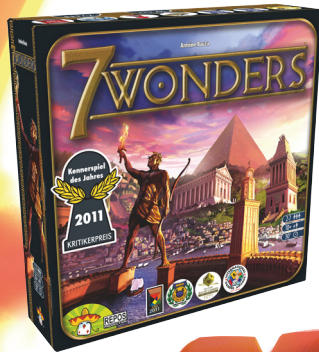


Author's note

When "7 Wonders" was voted "Gamer's Game of the Year" in June 2011, the „Repos Production“ team and I thought it would be nice to celebrate this with a little something for the players who had accompanied us on this adventure. We thought it would be a good idea to pay tribute to the "Settlers of Catan" at the same time, as this game by Klaus Teuber is doubtless a milestone in our game world. This new game board for "7 Wonders" then is our small contribution to this world wonder game!

Antoine Bauza • August 2011 • 7 Wonders Author



Profits from the sale of these goodies shall be donated entirely to the Aktion Deutschland Hilft organisation.

Klaus Teuber's note

"7 Wonders" is captivating from the very beginning. It is a constructive game, because the city expansions remain untouched even though you may lose some victory points due to military conflicts.

It is also a rapid game where the players are always actively involved in the events. There are no idle or uninteresting moments, and when the game ends after 30 to 40 minutes, you will find it hard to believe that in so short a time you experienced and

achieved so much. And even if you didn't win, you will feel proud of the antique city you developed, a city that perhaps even features a wonder of the world.

"7 Wonders" is appealing to all players, including those who have little experience with games. Therefore, this is one of the best games of the past years in my opinion.

Klaus Teuber • August 2011 • Settlers of Catan Author

Rules of CATAN Wonder

The island of CATAN is a new board for the game of „7 Wonders“.

Initial resources:

The island of Catan produces no resources at the beginning. However, it possesses an excellent sea harbour which allows the trade of goods! Once per round players may use two identical resources which they produce (brown or gray cards), in order to receive a (brown or gray) resource of their choice.

Explanations:

- Both resources used with the aid of the harbour can originate from one or from two different cards.

CATAN (A)

Second construction stage:

Catan's thief is up to mischief at the gaming table.

The player receives seven coins and all other players must pay two coins to the bank. If a player only has one coin left, he only forfeits this one; if a player has no coins at all, he is not affected by the thief's actions.

Explanation:

The thief steals at the end of the round in which the construction stage of the world wonder is completed, after all players have performed their action and paid and/or won any coins (e.g. by discarding a card for 3 coins).

CATAN (B)

Use of this side is only possible in combination with the "Leaders" expansion.

First construction stage:

The arrival of the first settler. The player immediately takes one of the remaining leader cards up into his hand. He may then immediately recruit one of his leaders according to the usual rules. CATAN (B) therefore allows players to recruit up to four leaders into play during the course of the game.

Note:

The symbol graphics of the world wonder construction stages differ from those of the other world wonder game boards of "7 Wonders". This has no effect on the game rules.

