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# Battle for Seven Cities

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Prototype Version 13.1



Ages 10+



1-2 hrs



2-6 Players

This is a prototype of the game “Seven Cities”. To provide feedback and view the rules please visit <http://nicholas.ikiardopoulos.com/seven-cities>

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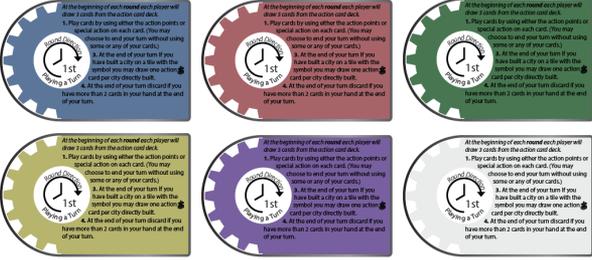
# Rules for Battle for Seven Cities

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In a race to create the perfect world 3-6 (depending on the timeline) time travelers found each other at odds as their philosophies of a perfect world clashed. The determining factor of who would see their vision come to fruition was somehow linked to the number seven. So each on their own designed a plan to found seven cities in their different “perfect” visions.

	Skyler	Skyler spent his days looking at the sky and stars hoping for something more that would allow people to explore the world and the skies above without the need to work just to survive.
	Ruby	Ruby has encountered the cruel world and has spent much of her time working to create systems and rules to stop the evil in the world from corrupting more.
	Oliver	Oliver understands the importance of hard work and the satisfaction that it can bring to the mind, body, and soul. He works so that others can work together and seamlessly.
	Amber	Amber understands the importance of taking care of the world that she lives in. She focuses her time on creating sustainable cities.
	Cosmo	Cosmo wants to create immortality; death is a plague that should be stopped at any cost.
	Whitney	Whitney understands that we do not stop to appreciate what we have been given. She works to create a culture of thanksgiving.

# Item List

Name	Item	Number of Pieces
Player Token		6 (1 per Player)
City Tokens		84 (14 per Player)
Time-Shift Token (First Player Token)	 <ol style="list-style-type: none"> <li>1. Each city in the past now will also copy to the tile in the future replacing any cities in the future.</li> <li>2. Check if any player has 7 cities in the future.</li> <li>3. Move the Time-Shift Token to the next player counter-clockwise.</li> <li>4. All players will now each draw 3 additional cards in the new player order.</li> <li>5. The player with the Time-Shift Token will now start their turn.</li> </ol>	1
Turn Reference Card		6
Shield Token		4
Wall Token		1

<p>Railway Token</p>		<p>2</p>
<p>Action Cards</p>		<p>71</p>
<p>Long Straw Card</p>		<p>5</p>
<p>Short Straw Card</p>		<p>1</p>
<p>Past Tile-Group (Four Connected Tiles)</p>		<p>11</p>
<p>Future Tile-Group (Four Connected Tiles)</p>		<p>11</p>

# Setting Up

PLEASE NOTE THE TIME YOU STARTED THIS GAME

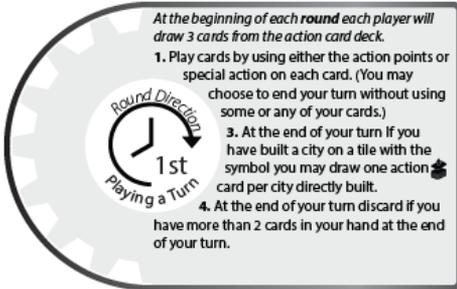
Each player will get 1 **Player Token**



, 14 **City Tokens**

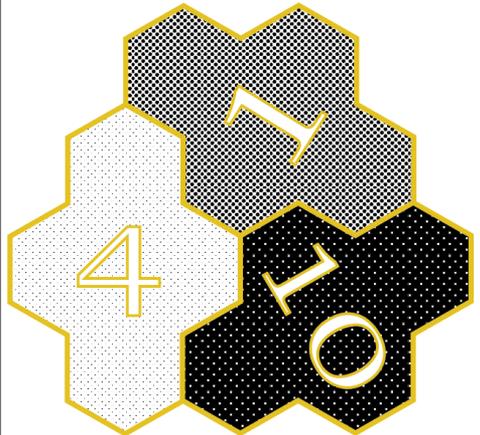
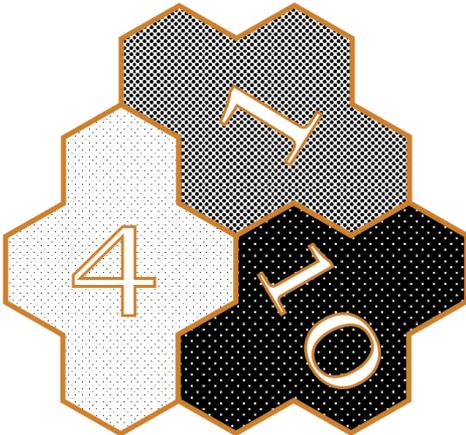


, and a **Turn Reference Card**.



Take 3 **Past tiles** and lay them out in a random order to create a board (see below for suggested layout). Then take the Future Hexagon tiles and create an identical board with the future tiles.

*The boards may be set up in any shape however the past and future Tile-Group positions must match.*





*The Above board is the default setup. However, the starting board can be set up in any configuration as long as the 3 tile groups are connected in some way.*

Place the remaining past tiles in a shuffled deck face down. The remaining future tiles will simply be placed in a stack in numerical order.

Sort through the Action Card deck and remove any cards that are above the current number of players. You can find the player count on the top right of the card:



# Player Order

To determine player order each player will draw a card from the straw deck. Whoever draws the short straw will get the **Time-Shift Token** which indicates who plays first. Play is clockwise.



*At the end of the round the **Time-Shift Token** will move the next player counter-clockwise.*

## Starting positions

Each player will then choose a starting tile in the future according to player order. Once all **Player Tokens** are placed the first turn begins.

*A player can start on any tile in the future including spaces occupied by other player tokens.*

# Playing a Round

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## Starting a Round

At the beginning of each round each player will draw 3 cards from the action card deck. If the draw pile is empty, reshuffle the blue discard pile and place in the draw pile. Cards can be used for either action points or the special action indicated on each card. There is no limit to the amount of cards you can play on your turn or the order that you use them. You may also choose to not use any or some of your cards and keep the unused cards till your next turn.

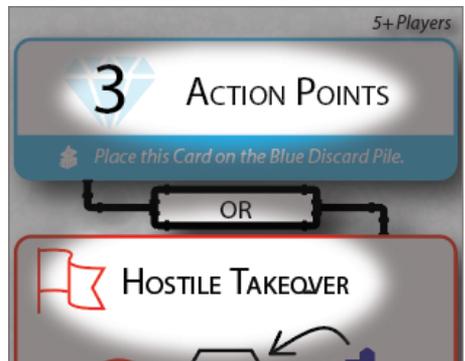
If you have more than 2 cards total in your hand at the end of your turn you must discard (face up) down to 2 cards before the next player starts their turn.

## Playing a Turn

At the beginning of each **round** each player will draw 3 cards from the action card deck.



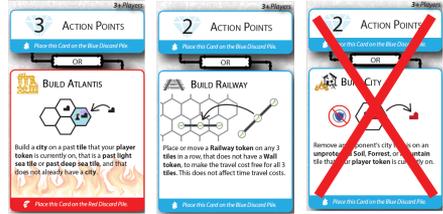
1. Play cards by using either the action points or special action on each card. (You may choose to end your turn without using some or any of your cards.)



2. At the end of your turn If you have built a city on a tile with the “” symbol you may draw one action card per city directly built.



3. At the end of your turn discard down to 2 cards, if you have more than 2 cards in your hand at the end of your turn.



## Using Action Points

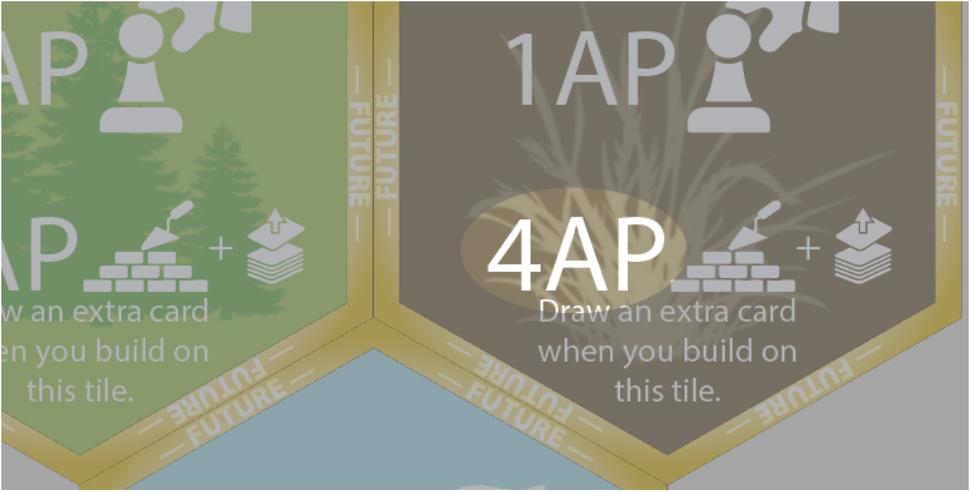
Action points are used for building cities, traveling across the map and moving between past and future. Action points from a card can be split between these actions in any way and order.

*If you decide not to use all the action points from a card you must still discard (face up) that card and the remaining action points are lost at the end of your turn.*

## Building

You can build on any tiles that your **Player Token** is on except past sea and past deep sea tiles provided there is not already a city on that tile.

The cost to build a city is written on each tile next to the “” symbol.



If you build on a land tile in the future (Marked with the “” symbol) , draw an extra card from the deck at the end of your turn. This card cannot be used on the turn it's drawn.

*You may only pick up extra cards when building on a future tile. If a city comes from a timeshift, the “Hostile Takeover” card, or the “Metropolis” card you may not draw another card.*

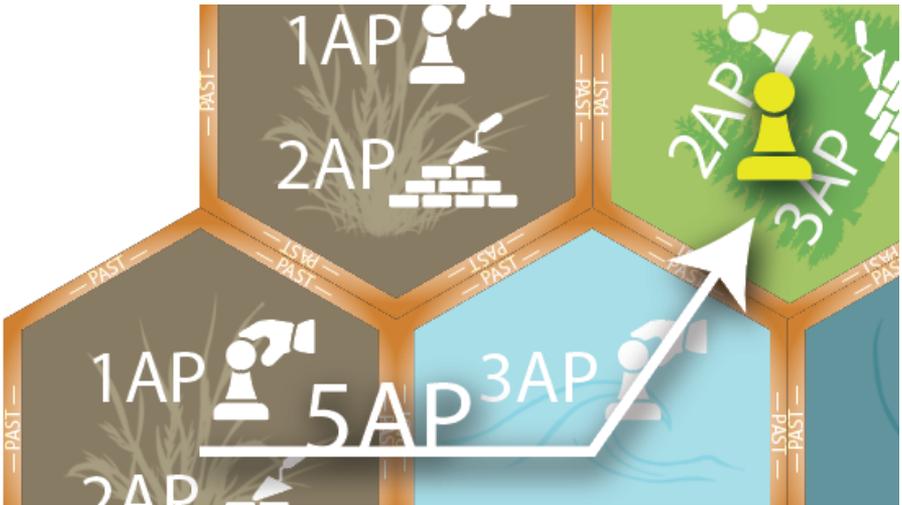
*If you run out of **City Tokens** you may destroy one of your cities on any tile for no cost and build with that token.*

## Moving

You can travel to the past or future at any time during your turn. Traveling to the past or future costs 1 action point and you land in the corresponding tile. See *below*



Moving to or through a tile costs the amount of action points written on each tile next to the “♁” symbol. Please see below an example of movement from the Mountain tile to the Sea tile. See below



Your **player token** may occupy any tile on the board, including tiles with other **player tokens**. You may build where another person has their player token.

## Ending a Turn

A turn ends when a player has used all their cards, or if they choose to end their turn without using some or any of their cards. At the end of your turn if you have built a city on a future land tile you may draw one action card per city directly built on future land tiles.

*Remember you must discard (face up) if you have more than 2 cards in your hand at the end of your turn.*

## Playing Reaction Cards

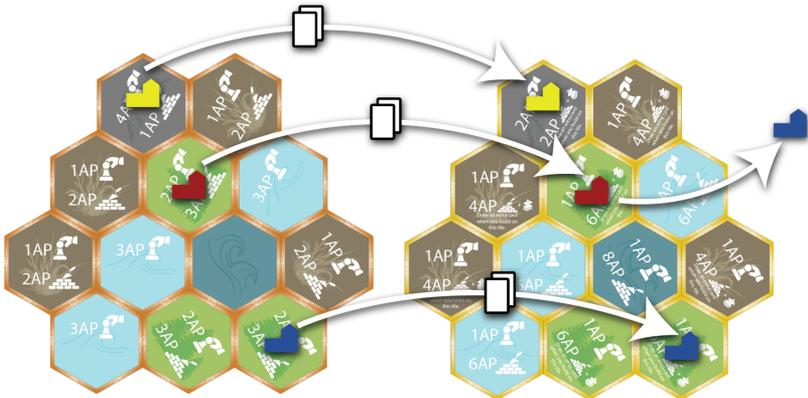
Reaction cards can be played during any point of gameplay and immediately take effect if the conditions on the card are met. It does not have to be your turn to use a reaction card.

Once a player uses/places a reaction card it must go into one of the discard piles and cannot be taken back.

## Ending a Round

A round ends once everyone has taken a turn. At the end of each round a correctional timeshift takes place and the following happens:

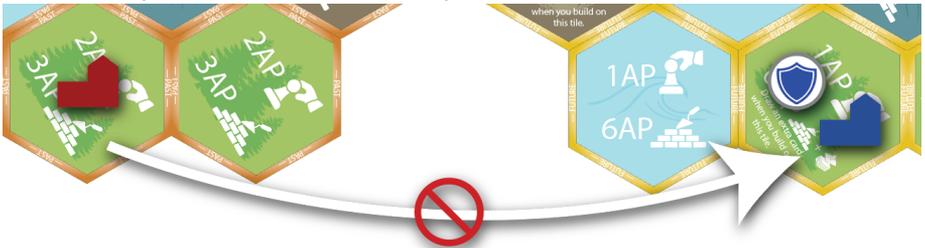
1. Each city in the past will now also copy to the tile in the future replacing any cities in the future.



If a city was destroyed in the past the blank tile will not remove the future city.



If a future city is protected a past city will not replace it.



2. Check if any player has 7 cities in the future.
3. Move the Time-Shift Token to the next player **counterclockwise**.
4. All players will now each draw 3 additional cards in the new player order.\*
5. The player with the Time-Shift Token will now start their turn.

*\*Then shalt thou draw three cards, no more, no less. Three shall be the number thou shalt draw, and the number of the drawing shall be three. Four shalt thou not draw, neither draw thou two, excepting that thou then proceed to three. Five is right out. Once the number three, being the third number, is reached, then add thou cards to thy hand, and the next player shall draw their cards.*

## Winning the Game

Gameplay ends whenever a player reaches 7 or more cities on **future tiles** at the end of a **round**. The player with the most cities wins the game!

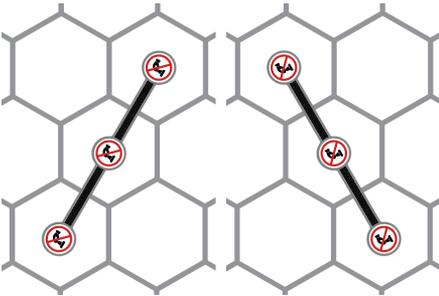
*In the event of a tie the player with the most future cities built on water wins.*

# Tokens

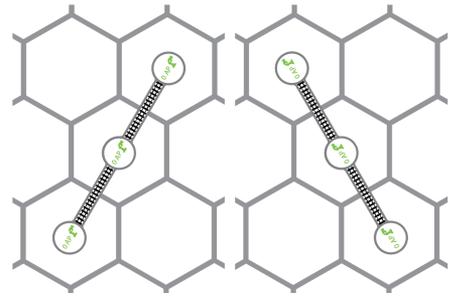
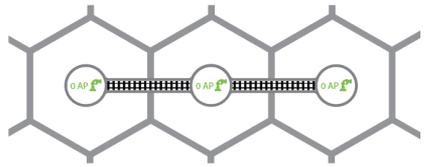
Tokens affect the tiles they are placed on. This means that if a city is destroyed the token is not moved but still affects the tile and will modify any player or city that is on that tile as per each token.

Tokens must be placed on the tiles as shown below.

## Wall Token



## Railway Token



## Shield Token

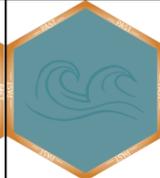


# Cards

Title	Description	Action Points
<b>Build Atlantis</b>	Build a <b>city</b> on a past <b>tile</b> that your <b>player token</b> is currently on, that is a <b>past light sea tile</b> or <b>past deep sea tile</b> , and that does not already have a <b>city</b> .	3
<b>Build Railway</b>	Place or move a <b>Railway token</b> on any 3 <b>tiles</b> in a row, that does not have a <b>Wall token</b> , to make the travel cost free for all 3 <b>tiles</b> . This does not affect time travel costs.	2
<b>Build Wall</b>	Place or move a <b>Wall token</b> on any 3 <b>tiles</b> in a row, that does not have a <b>Railway token</b> , to stop travel by action points for all <b>tiles</b> . Players can travel to these <b>tiles</b> only with time travel or with the card "Swap Players"	2
<b>Burn City</b>	Remove an opponent's <b>city</b> that is on an <b>unprotected Soil, Forrest, or Mountain tile</b> that your <b>player token</b> is currently on.	2
<b>Expedition</b>	In the <b>past</b> place the top <b>tile-group</b> from the <b>past tile-group</b> deck and place it with at least 1 <b>tile</b> touching the <b>tile</b> your <b>player token</b> is currently on. You may now place a <b>city</b> on any <b>Soil, Forrest, or Mountain tile</b> on this <b>tile-group</b> .	2
<b>Hostile Takeover</b>	Remove an opponent's <b>city</b> that is on an <b>unprotected tile</b> that is adjacent to a <b>tile</b> that has a <b>city</b> you own and replace it with your own <b>city</b> . <i>This does not grant an extra card if used on a <b>tile</b> that has a <b>draw card symbol</b>.</i>	3
<b>Just Action Points</b>	4 <b>Action Points</b> . Don't spend it all in one place, or do spend it all in one place. I don't really care.	4
<b>Just Action Points</b>	3 <b>Action Points</b> . Use them wisely.	3
<b>Just Action Points</b>	2 <b>Action Points</b> . Use them flippantly.	2

<b>Metropolis</b>	As a <b>reaction</b> : Build a second <b>city</b> on any future <b>tile</b> that has a <b>city</b> you own as long as there are cities on all surrounding land tiles. This does not grant an extra card if used on a <b>tile</b> that has a <b>draw card symbol</b> . <i>If this city is taken over or destroyed remove both <b>city tokens</b>.</i>	2
<b>Protect City</b>	<b>As a reaction: If an opponent has played Hostile Takeover or Burn City, this will negate the effects of the card played, and the opponent will discard into the blue discard pile.</b>	3
<b>Remote Construct on</b>	Build a <b>city</b> on an adjacent <b>future tile</b> to your <b>player token</b> that does not already have a <b>city</b> .	3
<b>Sands of Time</b>	As a <b>reaction</b> : If an opponent builds a city on a <b>past tile</b> that corresponds to a <b>future tile</b> that has a <b>city</b> you own, remove the opponents <b>city</b> .	2
<b>Standing Army</b>	Protect all cities on a <b>tile</b> by placing a <b>shield token</b> on it. Any <b>cities</b> on this <b>tile</b> are now <b>protected</b> and cannot be removed for the remainder of the game. <i>A player may have a max of 3 <b>shield tokens</b> placed.</i>	3
<b>Embassy</b>	Move up to two other <b>player tokens</b> , to any single tile that has a <b>city</b> you own.	2
<b>The Enemy of my Enemy</b>	Remove an opponent's <b>city</b> that is on any <b>unprotected tile</b> and build another player's <b>city</b> of your choice on this <b>tile</b> . This does not grant an extra card if used on a tile that has a <b>draw card symbol</b> .	2
<b>Time Lock</b>	As a <b>reaction</b> : Play this card if an opponent is about to time travel. This immediately cancels their time travel and prevents the player from time traveling for the remainder of their turn.	2
<b>Toll Bridge</b>	As a <b>reaction</b> : If an opponent has traveled through a <b>tile</b> that has a <b>city</b> you own. That player must now give you a card from their hand of their choosing. Does not give more cards if they pass through multiple cities in one turn.	3

# Tile List

Past Soil	Past Forrest	Past Mountain	Past Sea	Past Deep Sea	Past Volcano
					
Future Soil	Future Forest	Future Mountain	Future Sea	Future Deep Sea	Future Volcano
					

## Acknowledgments and Thanks

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