



7 WONDERS Procedures

Players must play their randomly assigned Wonder board, but they may choose which side they will play.

Before the game begins and guilds are shuffled in, all players should confirm that all decks contain the appropriate cards. **(Base game only, no expansions)**.

All players should then confirm that the correct number of guilds is shuffled into the Age III Deck.

The player in Seat Two will be responsible for shuffling all decks before the game begins, but any player has the right to cut those decks after shuffling is completed.

Gameplay will proceed normally and according to the printed rules, but will adhere to the following structure.

1. Cards must be used for the action corresponding to where it was placed.
2. During each Age phase, all players will place their selected Building card FACE-DOWN on the provided tableau in the appropriate space. (Example: If a player wishes to sell their card, they would place it on the Sell section of their tableau.)

This decision is binding and **MAY NOT** be changed.

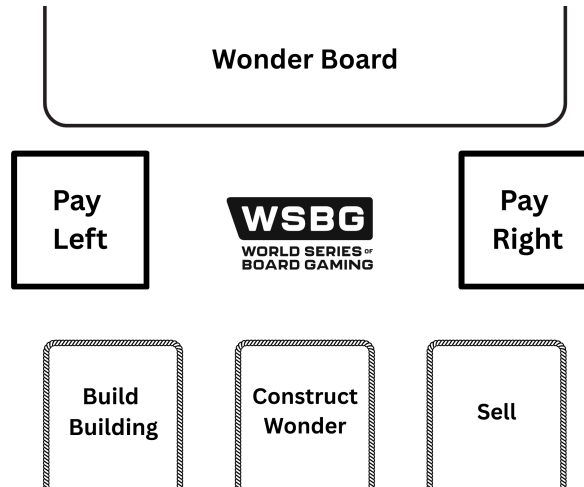
3. **After all players' selected cards have been placed on the player tableaux in their chosen slot**, any player who chose to construct a building card must then declare whether they will be paying the player(s) on their right or left. They will do so by placing the required coins in the "Pay Left" or "Pay Right" section of their tableaux.

Then, beginning with the player in Seat One, Building Cards will be revealed, **BUT NOT REMOVED FROM THE TABLEAU**. All players should confirm that each chosen card can be legally played. Illegal cards will be moved to the discard pile, and any money reserved to play them shall be returned to the discarding player's pool.

After all cards have been revealed, then all legal cards will be resolved one at a time, beginning with the player in Seat One.

4. End of Round/Game scoring will be resolved/recorded one player at a time, beginning with the player in Seat One. All players should record final scoring individually, and confirm that the final score is recorded correctly.

Each player will use the following Tableau in games of 7 Wonders at the WSBG:



In the case of a tie, the player with the most treasure will win.

If still tied, the tying player with the lowest total points in these categories, in order, shall advance:

- 1) Guilds (Purple)
- 2) Science (Green)
- 3) Civil (Blue)
- 4) Military (Red)
- 5) Wonder

If still tied, the tying player with the most grey cards will advance.

If still tied, the tying player with the least brown cards will advance.

If still tied, the tying player with the most yellow cards will advance.

If still tied, the tying player with the most purple cards will advance.

If still tied, the player with the guild coming first in alphabetical order will advance.

*These procedures are designed to ensure fair play and minimize problems with the game state. They may be amended at any time by a WSBG tournament administrator.