
BATTLE FOR SEVEN CITIES

Prototype Version 13.2



Ages 10+



30-120 min



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>



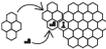
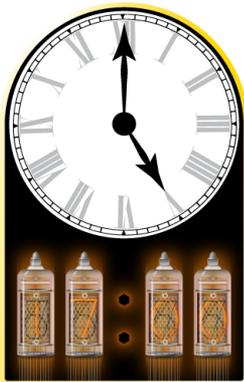
Battle for Seven Cities

In a race to create the perfect world 2-6 (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.

	The dreamer, Skyler seeks to lead humanity to the stars above. Skyler’s trail across time results in a world of zeppelins and spacecraft and an empire of exploration.
	The pragmatist, Ruby longs to balance the inequities of the world. As she traverses time, Ruby builds a civilization of law and order.
	The leader, Oliver wants nothing more than a unified vision for humanity’s best. As he crosses time-space, Oliver reshapes those he meets into hardworking and spirited teams.
	The healer, Amber endeavors to bring restoration to the wounded parts of the world. Time travel provides Amber the means to build balanced, sustainable cities.
	The mad-scientist, Berry strives to create immortality at any cost. As Berry moves across the timeline, he rebuilds civilization into a master lab for the discovery of the elixir of life.
	The diplomat, Whitney seeks to protect and respect the cultures of the world. Whitney’s travels result in a confederacy of individuals who dignify and respect one another’s differences.

Item List

Name	Item	Number of Pieces
Player Token		6 (1 per Player)
City Tokens		84 (14 per Player)
Time-Shift Card (First Player Card)		1
Turn Reference Card		6
Shield Token		4
Wall Token		1
Railway Token		2

<p>Action Cards</p>	<p>Players: 2+</p> <p>2 ACTION POINTS</p> <p>Place this Card on the Blue Discard Pile.</p> <p>OR</p> <p>EXPEDITION</p>  <p><i>In the past place the top tile-group from the past tile-group deck and place it with at least 1 tile touching the tile your player token is currently on. You may now place a city on any Soil, Forrest, or Mountain tile on this tile-group.</i></p> <p>Place this Card on the Red Discard Pile.</p>	<p>67</p>
<p>Clock Cards</p>		<p>6</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**.



Playing a Turn

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.

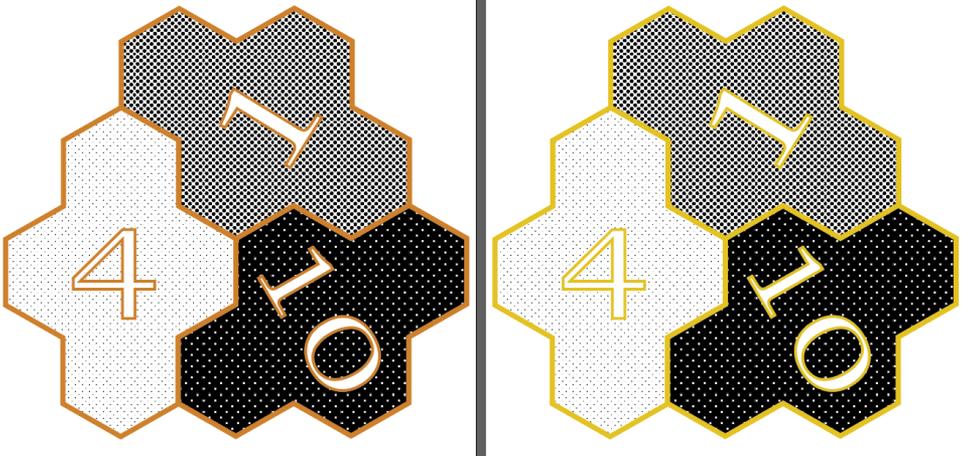
3. At the end of your turn discard if you have more than 2 cards in your hand at the end of your turn.

Skylar

 Play Direction

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 Clock deck. Whoever's time is nearest to the current time without being past the current time will get the **Time-Shift Card** which indicates who plays first. Play is 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.

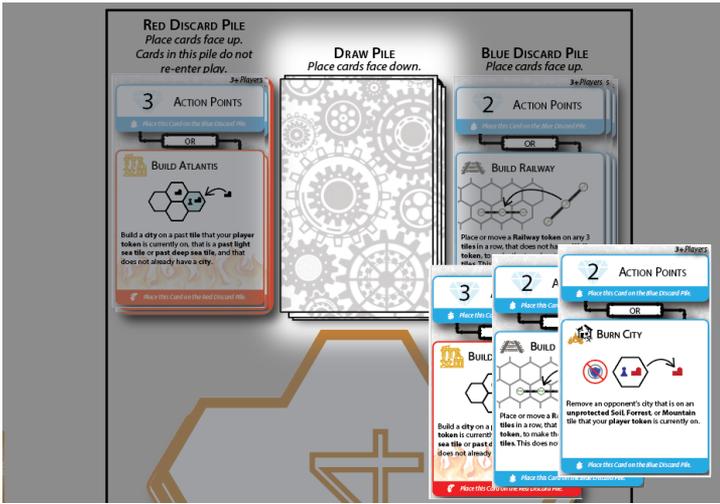
Winning the Game

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.

Playing a Round

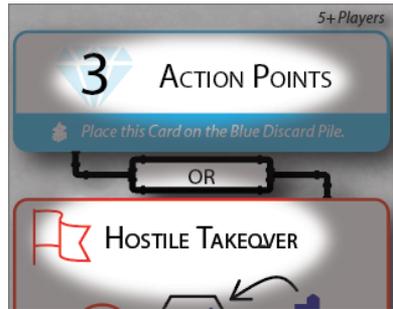
Starting a Round



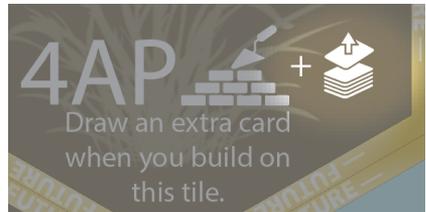
At the beginning of each round each player will draw 3 cards from the action card deck. Cards can be used for either action points or the special action indicated on each card. There is no limit to the amount of cards you can play on your turn or the order that you use them. You may also choose to not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

Playing a Turn

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 you must discard down to 2 cards. *This includes in additional cards drawn this 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 provided there is not already a city on that tile. You cannot build on past sea and past deep sea tiles. 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

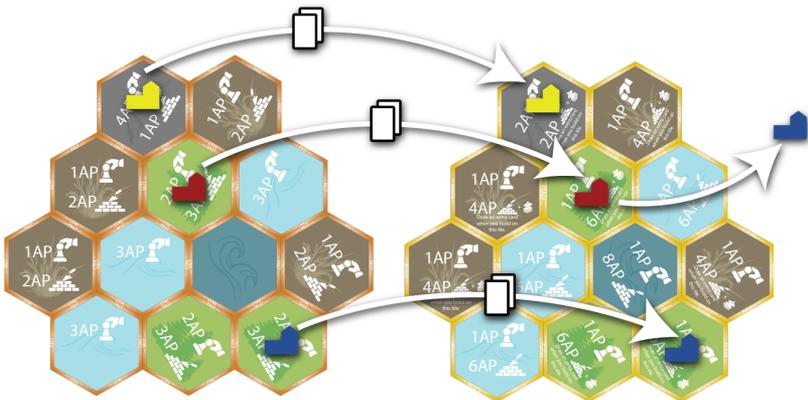
Reaction cards can be played during any point of gameplay and immediately take effect if the conditions on the card are met. It does not have to be your turn to use a reaction card.

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:

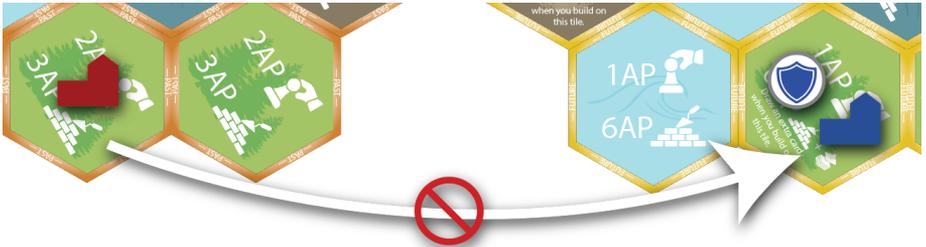
1. Each city in the past will now also copy to the tile in the future replacing any cities in the future.



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.



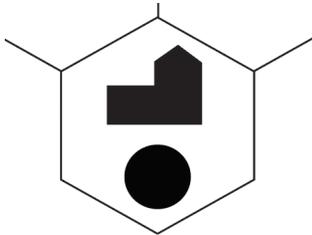
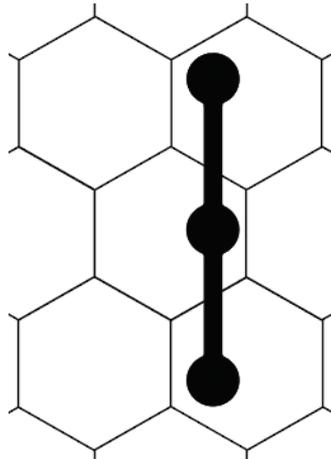
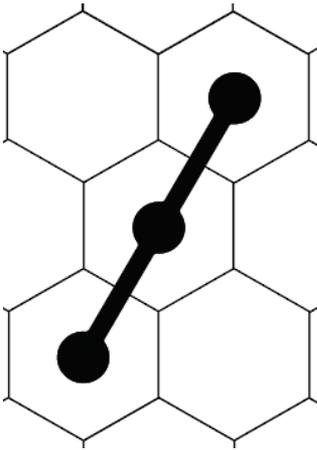
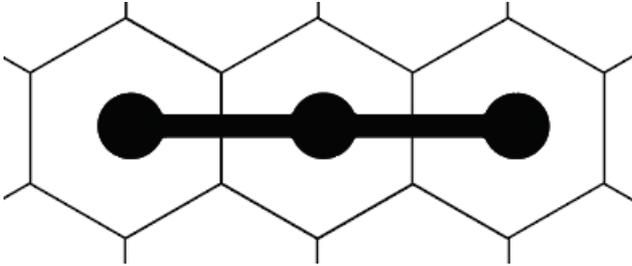
2. Check if any player has 7 cities in the future.
3. Move the Time-Shift Token to the next player **counterclockwise**.
4. All players will now each draw 3 additional cards in the new player order.*
5. The player with the Time-Shift Token will now start their turn.

**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.*

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.



Cards

Title	Action	Action Points
Build Atlantis	Build a city on a past light sea tile that your player token is currently on, and that does not already have a city .	3
Build Railway	Place or move a Railway token onto any 3 tiles , that does not have a Wall token , to make the travel cost free for all 3 tiles . This does not affect time travel costs. <i>Cannot be placed on just on just 1 or 2 tiles.</i>	2
Build Wall	Place or move a Wall token on any 3 tiles , that does not have a Railway token , to stop travel by action points for all 3 tiles . Players can travel to these tiles only with time travel or with the embassy card. <i>Cannot be placed on just on just 1 or 2 tiles.</i>	2
Burn City	Remove an opponent's city that is on an unprotected Soil, Forrest, or Mountain tile that your player token is currently on.	2
Expedition	In the past place the top tile-group from the past tile-group deck and place it with at least 1 tile touching the tile your player token is currently on. You may now place a city on any Soil, Forrest, or Mountain tile on this tile-group .	2
Hostile Takeover	Remove an opponent's city that is on an unprotected tile that is adjacent to a tile that has a city you own and replace it with your own city . <i>This does not grant an extra card if used on a tile that has a draw card</i>	3

	symbol.	
Just Action Points	4 Action Points. Don't spend it all in one place, or do spend it all in one place. I don't really care.	4
Just Action Points	3 Action Points. Use them wisely.	3
Just Action Points	2 Action Points. Use them flippantly.	2
Metropolis	As a reaction: Build a second city on any future tile that has a city you own as long as there are at least 3 cities on surrounding tiles. This does not grant an extra card if used on a tile that has a draw card symbol . <i>If this city is taken over or destroyed remove both city tokens.</i>	2
Defend City	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.	3
Remote Construction	Build a city on an adjacent future tile to your player token that does not already have a city .	3
Sands of Time	As a reaction: When an opponent builds a city on a past tile that corresponds to a future tile that has a city you own, remove the opponents city .	2
Standing Army	Protect all cities on a tile by placing a shield token on it. Any cities on this tile are now protected and cannot be removed for the remainder of the game. <i>A player may have a max of 3 shield tokens placed.</i>	3
Embassy	Move up to two other player tokens , to any single tile that has a city you own.	2
The Enemy of my Enemy	Remove an opponent's city that is on any unprotected tile and build another player's city of your choice on this tile . This does not grant an extra card if used on a tile that has a draw card symbol .	2

Tile Title	Future Soil	Future Forest	Future Mountain	Future Light Sea	Future Deep Sea	Future Volcano
						
Build Action Point Cost	4	6	2	6	8	4
Travel Action Point Cost	1	1	3	1	1	4
	Draw an Extra Card when you build on this tile.	Draw an Extra Card when you build on this tile.	Draw an Extra Card when you build on this tile.			Draw an Extra Card when you build on this tile.

Prototype Game Testers

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Supplementary Feedback and Roadmap

13.2

- ~~Reduce tile size so the game does not take as much space~~
- ~~Consider putting action points on the back of the cards~~
- ~~Change rules for how tracks and walls are placed on tiles (do not need to be in a row?)~~
 - ~~Add diagrams for added positioning~~
- ~~Fix build Atlantis to only be light tile~~
- ~~Clarify rules for metropolis (at least 3 cities surrounding)~~
- ~~Clarify if time lock gets rid of the point used to travel~~
- ~~Fix website~~
- ~~Colored Borders for cards, ie: blue for 3+, yellow 4+~~
- ~~Make player cards have arrows to the left~~
- ~~Make time shift token have arrow to the right~~
- ~~Sands of times wording to from if to when~~
- ~~Make time shift card (representative of ap) maybe make it a single dial~~
 - ~~Make card say card not token~~
- ~~Change straws to clocks closet occurring time goes first (price is right rules)~~
 - ~~Closest upcoming time~~
- ~~Consider making future tiles cheaper~~
- ~~Export Cards~~
- ~~Export Tiles~~
 - ~~Make and Export Tile Backs~~
- ~~Export Card and Tile Mat~~
- ~~Export Tokens~~
 - ~~Rail~~
 - ~~Wall~~
 - ~~Shield~~
 - ~~Player Reference Cards~~
 - ~~Time Shift Card~~
 - ~~Straw/Clock Cards~~

- OBJ City
- OBJ Player Token
- Export Instructions as PDF
- Export Title/Box Art Image
- Update symbol for standing army to be different from defend city
-

Alpha/Beta

- Add Island tile type (just for looks)
- Make cards bigger
- Add Daniel rules
- Theme Instructions like Blueprints
- Color code words in card description
 - Time period is italics
 - Location is bold
- Make accessible (color blind)
- Update story / add more back story
- Create printable tokens and tiles for remote testing
- Create testing instructions
- Cities give free travel? (if so make it clear that they do in their design)