

Games for Friends and Lovers Presents:

7 Wonders: A Cooperative Adaptation



Dragon Phoenix Games

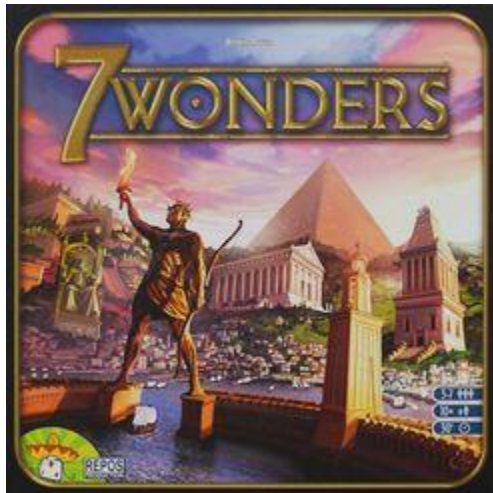


Game: [7 Wonders](#)

Designer: [Antoine Bauza](#)

Publisher: [Repos Production](#)

Year: 2010



Variant Developer: Harvey and Carlie Cornell

Status: Beta Test

Version: 1.1

Date: 6/2/2018

Overview: In this adaptation, you will work together against dummy players to earn the most victory points. This can be played as a 2 or 3 player co-op.

What You Need: You will only need your copy of the game.

Setup: Set up the game for twice as many players as there will be human players. There will be one dummy player between each human player. Do not give the dummy players any money.

Course of Play: Play the game as usual. If a player buys a resource from a neighbor (a dummy), then they pay the required coins to the coin stocks, not the dummy. After the players take their turns, randomly select a card from each dummies hand of cards. The dummies can build their cards automatically. They never look at the requirements. They do not pay players to use anything. They just draw a card and place it as if it were built.

At the end of each age, calculate military results as usual. At the end of the game, add up victory points for each player. If any player did not finish all levels of their wonder, the players lose.

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AT THE END OF THE GAME, treat the dummies as if they had built all levels of their wonders, even though no action was taken to build them.

The dummies also get to use the last card from the first age.

If the sum of the players points is greater than the sum of the dummies points, they win.

Photo of Co-operative 7 Wonders game being played.



[Link to Video of 7 Wonders Co-op Game Overview](#)

Victory Conditions: The players win if the sum of their victory points is greater than the sum of the victory points for the dummy players. The players lose if: A) their victory point total is lower than the dummies, or B) any of the players does NOT complete all levels of their wonder.

Tips: None at this time.

Difficulty Adjustment: To make the game easier, don't allow the dummies to use the last card from the first age. To make it still easier, allow the players to start with more money than usual. To make it harder, allow the dummy players to play the final card from the second age or even the third age if you want it really hard.

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