

HISTORY BUILDING WITH 7 WONDERS DUEL

Each player, on index card:

Name **Empire**, **Capital**, and current **Leader**

Define four **Aspects**: Race, God, Law, Hero, Weapon, Technology, Magic, Climate, Animal, Resource, Landmark, Ally, Enemy, Competitor

Label one large lined sheet of paper: "History". First player makes the entry: "Year Zero:" and writes an important event.

After each turn, add 1-20 years, write a one sentence historical event. For the first or last move of an age, or when a wonder is built: Write two sentences.

Use the following for inspiring who, what, where, why, or how. When desired: Remove, modify, or add **Leader** or **Aspect**.

CONSTRUCT BUILDING:

BROWN, GREY: Created, Stolen, Traded, Taught

YELLOW: Instituted, Celebration, Legislation, Controlling

BLUE: Inaugurated, Taken, Discovered, Ascension

RED: Deposed, Destroyed, Repercussions, Victory, Defended, Rebellion, Punishment

GREEN: Invented, Stolen, Improvised, Innovated, Found

DISCARD: Abandoned, Converted, Crime, Important death, Natural disaster, Enemy, Sabotage

CONSTRUCT WONDER: Appeared, Created, Honored, Significance, Creator, Consequences, Aftermath

EXAMPLE PLAY:

Amanda: Zut Empire, Zuthustra City, Queen Zuthari

Boris: Tintukat Protectorate, Tukat Temple, His Highest Shibula

0: The comet falls, creating the Parting Sea.

5: Palisade: Mighty Zuthari creates the first walled township: Zuthustra.

21: Lumber yard: Tinna tribes take the forests from a forgotten people.