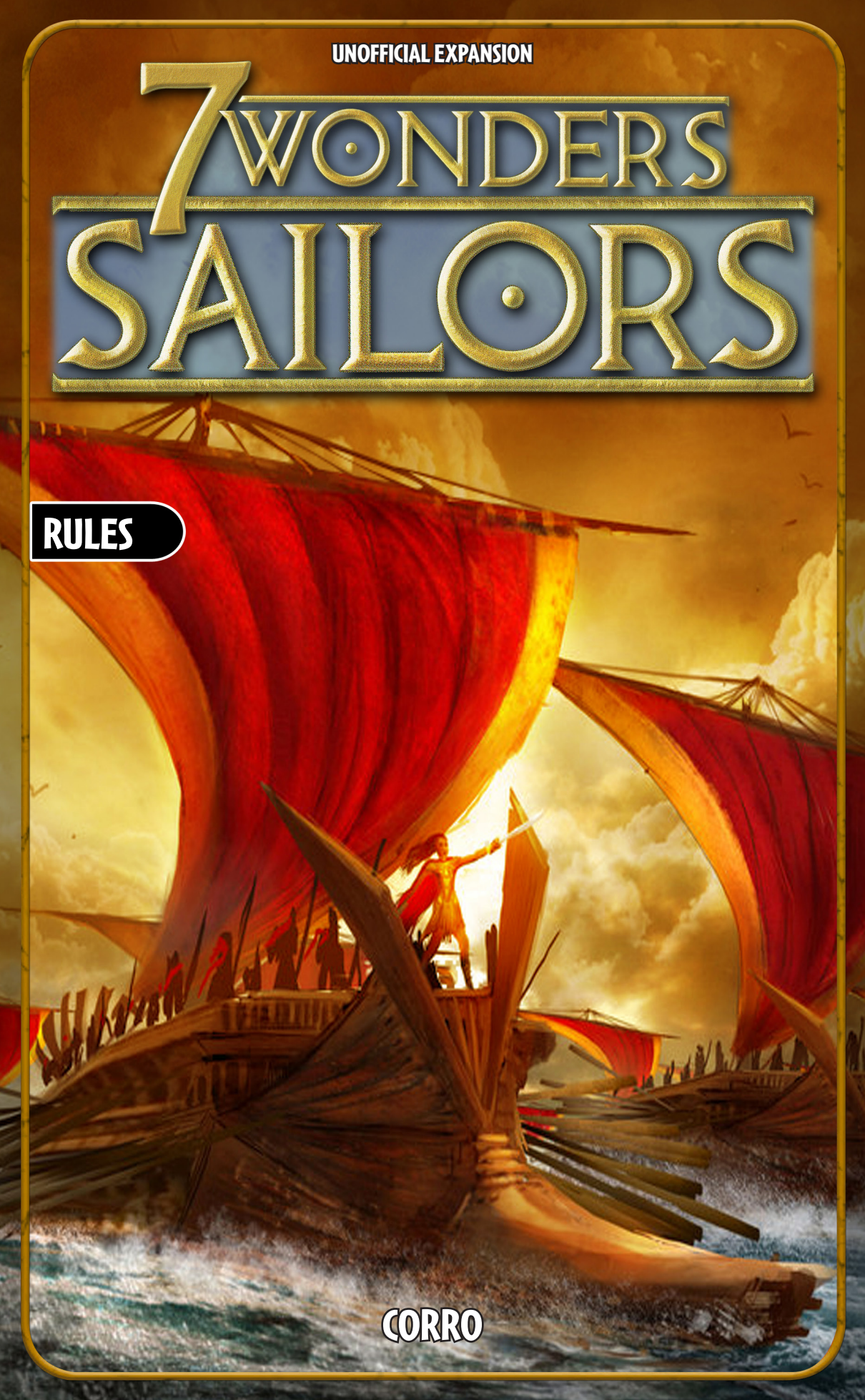


UNOFFICIAL EXPANSION

7 WONDERS SAILORS

RULES

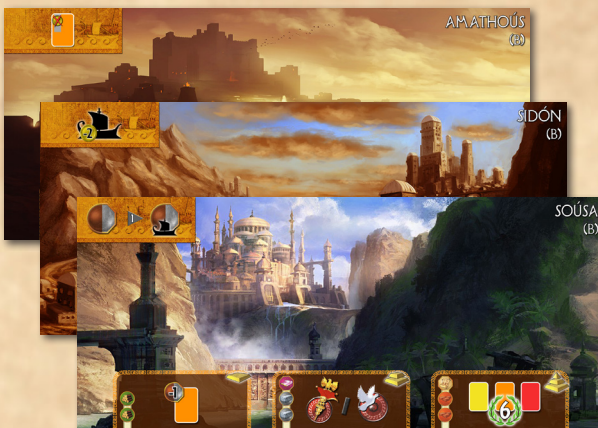
CORRO



"by following the river, we arrive at the sea."
 (Plautus)

MATERIAL

- 30 (10 by age) orange cards
- 4 new leaders
- 2 new guilds
- 3 new gods
- 3 new wonders
- 4 "invasion" tokens
- 1 rulebook



IN SHORT

I made this expansion because I felt that there was not enough interaction with players other than one's neighbours. And that the military cards did not yield enough!

In fact, this expansion will allow you to, potentially, fight and trade with all the players.

GAME SETUP

Like with Cities, take as many orange cards by age as the number of players, and mix them with the rest of the cards used.

NEW

- Maritime trade

You can now buy/sell raw resources and manufactured goods to everybody, if they're on orange cards, but for 3 coins, because the boat trip is longer. The price is still 3 coins even if you buy them from your neighbours. The advantage of this kind of trade is that you cannot totally be stuck, unable to build steps of wonder, or play some cards.



- Maritime War

Some cards will give you "invasion" tokens that you can put in front of the other non-neighbour players. These symbols do not count as shields but allow you to invade another player. The "invasion" token is put on a non-neighbour city at the same time as the card is placed and the invasion has to be done even if at the end of the age you realise that your opponent gains a more powerful military force than yours. Like "peace" tokens, the "invasion" tokens are cumulative but have to be played at the end of the age. Every "peace" token put by a player already invaded or invader, cancels the invasion. Any invasion committed against a player who has previously been declared at peace during the concerned age grants no military points. Any invasion committed by a player previously declared at peace in the concerned age has no effect. For these different cases, you only



EXPLANATIONS

STARBOARD BILGE, LARBOARD BILGE, LOWER DECK, AND HOLD



© Prince of Persia

These cards give you raw resources sellable for maritime trade + one shield.

Attention : anyone can buy those resources from you for 3 coins and you're still able to use them for yourself.

SHIPYARD



© Assassin's creed

3 shield and a "peace" token.

Remarque : you cannot fight at age 1, it's as if you prepared for the war of the next age.

DISTANT COLONY



© Andreas Rocha

Buy via maritime trade for 1 coin less.

Remarque : if you have sidon, you can buy them for free.

ABANDONED LIGHTHOUSE



© Miquel Coimbra

6 coins for you, nothing for your neighbours and 1 coin for the others.

Precision : this card is useless at 2 or 3 players.

WAR GALLEON



© Prince of Persia

1 victory point and an "invasion" token.

Precision : this card is useless at 2 or 3 players.

INTERIOR DOORS



© Prince of Persia

4 victory points.

COASTAL TRADING VESSEL



© civilizations

7 coins less the number of resources you have.
Example : Masha has the wonder "Gizah" (basic resource = stone), the cards stone pit and mine (on OR the other resource counting as 1 resource). It gives her a total of 3 resources.

Masha gains 7 - 3 = 4 coins.



OF THE CARDS

SEWERS



© Assassin's creed

4 victory points and the other players lose 2 coins by "peace" token they have.

BROTHEL



© Prince of Persia

You can take 5 coins OR a "peace" token.

DECORATED DOORS



© Prince of Persia

6 victory points.

SOUK



© Nurkhanlar

Worth 1 coin by orange card built in the player's city AND in the two neighbouring cities.

NOMADIC COMMERCE, COMMERCIAL CORPORATION, WHOREHOUSE



© Prince of Persia
© Assassin's creed

these cards give you one OR the other manufactured good saleable for maritime trade.

Attention: anyone can buy those resources from you for 3 coins and you're still able to use them for yourself.

RECONSTRUCTION



© Assassin's creed

You can take 7 coins OR the other players lose 2 coins.

FLAGSHIP



© Miguel Coimbra

2 victory points and an "invasion" token.
Precision: this card is useless at 2 or 3 players.

MAJESTIC LIGHTHOUSE



© Prince of Persia

9 coins for you, nothing for your neighbours and 2 coins for the others.

Precision: this card is useless at 2 or 3 players.



AMANUENSIS OFFICE



© Prince of Persia

All other players lose 2 coins by triplet of different scientific symbols in their possession.

MARITIME TRADE



© Assassin's Creed

1 coin by orange card already placed + 1 victory point by orange card.

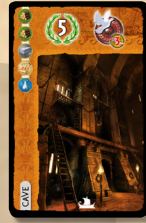
NOMADIC COUNTERFEITER



© Prince of Persia

Like the white mask, the black mask allows to copy a scientific symbol, but from a non-neighbour player.

CELLAR



© Prince of Persia

5 victory points and the other players lose 3 coins by "peace" token in their possession.

PALACE



© Prince of Persia

8 victory points.

CIRCUS GAMES



© FlavioBolla

4 victory points and the other players lose 1 coin by orange card in their possession.

ARMADA



© Prince of Persia

3 victory points and an "invasion" token. *Precision: this card is useless at 2 or 3 players.*

SIEGE



© Miguel Coimbra

Every red card is worth 1 additional shield.

INTERIOR TEMPLE



© Desani75

7 victory points less the number of "defeat" tokens you have.

LUSH GARDENS



© Tyler Edlin

If you have a card or wonder step that gives 2 victory points directly, then upgrade them to 8 victory points (*applicable only once*).



DESCRIPTION OF THE GUILDS

GARDENERS GUILD



© Prince of Persia

If you have a card or wonder step that gives 3 victory points directly, then upgrade them to 9 victory points (*applicable only once*).

SAILORS GUILD



© Radojavor

1 victory point for each **orange** card present in the neighbouring cities.

DESCRIPTION OF THE LEADERS

EURYDICE



© Aledin

2 coins for each **orange** card that the player builds from this point forward.

MARDUK



© Lifebytes

The player can build one **orange** card per Age for free.

HYPATHIE



© Assassin's creed

1 victory point by **orange** card.

RAMSES II



© Thegryph

2 victory points and an "invasion" token.

DESCRIPTION OF THE GODS

MERMAID



© Miquel Coimbra

- Age I : take 2 non-used **orange** cards from age I, choose one, play it for free, remove the other.
- Age II : take 2 non-used **orange** cards from age II, choose one, play it for free, remove the other.
- Age III : take 2 non-used **orange** cards from age III, choose one, play it for free, remove the other.

MINOTAURUS



© Miquel Coimbra

1 "invasion" token.

DRYAD



© Miquel Coimbra

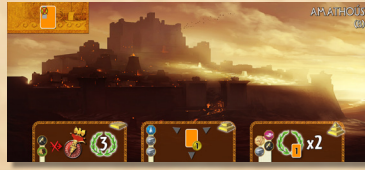
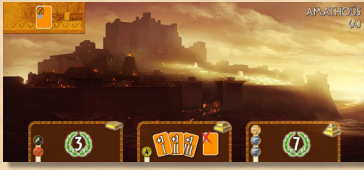
- Age I : play an **orange** or **Black** card grants you 1 coin.
- Age II : play an **orange** or **Black** card grants you 2 coin.
- Age III : **oranges** and **Black** cards cost 2 resources less than the displayed cost.

Precision : this card could work with "Sailors" alone, "Cities" alone, or with both combined.

DESCRIPTION OF WONDERS

AMATHOÚS (AMATHUS) - AGORA

BASIC POWER: orange cards cost no coin (but you still have to pay the written cost in resources).



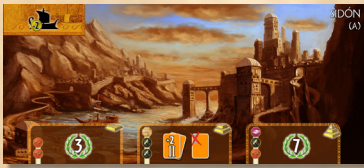
© Noah Bradley

- A** **STEP 1:** 3 victory points.
STEP 2: take 1 unused orange card of each age, choose one, play it for free, remove the others.
STEP 3: 7 victory points.

- B** **STEP 1:** nobody can invade you + 3 victory points.
STEP 2: 1 coin for each orange card that you or your non-neighbours possess.
STEP 3: the victory points gained by 1 orange card of your choice are doubled.

SIDÓN (SIDON) - TEMPLE OF ESHMUN

BASIC POWER: bought via maritime trade for 2 coins less.



© Stanislav Stoyanov

- A** **STEP 1:** 3 victory points.
STEP 2: take 2 unused orange cards from age II, choose one, play it for free, remove the other.
STEP 3: 7 victory points.

- B** **STEP 1:** take 2 unused orange cards from age I, choose one, play it for free, remove the other.
STEP 2: 5 victory points.
STEP 3: take 2 unused orange cards from age III, choose one, play it for free, remove the other.

SOÚSA (SUSA) - ACHAEMENID PALACE

BASIC POWER: you can buy the resources of brown and grey cards from all the other players as if they were maritime.



© Prince of Persia

- A** **STEP 1:** 3 victory points.
STEP 2: 1 victory point per orange card and the other player lose 1 coin per orange card they have.
STEP 3: 7 victory points.

- B** **STEP 1:** each orange cards costs one resource less than the displayed cost.
STEP 2: take an "invasion" token OR a "peace" token.
STEP 3: 6 victory points by triplet of yellow, orange and red cards.

RULES FOR TEAM PLAY

Basic team rules stay unchanged.

When a player plays an "invasion" token, the 2 concerned players only take one victory or "defeat" token regardless of their ally.

RULES FOR 2 / 3 PLAYERS

Technically the rules stay unchanged, but "invasion" tokens become useless. You can leave them when preparing the orange cards and still benefit of the victory points on those cards, but I recommend to not use them. Same thing for the black mask, abandoned and majestic lighthouse.

Generally, "Sailors" is not profitable with so few players.

RULES FOR 8 PLAYERS

The following rule changes allow you to play with 8 players.

Prepare the game for a 7-player game (all the Age I, II, and III from the basic game, 9 Guilds, and 7 orange cards of each Age).

At the beginning of each Age, deal 7 cards to each player. Each player will play 6, exactly as in the 7 Wonders basic game

Note: the 8-player game is mainly intended for the team play variant.

RÈGLES POUR 9 JOUEURS

Combine "Sailors" and "Cities", The following rule changes allow you to play with 8 players.

Prepare the game for a 7-player game (all the age I, II, and III from the basic game, 9 Guilds, 7 black and 7 orange cards of each Age).

At the beginning of each Age, deal 7 cards to each player. Each player will play 6, exactly as in the 7 Wonders basic game

Note: make sure you have a large table!

END OF THE GAME

Like in the base 7 Wonders game, the game ends at the end of age III, after the conflict phase. Each player totals up the points of their civilization, and the player whose total is the highest is declared the winner.

Note: for more simplicity, count the orange points in the same line of the scoreboard as the yellow cards, or divide the cell in half (like "leaders" / "cities").



F.A.Q

Q : Does the debt rule apply if we play Sailors without Cities ?

A : If you have cities, but do not want to add too many cards, it's still recommended to use the "debt" tokens. But you can do without them, if you prefer.

Q : The game adds 1 more card, like Cities. can we play at 8 players and in team ?

A : Of course, Sailors works just like Cities for the added cards. It is even possible to play at 9 players with the 2 expansions combined.

Q : May I invade someone, change my mind at the end of the age and not invade him anymore ?

A : No, you have to solve the conflict. The only way to avoid it is that one of you turns into military peace.

Q : May I invade someone that I have already invaded before in the same age, or who was invaded by an other player ?

R : Yes, a player can have several "invasion" tokens in front of him during the same age. He'll have to fight each of the invaders. However, if you are the player who invaded him a first time, you can still put a "invasion" token on the same person a second time, but you will only fight him once, all "invasion" tokens are removed at the end of each age.

Q : Several wonders/cards allow you to go and fetch unplayed orange cards. In which order do we have to solve those powers if they are applied during the same turn ?

A : First, the wonders : Amathoús then Sidón, then the mermaid card. And, eventually, after that, the copy powers.

Q : I do not know the god cards. Where did they come from and how to play them ?

A : It's the great expansion "Myth" (Faith in French) created by Shima and available on : gusandco.net. You could download the cards and the rules there.

Q : May I buy or resell your expansions ?

A : ABSOLUTELY NOT. My expansions are put online in print to play, I make no profit on them. It's not my game, just a personal expansion from the original game by Antoine Bauza.

Q : I have a few ideas of expansions for 7 wonders, but not enough for something complete, or I do not have the capacities to achieve them. May I present them to you ?

A : Of course, I always answer everybody, and as quickly as possible. You could leave a message on my website or contact me via e-mail.



CREDITS

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COLLECTION

You have all the official wonders? The 7 basic ones, the ones from expansions and goodies; and you want more? Download this mega Wonderspack with no less than **50** new wonders all from the antiquity. From the edged of the Mediterranean sea to the Indus river. Test different wonders and vary your experience. More than that, almost all of these wonders are made to work without any other expansion.



RUINS



You think that victory points became too high? Especially with all of these positive expansions? End of this. With Ruins, your civilisations are on the decline. Will you restore your previous glory or will people come and visit your city for its ruins? With this expansion, enjoy a new type of gameplay and adapt your strategy. Will you take advantage of the decline of your enemies while rebuilding your empire?



CONTACT

Keep yourself informed of new releases and updates on my website :
corrojeux.wordpress.com

Do not hesitate to go there and leave a comment or ask questions if you still have any despite the rules and the F.A.Q.

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