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7 wonders duel strategy

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Is there an online version? by TwilightSolomon Fri Jan 4, 2019 5:54 am 3 pm 2 Why did it take seven instead of six? by chx_Mon Jun 26, 2017 4:07 pm 4 2 Does Having More Yellow Cards than Your Opponent give you an advantage? by ctr100 Sat Jan 7, 2017 10:07 pm 9 0 Combined questions by Elenloth Fri Jun 24, 2016 3:48 am 8:3 How many of each scientific symbol is there in the game? by myyysa Mon Sep 14, 2015 1:01 pm 16 If 7 Wonders Duel strategy has a spell, it will be I don't want this, but I'll still take it because you need it. In a game where the military is just a token you slide, this is a surprising game. Every choice you make, you second guess because of what your opponent might let do. So instead of doing what you want, you do whatever hurts your opponent the most. In this guide, I'll walk you through each of the ways you can mess up your opponents, the best way to actually put them to them, and maybe discuss some strategy talks on Duel Miracle 7 as well, I guess. If you're looking for my guide on 7 Wonders, check it out as well. Wonder Drafting Strategy In 7 Wonders Duel, you start the game by randomly giving 4 wonders to each player, or by composing them. I highly recommend putting it together, because it gives you so much more strategic freedom. And given that, I'll list Wonders from roughly the strongest to the weakest, and what situations or strategies make them better or worse. 1. The Temple of Artemis Wonders Your extra turn is just the best miracle, intervene. When so many games are about getting good cards while you are you forced to take a bad one (sorry, science and military, you're not great at this game), taking two rounds in a row completely changes that dynamic. When your card selection will reveal a card you don't want to grab your opponent, you use one of these extra wonders, and suddenly, you can pick up that card instead. It's really the only way to control the flow of the game. Usually the downside of building a miracle is that building it, especially when you build it early, can cost a lot of money. However, this one actually reduces that risk by giving you billions of dollars (so much money that you'll probably never run out after building it, you might even consider starting a charitable endowment with it). Not only that, 12 golds are so numerous that you can easily play the game of light resources, if you can successfully pick up a gold discount trading card in the first age. 2. Piraeus This person gives you manufactured items for free, which is pretty good. Especially since it means you can be very focused on other resources at first age. One thing to note about this person is that it is the only miracle that it does not cost manufacturing goods to build, and is the easiest to build (with a little good, actually). This is one of the wonders that you can expect to pay little or no money for, which is great, because this is the only extra turn card that greatly incentivizes you to build it at the first age. 3. Temporary Hanging Garden is usually better for cards to give you a lot of things, giving a little everything is still quite strong. If you build it early in the first age, it will give you more than enough money to reassess your losses, a few points, and an extra turn to boot. 4. Solid Sphinx. Solid. Solid. This card is good, because the extra turn is great and 6 points don't need to be laughed at. 5. Appian way The only reason this card is not higher is that losing 3 coins is only good in some situations, and not necessarily a situation when you will want to pop an extra turn. But when it's good, it's one of the best wonders. 6. Great Library Of all wonders, I am quite positive this miracle is the best miracle that does not allow you to take an extra turn. However, this miracle is almost the most situational, and luck-based. There are only a few progress tokens that are always good, and some that are amazing if they don't directly help your current strategy. It ranks very highly in part because it allows you to early super economic tokens (Economy: You get money spent by your opponents when they trade for resources), which is just gamebreaking. Science tokens are not meant to be obtained so early (there is only one of every symbol of science at ages 1 and 2). If you see a token coming out of this game, and if 3/5 of the tokens that are not included are included help your current strategy, this one could be a slam dunk. If a very good token is all in the game, pass it up. I'll be looking for some of these not being in the game: Economics: you get money spent by your opponents when they trade for resources. Farm: Immediately take 6 coins from the Bank. The token is worth 4 winning points. Urbanism: Immediately take 6 coins from the Bank. Every time you build a Building for free through linking (free construction conditions, chains), you get 4 coins. Others are more situational, but still worth considering. Each one makes this an above-average miracle. If 3/5 of the token out of the game is good for you, it's a slam dunk. 7. This pyramid is good. When the game is always close enough, finished with 1-15 points usually, a 9-point jump can often only win the game. But be careful, getting 3 resources can be a challenge. Pay attention to Stone Reserve (Stone Reserve: Change the purchase price of a stone to 1 gold) if you get this magic. 8. This Great Lighthouse is one of the best wonders to build as early as possible. You get solid resource prospects, make it very difficult for opponents to keep you away from anything you need, and score a few points to boot. It's not bad, and it certainly limits the way opponents can attack you. However, Piraeus is much better, as it comes with a generation of free resources and extra turns. 9. Mausoleum Now, it really hurts me to put this card so low, because it is also situationally quite strong. If your opponent is the junk card you want to take: this card lets you keep building it. Now, this is greatly limited by the magic race aspect (where only 7 can be built in total), because this card will be the most powerful at age 3, and you may not be able to build it if you wait too long. The most interesting thing this card does (similar to The Great Library), is it allows you to earn progress tokens without major investments into science. If some science cards are destroyed at first age, (which should probably happen frequently), you can build a match of both ages, then build this magic to get progress tokens with a fairly low investment. Even if you just take a philosophy token (Philosophy Progress Token: Score 7 points), it's 7 vp for token, 2 for magic, and 2 for the science card itself (all ages 1 and 2 science matches score exactly 2 points). But token early progress is unfortunately the most powerful thing that can be done, unless you spur military or scientific supremacy, in which case this card becomes one of the best wonders in the game. This card will usually represent an extra military or science symbol in that case. However, when you use this card to build a 2nd age resource card, or a random civilization building, it is quite remarkable. 10. Circum Maximus So, this card Rarely does anything powerful. You can destroy the good produced, which will sometimes be strong, depending on the state of the game in the age of both games. The situation where destroying the good produced is very strong is when: Your opponents do not have Piraeus. They can not take one of the nice cards produced gold>You have one or more goods produced (so it costs extra money for them to buy it)Much more often, the hope of making a monopoly does not run out. Beware of them, but do not expect it to happen easily. However, with only 4 well produced cards produced (compared to the 5 cards that produce each resource), a monopoly on manufacturing goodness is much more likely. 11. Zeus Statue More often than not, this card is the same story with the cards above, it's just that it's even less likely to be good, because there are more resource cards. 12. Colossus Card is obviously good if you are gunning to win military supremacy, because of its two military opponents you can not stop. The threat of building it can even change the way your opponent plays, to your advantage. However, the chances of a military victory are slim to begin with. And besides, in most matches, this card only does one relevant thing: in a game where you try to win with the military, the points are not very important. In a game where you try to win by points, the military will probably score you 2-3 points from pushing you further into your opponent's territory. 6 points for the magic is not a good deal, and that's the best case scenario for most games. Drafting Strategy: How to Compose in 7 Wonders Duel If I have to summarize the drafting priorities in a few points: Take a Blue card above anything in the second age, and more than anything that isn't worth more points in the third. Don't take a science and military card when you have other options (or unless you already have a suitable science card). They are too hard to win with and not so strong otherwise. Don't shy away from throwing away cards for money or buying gold cards. These two things are actually very good in this game. When composing cards, you always need to pay attention to what your choices will reveal to your opponents. If the card is better than the card you took, is it possible to take something different? Is it possible to use the magic of extra turns instead? Likewise, revealing a face down card is usually a bad thing, and you should avoid it whenever possible. If your selection reveals multiple face-down cards, consider the options or use the magic of extra turns to get the first dibs on the card flipped. Opponents will always have a choice, but you can often guess what they want to do. If you can plan their turn and your own, you can find out who is in the speed to get a good card! For example, at the age of three, it is all about and a blue card (unless someone seeks a victory for supremacy). If you can use the magic of your extra turn to get it, or force your opponents between choosing the cards they want to get or guild cards, it's usually a good idea. Monopoly In this game, this can be a powerful strategy to get all the resources of a certain type, forcing opponents to pay a lot of money for that resource (because the cost goes up one by one for each brown/gray card you have that makes that resource), greatly limiting what they can afford to buy. From my experience, it can be difficult to get a monopoly, even with a miracle like Circum Maximus. However, if at the beginning of the second age, your opponent still can't generate resources, see if you can steal them all. This is significantly easier for manufactured goods, since there are only 4 cards in the whole game that make each of them, compared to 5 cards from a chocolate resource. If a person is discarded at the first age, it actually becomes quite easy, so always pay attention to what cards are not reversed at the end of the first age. People often succumb to the idea of monopoly when opponents get one type of resource, but there are many double costs. If the opponent is short of money/yellow cards, remember there are many double fees (and stones in particular have some triple fees). But if they don't struggle with money, giving up on monopoly is probably the best. Science and The Military Most games will not be decided by Science or the Military. Generally, you don't want to take it, unless you're positioned to go on to win supremacy. If your opponent tries to win with them, you can ignore the science of the first age and the military card without being punished for it, but come the second age, you will want to do what you can to prevent your opponent from getting token advances with science, or getting too far down the track with the military. Remember that military cards at the age of three can move you forward by 3 at a time, so you want to stay at least 4 places away or you have a chance to lose randomly if you ever flip the military card. If you are ever less than 4 places away, taking a military card should be your highest priority. However, when your opponent does not threaten a military victory, whenever you have to take a military card, you should consider throwing it for gold, unless the opponent is short of money. Especially consider destroying them in the first era, when you only get a single military symbol, and especially if it will cause you to be second in the next round. Scientific supremacy is even harder to achieve than military supremacy. However, the progress token to make up for it. If your opponents are aggressively building science, even if you ignore every science card, until they're one card away from winning with scientific supremacy, they're them won't get there as often as not, just because winning science takes a lot of luck. Of course, don't let opponents get progress tokens if you can stop them, but I won't take new science symbols until they have 4 or 5, depending on age. Science does have more games for it than it does: getting tokens of rapid progress is great. If you're able to pick up some science tokens here and there on the occasion that you match one, it's not the worst game, especially if it ruins some of your opponents changing when they prevent you from getting progress tokens. However, the luck depends that you will get a chance to get a matching symbol. It's just that there aren't many sets that fit. Golden Card People always underestimate the golden cards in this game because they are not very interesting in the original 7 Wonders, but they are really strong here. In the first age, cards that reduce the price of resources from banks are mostly only better than suitable resource cards, especially if you have the magic of making gold. It's good to stay in the top 3 money at the first age, just so you can get it if it's upside down. But honestly, all the gold cards are good. Since the game is filled with science cards and

military cards that will only rarely help you win, destroying the cards for gold is quite often played. Throwing cards for gold will happen more often than in 7 Wonders, but it shouldn't feel like a losing game. Since each gold card increases how much gold you can throw away the card, it becomes stronger to accumulate as much as you can. This is a valid strategy to go for gold cards over resource cards (mostly), as gold scales well this way, and there are gold cards that negate the monopoly value of opponents. Obviously, you still want some resource cards, but don't be afraid to lean into gold cards as well. Blue Cards Blue Cards are the bread and butter of this game. They are worth fighting for, especially at the age of three, and they are consistently most of your points. Unless you're going all in scientific supremacy or military supremacy, once you get to the second or third age, take these cards above all else but your resources won't be easy to get later or guild cards that put on more points. They didn't draw, but they won the game. How to get the victory of scientific supremacy It begins with a miracle. You want to get the Mausoleum. In addition, you want to get a miracle with extra turns, and wonders worth the money. The vp magic doesn't interest you. You also want the Legal Progress Token to come out (Legal Progress Token: as a symbol of scientific supremacy). Without Legal Progress Tokens and Mausoleums, you rely heavily on luck. With them, you have a pretty decent chance. Try to build your magic late, so you can get access to miracle at the age of three. At that age, there are two new science symbols, and there are two of them, so drafting hate in the third round will often be too difficult to pull, especially if you still have the magic of extra turns left to build. How to get military supremacy to win Military Supremacy is easier to get than scientific supremacy. The mausoleum is once again great, so is Colossus. As you build, pay attention to how much money your opponent is using, because keeping opponents low on resources is a secret military force. If your opponent is unable to build a military, that makes your military card much more effective. You will want to aggressively pick up wood and bricks on occasions that your opponent will not be able to build military cards later on his own. If you build Colossus just before or after taking a shield card 2 or 3, or before your opponent is forced to flip a few cards, your opponent will often not have a chance to play them back by taking the military himself. You just have to find the right moments to lean on luck. Thank you for © I love writing this guide: Strategy 7 Wonders Duel is a fun topic, so many things to explore and think about. I'm considering selecting an order for all the cards in the game. I suspect the game is too simple for that, but let me know if you're interested. Let me know if you disagree with anything in this guide, or if you have something to add on my Discord channel. I am willing to test/discuss anything in this document. I want for it to be a living document. Thanks for reading it. Read.

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