Political Supremacy on this line.

		
		
		
		
		
	☐	☐
	☐	☐
	☐	☐

The player with the highest score wins the game.

In case of tie, the player with the most victory points from **Blue** cards wins.

If there is still a tie, players share the victory.

AGORA AND PANTHEON EXPANSIONS

When combining the *Agora* and *Pantheon* expansions, refer to the Player Aid card when setting up the card structure.

During the game, apply the following actions in this order:

1. Trigger a Conspiracy (optional).
2. Play a card from the structure **OR** activate a Pantheon card (mandatory).

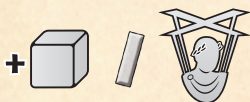


DESCRIPTION OF SYMBOLS

Senators



Take a number of Senate actions : **Place** according to the indicated section and/or **Move**.



You can either place 1 Influence cube in the Chamber of your choice or draw 2 Conspiracy cards and choose 1 to keep.

Decrees



Ignore 1 cost symbol (choose either a resource or Coins) when constructing cards of this color.



Pay 1 resource less (of your choice) when constructing Wonders.



Each time you or your opponent constructs a card of this color, take as many Coins from the bank as the current Age (1, 2, or 3 Coins).



Each time you or your opponent constructs a Wonder, take as many Coins from the bank as the current Age (1, 2, or 3 Coins).



Pay 1 Coin less for each resource (Brown or Grey) that you buy from the bank.

Important: You cannot obtain resources for free from this effect; the minimum cost you pay is always 1 Coin.



When determining the number of Senate actions you have, add 2 to the total number of Blue cards you have.



Gain 1 shield and immediately move the Conflict pawn one space towards your opponent's capital.

Clarification: When you lose control of this Decree, you lose this shield and move the Conflict pawn one space towards your capital. If your opponent steals control of this Decree from you, the Conflict pawn moves 2 spaces towards your capital.



When discarding a card to take Coins from the bank, gain 2 extra Coins.



When constructing a Building, benefit from chains on cards constructed by your opponent as if you constructed them yourself.



When recruiting a Conspirator, immediately play another turn.

Wonders

The two new Wonders have an effect (in the upper left corner) that is applied immediately when they are chosen.



When you choose this Wonder, draw 2 Conspiracy cards.

Choose 1 to place in front of you face down and put the other one on the top or bottom of the deck (you choose).

When you construct this Wonder, immediately:

- Trigger an **unprepared** Conspiracy in your possession (optional).
- Take 6 Coins from the bank.
- Play another turn.



When you choose this Wonder, place 1 of your Influence cubes in a Chamber of your choice.

When you construct this Wonder:

- Place immediately 1 of your Influence cubes in a Chamber of your choice.
- Move immediately 1 of your Influence cubes to an adjacent Chamber.
- Gain 3 victory points at the end of the game.

Progress tokens



From now on, you recruit all Senators (Politicians and Conspirators) for free.



When you Conspire, keep both Conspiracy cards drawn and place them face down in front of you.

Conspiracies and Military tokens



Place 1 of your Influence cubes in a Chamber of your choice.



You can move 1 of your Influence cubes to an adjacent Chamber.



Remove 1 of your opponent's Influence cubes of your choice from the Senate.



Gain as many Coins as Influence cubes you have in the Senate.



Your opponent loses as many Coins as Influence cubes they have in the Senate.



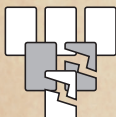
Choose 1 **Progress** on the board or that your opponent has or out of game and place it face down on this Conspiracy. No one can use it during this game.



Place 1 **Blue** card of your choice constructed by your opponent in the discard.



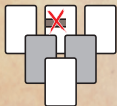
Place 1 **Yellow** card of your choice constructed by your opponent in the discard.



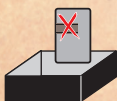
Place 1 available card in the structure in the discard. You can immediately repeat this action a second time.



Choose 1 **Wonder** constructed by your opponent and return it to the box. It will no longer be used for this game and the effects of this Wonder are lost.

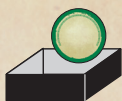


Take 1 **Building** card placed at the end of the structure and build it for free. Senator cards cannot be chosen.



- In Age I, take the 3 cards removed from Age I.
- In Age II, take the 6 cards removed from Ages I and II (3 per Age).
- In Age III, take the 9 cards removed from Ages I, II and III (3 per Age).

From these cards, choose 1 to play for free.



Take all the Progress tokens removed at the beginning of the game and choose 1 to play.



Take 1 **unconstructed Wonder** card of your choice from your opponent and add it to your City.



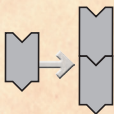
Take **half** of your opponent's Coins (rounded up) and add them to your Treasure.



Take 1 **Brown** or Grey card of your choice from your opponent and add it to your City.



Take 1 **Blue** or **Green** card of your choice from your opponent and add it to your City. In exchange, give them 1 of your cards of the **same color**.



Choose 1 Decree in the Senate and place it in a Chamber of your choice, under the existing Decree.

Clarifications:

- For the remainder of the game, one Chamber will have no Decree and another will have 2.
- The Chamber without a Decree will still grant victory points at the end of the game and will aid in achieving Political Supremacy.

*Need clarifications on this expansion?
Simply look up our FAQ,
www.7wondersduel.com/faq
or scan this code:*



CREDITS

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