

LEARN TO PLAY

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.

ACHIEVING VICTORY




Winning can be achieved in three different ways.

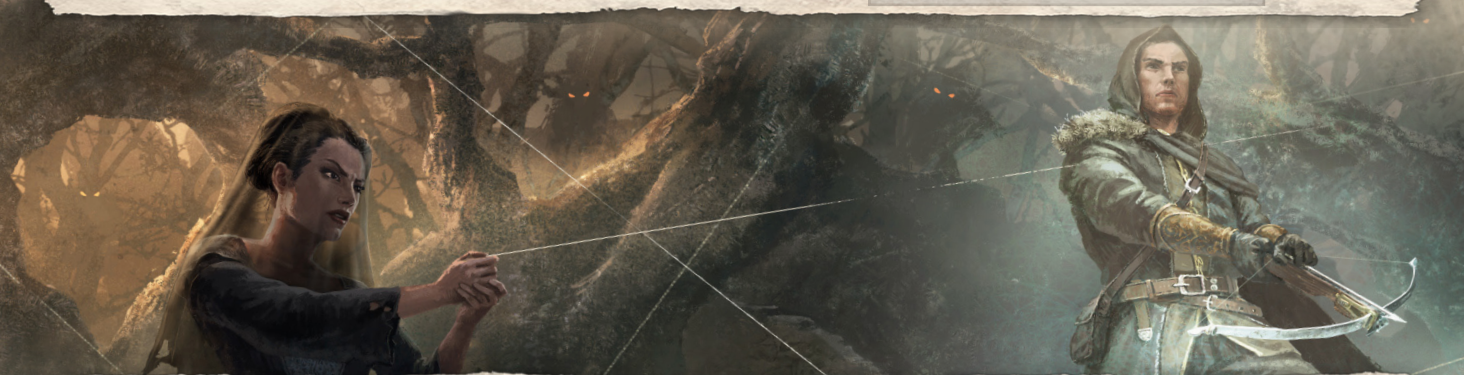
1. **Assassination Victory:** Be the only player with a **Leader** in play. In a multiplayer game, when your **Leader** is destroyed, lose half of your Renown rounded-up.
2. **Dominance Victory:** Control the three core **City** locations    at the end of the Day. Dominance beats Economic in the case 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.

GAME SETUP

1. Create a central pool for wound/threat 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 City Deck.   
3. Players simultaneously reveal their **Leaders** and place them en garde (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 shuffles and places their Faction Deck facedown to the right of their **Home**.



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 — MAYA DE LA RIOJA
Moral Compass

TITLE —

RESOLVE — 

STAT: COMBAT — 3 

STAT: FINESSE — 2 

STAT: INFLUENCE — 1 

TRAITS — Duelist - Pirate - Castille 

CARD ABILITIES — **Action:** Move Maya to an adjacent **City** location. If you are not the first player, she may move to any location instead.
Technique: -1 . The adversary discards a card. (Your combat card must have at least 1 Riposte.)

"Drop your weapon! I won't ask twice."

7555-93 Illus. by Wacaw Wysocki © 2023 Moon Design

WEALTH COST —  **LEGENDARY REPUTATION** — **NAME**

CARD TYPE — Risk 

FACTION SYMBOL — 

RIPOSTE — 

PARRY — 

THRUST — 

FACTION SYMBOL — 

CARD ABILITIES — **Challenge - Glory - Honor**
City Action: Your performer issues a  challenge to target opposing character. Only **Leaders** can intervene.

"You have obviously heard of the steel of the Musketeers from Montaigne." - Léontine Giroux

7555-83 Illus. by Fabian Parente © 2023 Moon Design

KEY CONCEPTS

THE GOLDEN RULE

Whenever the text of a card contradicts the text of the rulebook, perform the text on the card.

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.

SINK

Send the card(s) to the bottom of their corresponding deck in a random order.

OPPOSING

An enemy character at the same location as your character. Both characters are opposing each other.

GAMBLING

Reveal two cards from the top of your deck. Choose one and sink the other. Use the chosen card as dictated by the effect that caused the gamble. When gambling in a duel, play the chosen card as your combat card. You may only gamble as many times as your participant in the duel has Finesse 🃏.

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



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.

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.

Abilities are, generally, performed by a character or characters. To be eligible to perform an ability, they must satisfy any trait requirements, such as **Duelist Maneuver** or **Villain Technique**. In this instance, the performing character must be a **Duelist** or a **Villain**.

Some abilities are tied to **City** locations e.g: **City Action** or **City Reaction**. To use these abilities, the performing 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.

WOUND, WOUNDS, WOUNDING


Wounds represent the damage a character has suffered. When you are to “wound” a character, always add a single wound token. A character is considered “wounded” if they have any amount of wounds on them. When a character has wounds equal to or in excess of their Resolve, they are destroyed and removed from the game. Send them to **The Locker**.

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 from the **City** deck to each **City** location in the line, starting with The Docks .




PHASE 2: PLANNING

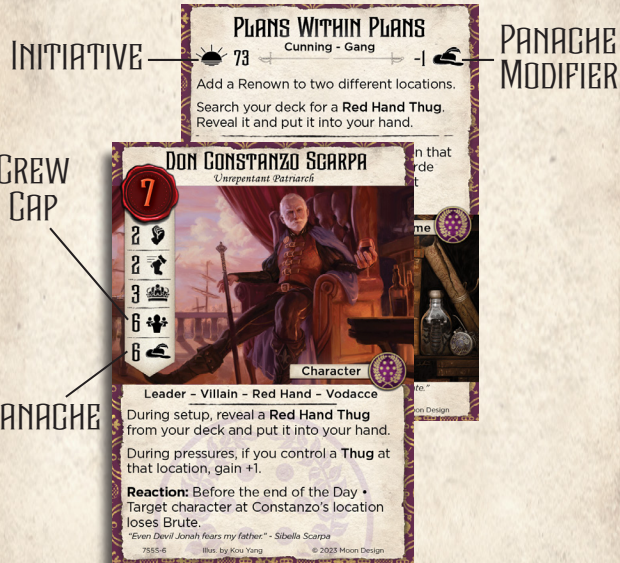
1. Each player secretly selects a scheme and a character from their Approach Deck.
2. Reveal all of the selected cards. Any "When revealed" effects resolve in order of initiative (see step 3).
3. Determine Initiative. The player with the highest Initiative on their scheme takes the First Player Token . 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**.



INITIATIVE  73  -1 **PANACHE MODIFIER**

PLANS WITHIN PLANS
Cunning - Gang -1

Add a Renown to two different locations. Search your deck for a **Red Hand Thug**. Reveal it and put it into your hand.

CREW CAP

PANACHE

DON CONSTANZO SCARPA
Unrepentant Patriarch

Character

Leader - Villain - Red Hand - Vodacce

During setup, reveal a **Red Hand Thug** from your deck and put it into your hand.

During pressures, if you control a **Thug** at that location, gain +1.




Reaction: Before the end of the Day • Target character at Constanzo's location loses Brute.

"Even David Josiah fears my father!" - Sibella Scarpa

7855-6 | Art by Kieu Yang | © 2023 Moon Design

PHASE 3: HIGH DRAMA

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. Examples of these actions are available on the next two pages.


- Use a card **Action**.
Use an **Action** on your card or from hand. Unlimited.
- Move:
Action: Engage your performing en garde character (unless they are at **Home**) • Move them to an adjacent location. Unlimited.
- Equip:
Action: Pay costs • Equip an attachment from hand to your performer; or an available attachment at their location. Unlimited.
- Recruit:
City Action: Pay the costs of target available **Mercenary** at your performer's location • The **Mercenary** enters play en garde and under your control at that location. Unlimited.
Optionally, you may Parley:
Reaction: While paying for a card with negotiable, engage your non-**Mercenary** character at that location • Reduce the cost by that character's Influence . Unlimited.
- Challenge:
City Action: Engage your performer • They issue a Combat  challenge to target opposing character. Unlimited.
- Claim:
City Action: Engage your performer • Pressure their location with Influence . If successful, claim the location. Unlimited.

*Pressures: Sum all of the given dictated by the pressure among all characters at that location. Whoever has the highest succeeds. No ties.
- Pass
Skip priority. When all players pass, the High Drama phase is over.

PHASE 4: PLUNDER

1. Check for Dominance Victory.
2. Collect Renown from any locations that you currently control.
3. Check for Economic Victory.
4. Check for Fifth Day Victory.

PHASE 5: DUSK

1. Clean up. Locations become uncontrolled. Move characters **Home** en garde. Discard any City Deck cards left on any **City** locations. Schemes go to **The Locker**. Discard down to the printed Panache  of your **Leader**.
2. End of the Day.

EXAMPLES OF ACTIONS IN

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



CHALLENGE ACTION

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 in the following pages.



CLAIM ACTION

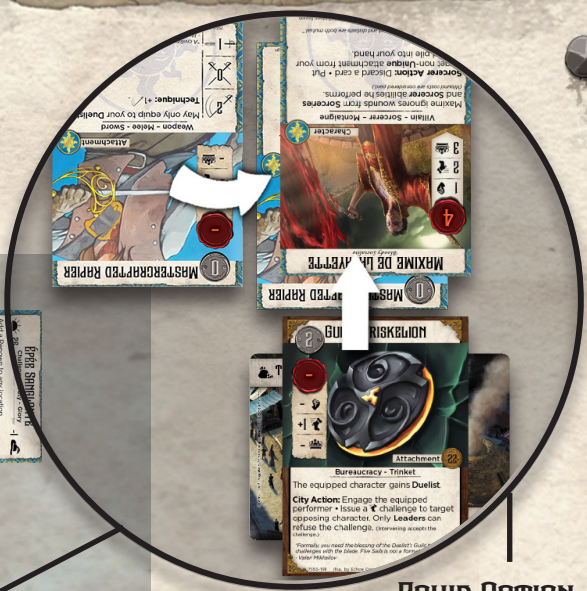
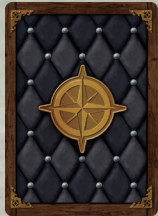
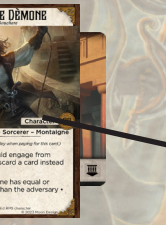
Philip has an influence of 2. He engages to start a pressure check to claim The Docks. Because Philip's influence of 2 is greater than Eko's influence of 1, Philip claims the docks. Mark the Docks to indicate it is in your control. (Ties are not successful)

MOVE ACTION

Terrell can move from your Home to any City location engage to move. If Terrell were at a City location, he would need to engage to do so, as moving from

THE HIGH DRAMA PHASE

rd Action
 tion
 tion
 e Action
 tion



EQUIP ACTION

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 2, so two cards must be discarded to equip it.



RECRUIT ACTION

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 one card to meet the cost. Discard a card from your hand and bring Angeline into play at that location.


n. Because he is in your **Home**, he doesn't have to
 would only be able to move to an adjacent location
 any location other than **Home** requires engaging.

THE DUELING ROUND: EXPLAINED

Round Begins:




The accepting character has the first round of the duel. Then, rounds alternate back and forth between both participants. When it is your round of the duel, you are the active player.

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 ACTION

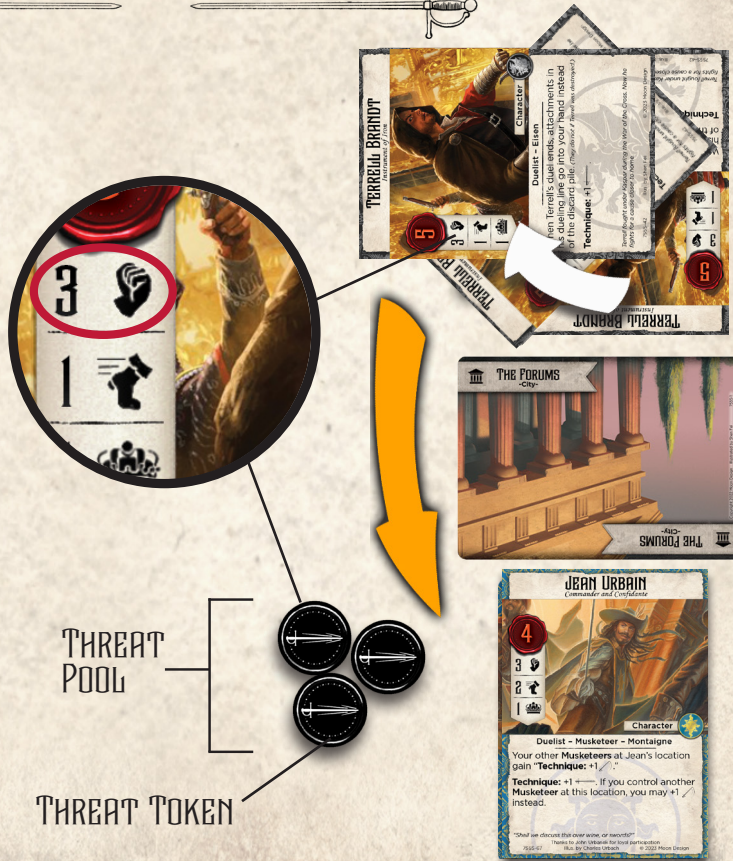
THE CHALLENGE ACTION

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 of 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.

Note: Another character may intervene in a challenge. Engage a different character you control at the same location to redirect the challenge to that character instead.



THREAT POOL

THREAT TOKEN

EXAMPLE: ROUNDS OF A DUEL

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.

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, so two threat is generated and added to Terrell's threat pool. If Jean had activated 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.



RESOLVE THREAT

Jean now resolves all threat. He confirms sending three threat tokens to Terrell, and Jean takes the one threat he did not mitigate as a wound by flipping the thrust token to its 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.

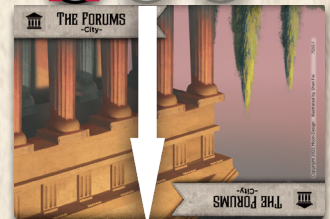


DUELING LINE

END OF ROUND

If all threat has been removed, the duel is over. In this case, Terrell's player now has threat in their threat pool so the duel does not end. This round ends and Terrell's round begins.

NEXT ROUND: TERRELL



Flourish - Relentless - Drexler
City Action: Target an opposing non-Leader character with lower Thrust than your performer • Engage them and move them Home.
Maneuver: +1 and engage the adversary. If they are already engaged, +2 instead.
 *If at first you succeed? Strike again, even - Kaspar Dietrich (Illus. by Mirco Paganessi)



Terrell plays Press the Advantage and activates its one **Maneuver**. The **Maneuver** requires him to discard 2 cards to pay it's wealth cost. He does so, and the **Maneuver** engages Jean and grants Terrell +1 to his thrust. Terrell also activates his **Technique** to grant +1 to his thrust. Now that up to one **Maneuver** and up to one **Technique** has been activated, he resolves his RPT.

- He ripostes one threat via his card.
- He parrys one threat via his card.
- He thrusts three; one via his card, one via his **Technique**, and one via the **Maneuver** from Press the Advantage.

Then he takes the one unmitigated threat as a wound.

Jean's player now has threat in their threat pool so the duel does not end. The round passes to Jean who is the active player.

GAMBLING AND RESTRICTED HOSTILITIES



Flourish - Heroic End

Maneuver: Final Strike
 threat to the adversary
Lethal.
 (Final Strike activates if your participant in the round this card is played. Lethal ignores Restricted Hostilities.)

"There was a fifth, but he has fallen for he will not be forsaken, nor forgotten."
 - Odette Dubois d'Arrent

Illu. by Fabian Parente



Jean does not want to play a card from his hand, so he chooses to gamble a card. When you gamble a card, reveal the top two cards of your Faction Deck. Choose one and discard the other. Place the chosen card into your dueling line engaged. This is to help track how many times a player has gambled in a duel. You can only gamble as many times your character has finesse ♠.

Jean gambles A Heroic End. It has no ability to riposte or parry, so Jean is doomed to die here. But, it has the **Maneuver** with Final Strike. A character's final strike is the last card they played in the duel in which they are destroyed. A Heroic End adds an additional two threat if Jean dies this round.

Jean can only take an amount of wounds up to Terrell's combat ♠ of 3. This is called Restricted Hostilities; even through Jean mitigates zero of the four threat, he only suffers three wounds. Because this will still kill him on the round he plays A Heroic End, the card's Final Strike activates, sending two additional threat and making Jean Lethal (ignore Restricted Hostilities until your next round).

LAST ROUND: END OF DUEL



Forced: During a round, the first character to suffer any amount of wounds must suffer an amount of wounds equal to the amount of threat in their threat pool. If a character is wounded by a Destroy effect, they are destroyed.

Forced: Destroy this character if they suffer any amount of wounds during a round.

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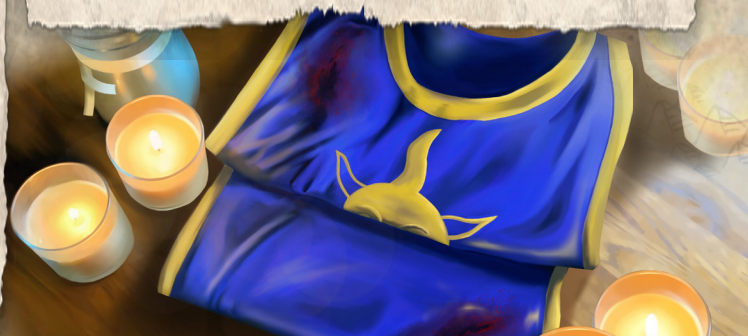
Forced: Destroy this character if they suffer any amount of wounds during a round.

The duel is not over even though Jean is destroyed and sent to **The Locker**. Terrell still has threat in his threat pool. Whoever has active threat is the active character in a duel.

Because Jean has a combat ♠ of 3, he would normally only be able to do three wounds. However, since he gained Lethal, he ignores Restricted Hostilities (even though he is dead).

Terrell gambles Breastplate and mitigates three of the threat, taking two wounds. He still sends one threat back to Jean. Since Jean was sent to **The Locker**, and there is no character to receive the threat, it is discarded.


Now that all threat has been resolved, either taken as wounds or discarded, the duel is over and the dueling lines are discarded. Terrell started that fight with a challenge action, so play resumes in player order.




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, starting with .

Planning: Players choose cards from their Approach deck (one character and one scheme).

1. Reveal selected cards and determine Initiative.
2. Characters come into play, schemes place Renown and resolve effects.
3. Each player draws cards equal to their **Leader's** modified .


High Drama: Players can perform 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. Locations become uncontrolled. Move characters **Home** en garde. Discard any City Deck cards left on any **City** locations. Schemes go to **The Locker**. Discard down to the printed  of your **Leader**.
2. End of the Day.

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)   .

Wealth: A keyword. Cards with Wealth are worth two when discarded to pay costs.

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