



RULEBOOK



The Captain is gone!

Welcome to the world of Sea of Lies, where the truth sinks and the lies float!

In this treacherous pirate adventure, the ship's captain mysteriously vanished and the players must get the crew's support to rise up and take command! Since thieves have no honor, tall tales will be told to gather the necessary votes from the crew, and it is up to the other competitors to smell if something is fishy.

Each player must deal with three types of tales: a major feat of strength, a creepy story, or a hot gossip. You can tell a story that matches the tale you picked during your turn or tell a complete lie. Other players can challenge your tale by putting their own crew members on the line; if you win, the support is yours. Get caught lying, and you lose your crew. But there's always a way to turn the tides since our cast of sea scoundrels is full of special abilities that can radically change the winds of fortune!



Contents

40 Tale Cards, 10 of each kind:



Great Feat



Foul Rumor



Creepy Secret



Hogwash

12 Character Cards



7 Reference Cards



20 tokens of 5 crew members
(yellow tokens)

1 Main Deck



40 tokens of 1 crew member
(blue tokens)





Sea of Lies is a bluffing game for **3-7 players**. The ship's captain just went missing, and now you must debate to decide who deserves to take their place:

1. Shuffle all tale cards and put them in the middle of the table, facing down: this will be your **Draw Pile**.
2. Without looking, remove the top card of the Draw Pile, creating an **Excluded Pile**. This card won't be used in this match.
3. Draw the top 5 cards from the Draw Pile and sort them out on the table, facing up. You should end up eventually with four **Discard Piles**, one per each kind of tale card.
4. Randomly deal one **Character Card** for each player (you may also choose them if you wish). These will be the pirates competing for the new captain post! The remaining character cards can be returned to the box since they won't be used in this match.

Warning: In matches with only three players, it's not recommended to play with the following characters: Balik, the Quartermaster; Skully; and Sirena, the Siren.

5. Create a **General Stock**, placing all the crew tokens within the reach of all players. Then, deal two crew members to the first player and three crew members to the remaining ones. These crew members already support your character (you must always make your crew visible to other players).
6. Place the **Main Deck** near the **Draw Pile** and add one crew member to the Main Deck.
7. Deal one tale card from the **Draw Pile** to each player. Don't let the other players look at your tale cards!

8. The winner of the last match will be the last person to play in this new match. If it's the first match, choose the first player randomly. Play the game in clockwise order.



Character difficulty

On the upper right corner of every character card, a sword symbol represents its difficulty. One sword represents an easier character, while three represent a more complex one.

In the first few matches, it's advised not to use characters of difficulty three.

Tale Card Effects

Each character has a different effect for each kind of tale card. These effects can be found at the bottom of the character card.



There are two kinds of basic effects:

Gain: Take the indicated amount of crew members from the **General Stock**, gaining their support.

Steal: Take the indicated amount of crew members from **another pirate**, gaining their support.

If the target of this effect doesn't have enough tokens, take all their crew members. If a steal effect mentions the "Main Deck," take the crew from the Main Deck instead of another player. If there aren't enough crew members on the Main Deck, take all its crew members.



Creepy Secret: These effects are explained individually in each character card (see Page 14 for more details).





Game Goal

Your goal is to become the ship's new captain. The first player to get the **support of fifteen (15) crew members** immediately wins the game! Telling a tale is the easiest way to get the crew's support.

Turn Summary

1. Draw a tale card from the Draw Pile.
2. Choose a card in your hand, play it face down, and **declare out loud** the kind of tale and its effects.
3. Check if any other player wants to contest you.
4. Reveal the card.
5. Place it into the appropriate discard pile.
6. Resolve the Main Deck rules.
7. Resolve the effect of the declared tale according to your character.

Telling a Tale (Players' Turn)

At the start of every player's turn, they draw a tale card from the Draw Pile, ending up with two cards in their hands. Then, the player chooses which tale they will tell, which consists of putting down one of the cards in hand on the table, facing down. You don't really need to tell a tale when you play a card, but you are highly encouraged to do so since every pirate loves a good story!

Tale Cards:



Great Feat



Foul Rumor



Creepy Secret



Hogwash

When you tell a tale, you must play one card face down in front of your character, declare which kind of tale you are telling (you can either lie or tell the truth during this moment), and then say aloud the tale effect according to your character card. If this effect has one or more targets, you must state them immediately.



Warning: The Hogwash card has no effect. So, whenever you put down this card when telling a tale, you must lie and tell a tale of a different kind.

After telling the tale but before revealing the card, any other player can contest the tale told.

In case your tale isn't contested, reveal your tale card and then discard it into the corresponding discard pile:

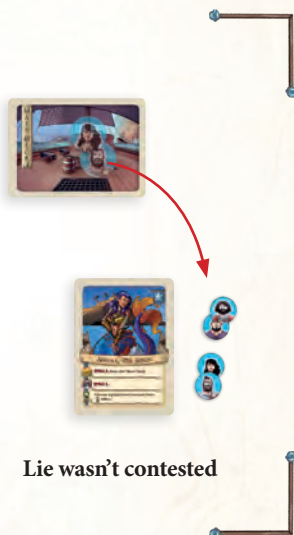
- If you **told the truth** (the tale card matched the tale you just declared), add one crew member from General Stock to the Main Deck, up to a maximum of 5 crew members.
- If you **lied** (the tale card you revealed was different from the kind of card you declared), take all crew members from the Main Deck. Lying can be very rewarding, but it's also very risky. Be careful not to be contested!

Now, resolve the effect of the tale card as you **declared** (even if you lied), according to the corresponding trait of your Character Card.



Main Deck Rules

Every time you tell the truth, add 1 crew member to the Main Deck. Whenever you lie without being contested by another player, you get the support of all crew members on the Main Deck, adding all Main Deck tokens to your collection. The Main Deck cannot have more than 5 crew members on it. So, if a player tells a true tale and the ship's Main Deck is already full, ignore the step of adding an additional crew member.



If the Draw Pile runs out of cards, make a new one with the cards from the Discard Piles. Then, shuffle the new deck and discard 5 cards, making one discard pile for each kind of them. Draw from the new Draw Pile.

Contest Rules

Any player not telling a tale may contest the current player if at least 2 crew members support them. Contesting a player is the act of accusing them of lying about the tale they've just told.

When this happens, the contestant reveals the card played by the current player and discard it into the appropriate discard pile:

- **Contested a truth:** The current player steals two crew members from the contestant (pirates do not like mistakes!) and continues the turn normally, resolving their character's effects and potentially adding a crew token to the Main Deck.
- **Contested a lie:** The contestant steals two crew members from the liar (pirates love it when they catch someone red-handed!), causing the current player to lose their action and end their turn.

Warning: If a player doesn't have at least 2 crew members, they cannot contest anyone.

Remember, lying is a high-risk, high-reward situation; while telling the truth grants you less support, it's a safer move. As the game progresses, lying becomes more difficult, so watch out!

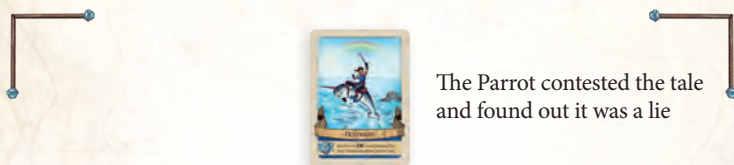
Example #1

The Pillager declares a  Foul Rumor and targets the Gambler with her effect that steals two crew members from him, and none of the players decide to contest the Pillager. Then she reveals her tale card, a  Great Feat, showing that she lied. So, she steals two crew members from the Gambler and takes all crew tokens from the Main Deck because nobody caught her lying.

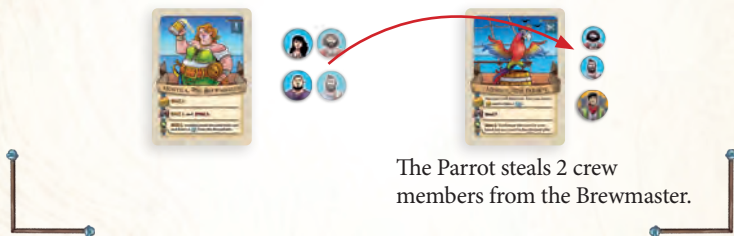


Example #2

This time, the Brewmaster plays a card and declares a 🏠 Great Feat that will cause her to gain 1 crew member. The Parrot, realizing that the Great Feat discard pile already has 7 🏠 cards, decides to contest her. Revealing her card, it shows a 🌊 Hogwash, which means that she **lied** about her tale. So, the Parrot steals 2 crew members from the Brewmaster, ending her turn without any additional effect. Then, it is the next player's turn.



The Brewmaster loses her turn



Do you want to contest a tale? Keep in mind that there are 10 tale cards of each kind in the deck and that one of them was excluded during the game setup.

End of the Game

The game ends when a player gets the support of 15 or more crew members.



**Can I tell a tale when playing a card?**

Yes, you can! It's highly recommended you tell a personal tale or even a made-up one when playing a tale card since it will make the game even more fun. However, if you don't feel comfortable enough to do so, you can only declare the tale card (lying or telling the truth).

Can I contest another player while having the support of only 1 crew member?

No, you can't. You need to be minimally respected by the crew to contest another player. You must have at least 2 crew members to do so because they will steal 2 of your crew members in case you lose the contest.

Can two or more players contest a tale at the same time?

No, they can't. Only a single player can contest a tale at a time. If two or more players decide to do so, the one that said (or shouted) it first will earn the right to contest that specific tale.

Can I declare a Hogwash?

No, you can't. The Hogwash tale card doesn't have any effect. You have to lie when playing this card.



Character Actions Clarification

The Alchemist



Creepy Secret: The extra turn granted to another player due to this effect occurs immediately after the Alchemist's turn. When this extra turn is over, resume the game in the original order of play. This effect doesn't change the turn order. If the Alchemist grants an extra turn to a player that would play after him, this player will have 2 turns: one turn from the Alchemist's Creepy Secret effect and their regular one right after.

The Brewmaster



Creepy Secret: The player can only declare her Creepy Secret if there is a Hogwash card already in the discard pile. If there isn't a discarded Hogwash, you can't declare this kind of tale.

The Navigator



Great Feat: The excluded card mustn't be revealed. Place it on top of the Excluded Pile.



Creepy Secret: Take the top excluded card from the Excluded Pile, reveal and then discard it. Carry out the effect according to the Navigator character card. If the revealed card was a Creepy Secret, apply this effect once again. If it was a Hogwash card, nothing happens.

If the Navigator uses his Creepy Secret effect and there aren't excluded cards anymore, ignore the second part of this effect.

The Musician



Creepy Secret: The Main Deck rules are carried out before this effect. So, if the Musician lied, he gets all crew members from the Main Deck and then adds one crew member to it due to his Creepy Secret effect. The extra turn takes place immediately after the Musician's original turn, and the game returns to its regular order of play afterward.

The Parrot



Great Feat: The Parrot cannot declare a Great Feat. All Great Feat cards work just like a Hogwash for this character, meaning the player must lie when playing this kind of card.

The Quartermaster



Creepy Secret: If this effect causes two characters to have 15 or more crew members, the player who is not the Quartermaster is considered the winner. The Quartermaster keeps his old job supporting the captain and gets second place.

The Siren



Creepy Secret — targeting The Navigator: When the Siren uses her effect on Land-Ahoy, the Navigator, the revealed card will carry out its effect according to the Siren card, not the Navigator. If a Creepy Secret is revealed, she will copy another effect, targeting either the Navigator once again or another character.



Creepy Secret — targeting The Quartermaster: If this effect causes two characters to have 15 or more crew members, the player who is not the Siren is considered the winner. The Siren then goes back to the deep sea and gets second place.

Skully



All cards: First, you discard the current card into its discard pile. Then, you apply the declared effect, meaning that the card Skully just played will also count for this effect.





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