

## TRADE

	Purchasing any of these resources from your right neighbor costs only 1 coin.
	Purchasing any of these resources from either neighbor costs only 1 coin.
	For each neighbor that you purchase resource(s) from in a turn you earn 1 coin from the bank
	First resource purchased from right neighbor costs 1 coin less ( <i>may point left or right</i> ).
	May pay 1 coin to the bank for any 1 resource ( <i>once per turn</i> ).

## PURCHASE DISCOUNTS

	Green cards cost one less resource than their written cost. ( <i>May also apply to blue or red cards</i> ).
	Stages of your wonder cost one less resource than their written cost.

## FREE BUILDS

	Once per age, construct any card from your hand for free.
	Go through the discarded cards and build any 1 for free (leader effects are immediate; wonder effects wait until turn end).
	Build all future guilds for free.
	Once per age, construct any black card from your hand for free.
	Build all future wonder stages without having to pay resource costs (coins excluded).
	Recruit all future leaders for free.

## BROKEN COINS (TAKE DEBT TOKEN FOR EACH UNPAID COIN)

	All other players must return an amount of coin(s) to the bank equal to the red number.
	All other players must return 1 coin to the bank for each military token they have.
	All other players must return 1 coin to the bank for each stage of their wonder they have built.

## MISCELLANEOUS

	Can play both cards at the end of age like normal cards, instead of discarding one.
	You are absent during military resolution this round. Place the diplomacy token in front of you as a reminder.
	Future defeat tokens are placed on the card and are then counted as military shield(s).

## GAINS BASED ON NEIGHBORS

	Gain 1 coin for every brown card both you and your neighbors have in play (including those built this turn).
	Gain 2 coins for every gray card both you and your neighbors have in play (including those built this turn).
	Gain 1 victory point for every red card your neighbors have built. May also apply to blue, brown, yellow, green or black.
	Gain 2 victory points for every grey card your neighbors have built by the end of the game.
	Gain 3 victory points for every purple card your neighbors have built by the end of the game.
	Gain 1 victory point for every wonder stage both you and your neighbors have built by the end of the game.
	Gain 1 victory point for every defeat token your neighbors have at the end of the game.

## GAINS BASED ON SELF

	Immediately gain 3 coins for every wonder stage you've built; also get 1 victory point for the same at the game end.
	For each <b>brown</b> card, gain 1 coin now and 1 VP at the end of the game. May also apply to <b>yellow</b> or <b>black</b> cards.
	For each grey card, gain 2 coin now and 2 VP at the end of the game.
	Immediately gain 1 coin for every military token you have; also get 1 VP for every military token you have at game end.
	Gain 2 victory points for every wonder stage you have built at game end.
	Gain 1 victory point for every military token you have at game end.
	Gain 1 victory point for every 3 coins you have a game end. (This stacks with the normal money-to-points conversion.)
	Gain 1 victory point for every <b>green</b> card you have at game end. May also apply to <b>yellow</b> , <b>blue</b> , <b>brown</b> or <b>black</b> cards.
	Gain 2 victory points for every grey card you have a game end. May also apply to <b>red</b> or <b>purple</b> cards.
	Gain 3 victory points for every set of science cards you have at game end.
	Gain 3 victory points for every set of <b>blue</b> , <b>red</b> and <b>green</b> cards you have a game end.
	Gain 7 victory points for every set of all age cards you have at game end.
	Gain 1 victory point for every <b>brown</b> , grey and <b>purple</b> card you've built by game end ( <i>each card, not each set</i> ).
	For each stone resource on a brown card, gain 1 coin now and 1 VP at the end of the game. ( <i>May appear without coin</i> )

## COPY OTHERS (DOES NOT EFFECT COPIED CARD)

	At game end, score points as if you owned a guild ( <b>purple</b> ) card that 1 neighbor has built.
	Immediately place a courtesan token on a leader a neighbor has built. Gain that leader's benefit.
	Each mask symbol copies the science symbol of a <b>green</b> card of a neighbor. Each mask must copy a unique card.

## FREE STUFF

	Provides 1 additional resource of a type already provided by your board on a <b>brown</b> or <b>grey</b> card.
	Provides 1 resource of a type not already provided on your board by a <b>brown</b> or <b>grey</b> card.
	Immediately gain the middle amount of each coin. Each neighbor gains the side amount.

## FUTURE ARROWS

	Earn 2 coins from the bank for each future victory token earned.
	Earn 2 coins from the bank for each future <b>yellow</b> card built. (May also apply to future <b>black</b> cards.)
	Earn 2 coins from the bank for each future build of a card via chaining.
	Earn 1 additional coin from the bank for every turn that includes gaining 1 or more coins from the bank.
	Future defeat tokens are given to the victorious neighboring city.

## SET-UP

- Each player gets a Wonder board and 3 coins of value 1.
- For the 5 decks of cards, return to the box the cards unused based on the number of players.
- Also, for the Age III deck, randomly select *guilds* (purple cards) and shuffle them into the deck.

3 players: 5 Guilds   4 players: 6 Guilds   5 players: 7 Guilds  
6 players: 8 Guilds   7 players: 9 Guilds

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