
















Moskow Wonders

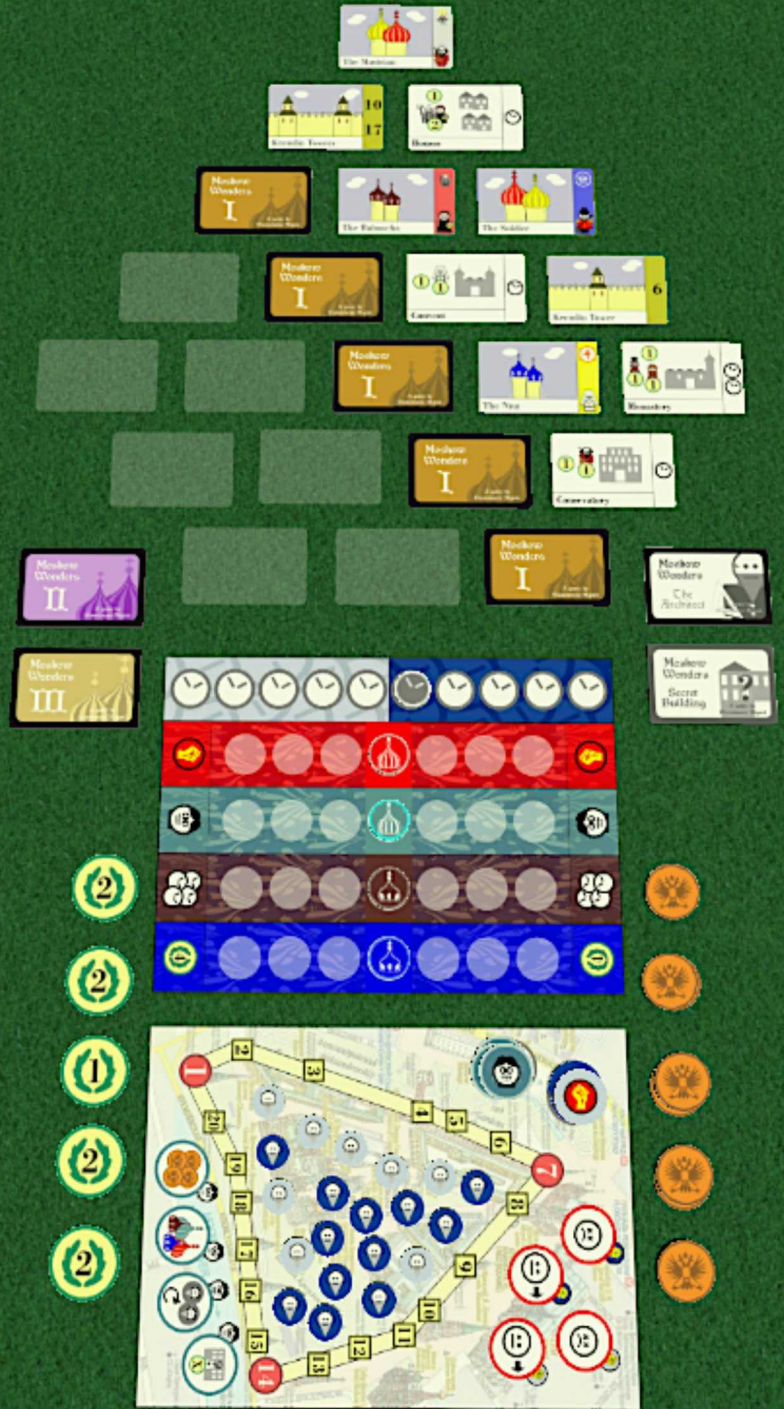


A game by Giansimone Migoni

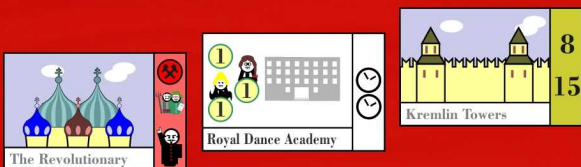
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We are in Moscow at the beginning of the 20th century. Tsar Nicholas II decided, in rivalry with other European capitals, to plan a renovation of the entire city. Players take on the role of prestigious architects commissioned by the Czar to work on the religious buildings (churches), the civil buildings and the towers of the Kremlin, with the aim of completely redesigning the city's architecture. Only a careful choice of Building cards, combined with skillful track management, can lead players to victory and become the most prestigious architects of one of the most beautiful cities in the world.

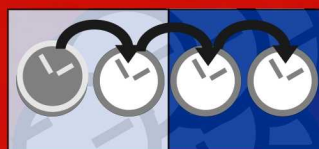
-  Competitive game
-  2 players
-  Expert-light game
-  12-99 years
-  35 minutes
-  Card Drafting - Tug of War
Time Track
-  7 Wonders Duel
-  25-30 euros
-  2,0-2,1
BCG Complexity
-  Set Up of 3 minutes
-  Almost independent
of language
-  Theme and Tug
of War implementation
-  88 cards - 48 tokens - 2 boards



Choose a building between churches, civil buildings and Kremlin towers...



...each building has a cost in Time Units...



...try to get the bonuses of the Dome tracks!

