City of Five Sails

Greetings, Player!

7th Sea: City of Five Sails is an expandable card game set in an immersive swashbuckling world. Control one of five factions as they fight to influence, control, and explore the independent and unruly city of Five Sails.

Game Setup

1. Create a central pool for wound and Renown tokens.
2. Shuffle the **City** Deck and place it within reach of all players. Then, place the three core **City** locations in order beside the the City Deck. ⚓ 🏛 💰
3. Players simultaneously reveal their **Leaders** and place them upright in the area designated as their **Home**.
4. Each player places their Approach Deck face-down to the left of their **Home**. Then, each player places their Faction Deck facedown to the right of their **Home**.

HOME

Achieving Victory

Winning can be achieved in three different ways. They are:

1. **Assassination Victory:** Destroy the opponent's **Leader**.

2. **Dominance Victory:** Control the three core **City** locations at the end of the Day. Dominance beats Economic in the case of a tie.

3. **Economic Victory:** At the end of the Day, control seven or more Renown.

Day Limit:
The game ends at the end of the fifth Day. If no player has won by the end of the fifth Day, then the player with the most Renown wins.

Card Types and Anatomy

Decks consist of several different card types: character, risk, attachment, and scheme. Each card has its own set of attributes that will be referenced in-game.

Name

Resolve

Stat: Combat

Stat: Finesse

Stat: Influence

Traits

Card Abilities

Maya de La Rioja
- Character -

Action: Move Maya to an adjacent **City** location, or any location if you have lower initiative than an opponent.

Technique: -1 ⚔ • Your opponent discards a card.
(Your combat card must have at least 1 ⚔)

Duelist - Pirate - Castille

CHARACTER

Card Type

Faction Symbol

Wealth Cost

Name

Legendary Reputation
- Risk -

Riposte

Parry

Thrust

City Action: Your character challenges target opposing character to a duel. Non-**Leader** characters cannot intervene.

"You have obviously heard of the end of the Musketeers from Montaigne."
- Leontine Genus

Faction Symbol

Card Abilities

RISK

Game Mechanics

En garde vs. Engaged

Cards have two states, en garde and engaged. Cards enter play en garde, which is upright and ready to act. When a card is engaged, turn it 90 degrees. Effects may engage cards. If a card is already engaged it cannot become engaged again.
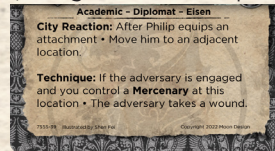
En garde   Engaged

Paying Costs

Cards display a wealth cost on the top left corner. Wealth costs are paid by discarding cards from your hand equal to that value. If a card has a cost of 0, no cards need to be discarded. Cards may have additional costs outlined in their text. Any and all costs must be paid to use a card.

Abilities

Each **Action** and **Reaction** on a card may only be used once per Day. **Techniques** and **Maneuvers** may only be used in duels and may only be used once per duel. If a card has multiple abilities, using one does not prevent you from using others on it.

Academic - Diplomat - Eisen

City Reaction: After Philip equips an attachment • Move him to an adjacent location.

Technique: If the adversary is engaged and you control a **Mercenary** at this location • The adversary takes a wound.

Some abilities are tied to a trait e.g: **Duelist Maneuver** or **Villain Technique**. The acting character must have that trait to use these abilities. i.e: only a **Duelist** can use a **Duelist Maneuver.**

Some abilities are tied to **City** locations e.g: **City Action** or **City Reaction**. To use these abilities, the acting character must be at a **City** location. The effects of a **City Action** or **City Reaction** must remain in the location where the ability occurs, unless the effect specifically says it occurs at a different location.

Pressures

Pressures occur at **City** locations and compare the sum of a specific stat among characters (en garde and engaged) at one location. Your pressure succeeds if, and only if, you have the highest total. If you have less, or tie, your pressure fails.

First Player Token ☀

The First Player Token determines who is the First Player. They have the first chance to act during phases. When effects would resolve at the same time, the First Player determines the order. First Player is determined by whoever has the highest Initiative on their current scheme.

Turn Sequence: Phases of the Day

The game is played over a series of turns called Days. A full Day goes from Dawn to Dusk. A full Day has five distinct phases:

1. Dawn - Preparing the City
2. Planning - Choose and resolve schemes
3. High Drama - The majority of play happens in this phase
4. Plunder - Collect Renown and checking victory
5. Dusk - Cleaning up the City and getting ready for the next Day

Phase 1: Dawn

This is the beginning of the Day. Deal one new **City** card to each **City** location in the line, starting with the Docks.

Phase 2: Planning

1. Each player secretly selects a scheme and a character from their Approach Deck.

2. Reveal all of the selected cards. Any "When revealed" effects resolve in order of initiative (see step 3).

3. Determine Initiative. The player with the highest Initiative on their scheme takes the First Player Token. In the case of a tie, the First Player Token changes players. If there is a tie and no one has the First Player Token yet, randomly determine who gains the token.
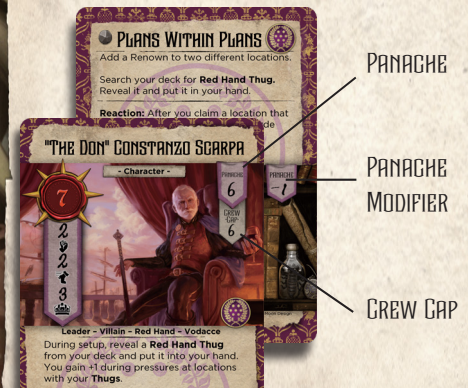
4. Muster: The characters join their crew at their **Home**. Note: anytime you exceed your **Leader's Crew Cap**, send characters to **The Locker** until you meet the Crew Cap.

Phase 2: Planning, continued

5. Resolve Scheme: Starting with the First Player, resolve the text on the scheme above the separation bar in the order it appears. When all text above the bar has been resolved, the next player resolves their scheme the same way. If a scheme does not have a separating bar, resolve all the text.

Then place the scheme to the side, face-up, in play.

6. Draw: Your scheme may modify the Panache of your **Leader**. Draws cards equal to the total modified Panache of your **Leader**.

Plans Within Plans
Add a Renown to two different locations.
Search your deck for **Red Hand Thug**. Reveal it and put it in your hand.
Reaction: After you claim a location that...

Panache

Panache Modifier

"The Don" Constanzo Scarpa
- Character -

Leader - Villain - Red Hand - Vodacce
During setup, reveal a **Red Hand Thug** from your deck and put it into your hand. You gain +1 during pressures at locations with your Thugs.

Crew Cap

The First Player starts and players take turns performing **Actions**. You can use the abilities from the list below any number of times per Day and in any order. If you Pass, you may still take an **Action** as long as every other player did not also Pass. Continue play like this until everyone Passes consecutively.

- Use a card Action
- Move Action
- Equip Action
- Recruit Action
- Challenge Action
- Claim Action
- Pass

Challenge Action

City Action: Engage your character • Challenge an opposing character to a duel of Combat ⚔.

Jean is opposing Kaspar and engages to issue a challenge to start a duel with Kaspar. Leja is en garde at Kaspar's location and can engage to **Intervene**. By intervening, Leja becomes the target of the challenge instead of Kaspar. Challenges and duels are covered more on pages 5-6.

Claim Action

City Action: Engage your character • Pressure that location with Influence 👑. If successful, claim the location.

Philip has an influence 👑 of 2. He engages to start a pressure check to claim The Docks. Because Philip's influence 👑 of 2 is greater than Eko's influence 👑 of 1, Philip claims The Docks. Mark The Docks to indicate it is under your control.
(Ties are not successful)

Move Action

Action: Engage your en garde character (unless they are at **Home**) • Move them to an adjacent location.

Terrell can move from your **Home** to any **City** location. Because he is in your **Home,** he doesn't have to engage to move. If Terrell were at a **City** location, he would only be able to move to an adjacent location and would need to engage to do so, as moving from any location other than **Home** requires engaging.

Equip Action

Action: Pay costs • Equip an attachment from your hand or an available attachment at your character's **City** location to a valid target at that location.

Maxime can equip a Mastercrafted Rapier from hand or the Guild Triskelion at the Grand Bazaar. The cost of the Mastercrafted Rapier is 0, so he can simply equip it. The Guild Triskelion has a cost of 3, so three cards must be discarded to equip it.

Recruit Action

City Action: Choose an available **Mercenary** at your character's location and pay costs. You may parley with them. • Put the **Mercenary** into play under your control at that location.

Parley
Engage one of your non-**Mercenary** characters at that location. Reduce the cost of the card by your engaged character's Influence 👑.

In this example, you choose to recruit Angeline and engage Kaspar to parley with her. Kaspar has influence 👑 of 2 and gets +2 when parleying for a total influence of 4. Angeline's cost of 5 is now reduced by 4, so you must discard 1 card to meet the cost. Discard a card from your hand and bring Angeline into play at that location.

THE DUELING ROUND: EXPLAINED

After a challenge is accepted, the duel is played in a series of repeating rounds until the duel ends. There are several aspects of each round of a duel:

Round Begins:
The player with threat in their threat pool is the active player (it is their round of the duel).

Play a Combat Card:
The active player may play a combat card. If they don't, their character suffers wounds equal to the active threat. (up to a maximum of the adversary's Combat 🗡), and the remaining threat is discarded. This will end the duel.
You may play a card from your hand or by gambling.
A card can always be played for its combat values (Riposte, Parry, Thrust) regardless of its cost, and they resolve in order:
1. Resolve **Riposte** ⚔: Reduce threat in your threat pool by X and add threat to your adversary's threat pool equal to the amount reduced. Riposte cannot "return" more than what was reduced.
2. Resolve **Parry** ✕: Remove threat in your threat pool by X.
3. Resolve **Thrust** ←: Add X threat to the adversary's threat pool

Resolve Threat:
Your participant takes wounds equal to the threat remaining in your threat pool (up to a maximum of the adversary's Combat 🗡) Discard all threat in your threat pool. If your character has wounds greater than or equal to their resolve, they are destroyed and sent to The Locker.

Round Ends:
If no player has any threat in their threat pool, the duel is over. If not, the next round begins.

EXAMPLE CHALLENGE AND DUEL ROUND

① ISSUING A CHALLENGE

Threat Pool

Threat Token

Terrell engages to challenge Jean to a duel.
Terrell has a Combat 🗡 stat of 3, so three threat is placed in Jean's threat pool.
The threat pool is an area in front a character where threat is placed during a duel.

Each threat is a potential wound a character can receive, but a character has a chance to riposte or parry this threat away.

② PLAYING A COMBAT CARD

Since Jean was challenged, he can choose to either accept or decline the duel. If Jean declines the duel, he will receive all threat in his threat pool as wounds. If Jean accepts the duel, the first round of combat will begin with Jean and he MUST play a card during his round.

During your round of a duel, you can play a Combat Card, and activate up to one **Technique**, and up to one **Maneuver**.

Jean plays Valiant Spirit from his hand as a Combat Card. When a card is played as a Combat Card, it will always use its riposte, parry, & thrust (RPT) stats. Jean could, at this point, activate a **Technique** and **Maneuver**, but for this example, chooses not to. Since Jean is not using the **Maneuver**, he does not pay the cost of Valiant Spirit.

③ RESOLVE RIPOSTE, PARRY, AND THRUST (RPT)
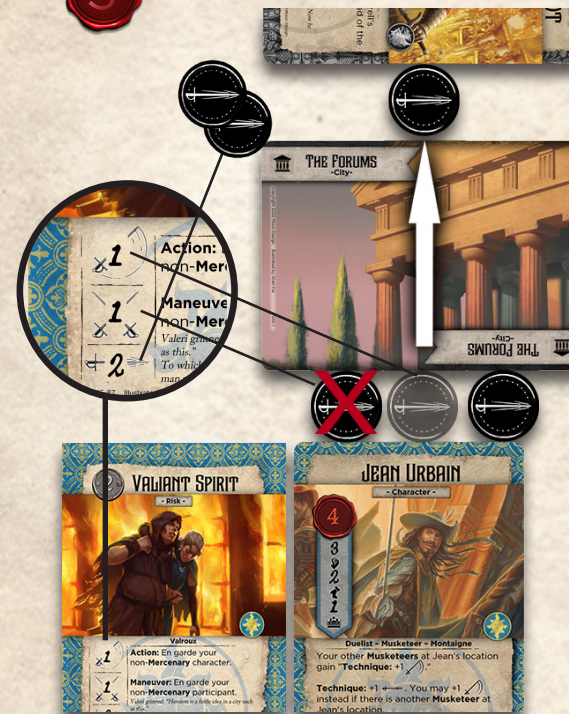
It's now time to resolve RPT.
Riposte "reflects" threat by removing it from your threat pool and placing it in your adversary's.
Parry "blocks" threat by discarding it from your threat pool.
Thrust creates new threat that is added directly to your adversary's threat pool.

Valiant Spirit's riposte of 1 resolves first. One threat is removed from Jean's threat pool and placed in Terrell's threat pool. Then, Jean resolves the parry. He discards one of the threat in his pool. Lastly, he resolves thrust; Valiant Spirit thrusts 2. The threat is grabbed from the token pool. If Jean had actaived his **Technique** in the previous step, he would have thrusted an additional threat.

Unlike other actions which be used once per Day, **Techniques** can be used once per duel.

④ RESOLVE THREAT

Jean now resolves all threat. He confirms sending three threat tokens to Terell, and Jean takes the one threat he did not mitigate as a wound by flipping the token to the wound side and placing it onto his character. Valiant Spirit is placed into the dueling line. It is kept faceup during the duration of the duel to track it.

The Dueling Line: Players keep cards played during a duel faceup in front of them. Display the cards such that the RPT combat values remain visible. This is the dueling line. The dueling line remains in play during the duel. Discard it at the end of the duel.

DUELING LINE

⑤ END OF ROUND

If no player has any threat in their threat pool, the duel is over. In this case, Terrell's player now has threat in their threat pool and is the active player to start the next round.

Additional rules for dueling can be found in the full rule book.

PHASE 4: PLUNDER
1. Check for Dominance Victory.
2. Collect Renown.
3. Check for Economic VIctory.
4. Check for Fifth Day Victory.

PHASE 5: DUSK
1. Clean up. Characters become en garde and move to their **Home**. Discard any **City** Deck cards left on any **City** Locations, Schemes go to **The Locker**, and you discard down to the printed Panache of your **Leader**.
2. End of the Day.

Game Sequence Summary

Setup the game.

Begin the Day phases:

Dawn: This is the Beginning of the Day.
Deal one new city card to each **City** location in the line, starting with the Docks ⚓.

Planning: Players choose cards from their Approach deck (one character and one scheme).
- Reveal selected cards and determine Initiative.
- Characters come into play, schemes place Renown and resolve effects.
- Each player draws cards equal to their **Leader**'s modified Panache.

High Drama: The main phase of the game. Players can perfrom the following actions:
- Use an Card **Action**
- Move Action
- Equip Action
- Recruit Action
- Challenge Action
- Claim Action
- Pass

Plunder:
1. Check for Dominance Victory.
2. Collect Renown.
3. Check for Economic VIctory.
4. Check for Fifth Day Victory.

Dusk
1. Clean up. Characters become en garde and move to their **Home**. Discard any **City** Deck cards left on any **City** locations, Schemes go to **The Locker**, and you discard down to the printed Panache of your **Leader**.
2. End of the Day.

Key Term Glossary

Active Threat: All threat in a threat pool during that player's round.
Adversary: the opposing character to yours in a duel.
Claim: Taking control of a location.
Crew: Collective term for all characters a player controls in play.
Discard Pile: When cards leave play, place them in a discard pile. Cards in a discard pile are always faceup and out of play.
Events: A type of card in the City Deck. They are not controlled by any player. Any player can use an Action on an event as long as they have a character at that location and meet all other requirements. Events with no Actions or Reaction have Passive Abilities and are always in effect.
Opposing: An enemy character at the same location as your character.
Participant: A character involved in a duel.
The Locker: When a card is sent to The Locker, remove it from the game. The most common way for a card to be sent to The Locker is when a character is destroyed. Some effects of a card may also send themselves or other cards to The Locker.
Threat Pool: All threat that a character can modify with a combat card. Unresolved threat converts into wounds.
Threat: Number of potential wounds being sent to an opposing character. usually via a combat card's combat values (R,P,T).
Unique: A player may only have one copy of a card with Unique in their Faction Deck. All characters and schemes in the Approach Deck are Unique, unless noted otherwise.
Wealth: A keyword. Cards with Wealth are worth two when discarded to pay costs.