Rulebook
Alpha version

the 7th continent
EXPLORE, SURVIVE, YOU ARE THE HERO!

This game is humbly dedicated to
Gary Chalk   Joe Dever
Didier Guiserix   Gary Gygax
Steve Jackson   Ian Livingstone
Without their inspirational work, our lives would certainly
have been very different.

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A game by Ludovic Roudy and Bruno Sautter

Background

1907. A famous explorer, you just came back from the first expedition on the seventh continent, a mysterious land that was recently discovered off the coast of Antarctica and probably the very last terra incognita in the world.

You've only just recovered from your adventure when you read in the newspapers that several other members of the expedition disappeared suddenly, for unknown reasons. Coincidentally, you have been lethargic for a few days, feeling feverish and finding it very hard to get out of bed. You have to face the facts: an evil is consuming you from within. You body shakes all over. At nightfall, you fall into a restless sleep without knowing that, for you, this is only the beginning.

Take card **001**

Overview

The 7th continent is an adventure, exploration and survival board game, in which you play against the game and try to lift the curses that consume you. You may take up the challenge on your own (solo mode) or in a team of 2, 3 or 4 explorers (cooperative mode).

Once you have selected your character from those available, you will explore the seventh continent by resolving *Random events* and putting into play numbered *Terrain* and *Permanent event* cards which will gradually form the game *board*.

You will go forth on the adventure by performing the *actions* available on the *Terrain* card you are standing on, the *Event* cards attached to it, the *Character*, *Idea*, *State* and *Bonus* cards in your hand and the *Item* cards in your inventory.

In order to perform these actions, you will use the **Action Deck** that serves as your life force. Every action makes you draw a required minimum number of cards from the Action Deck and obtain a required minimum number of achievements. These achievements are shown in variable quantities on the cards you have just drawn.
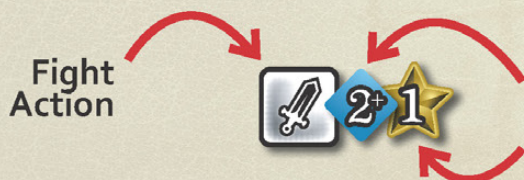
Fight Action   **Draw 2 or more cards from the Action Deck to perform the action.**
Get 1 or more achievements to succeed.

Failing at performing an action may have terrible consequences and cause you to get negative *State* cards, forcing you to discard cards from the Action Deck, which reduces your life force.

Want to stack all the odds in your favor? You may choose to draw more cards from the Action Deck to get more achievements. However, every card in the Action Deck is a bit of your life force, so when the Action Deck is exhausted, so are you and every action might well be your last.

Thankfully, the *Idea* cards you can gain when performing an action, the *Bonus* and *Item* cards you own, the help from your companions in misery (cooperative mode only) will make things easier for you, particularly by decreasing the number of cards you must draw to perform an action or by increasing your chances of succeeding.

To live through the seventh continent and fight off your curses, you must use your very best survivor's skills:

Find *food* (by hunting or fishing, for instance) in order to get back some life force, craft *Items* to help you make it through risky situations, boost the Action Deck with *Advanced idea* cards you can gain by spending your precious *Experience points*, and so on.

Unlike most board games, the 7th Continent will make you experience one extended, non-stop adventure. It will take several hours of exploration and adventure until you lift the curses or die trying.

This is where the easy saving system comes in so handy: you can stop playing at any time and resume your adventure later on.

Contents

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- » This rulebook
- » 700+ cards
    - (1) 415+ green or yellow numbered cards
    - (2) 92 blue cards forming the Action Deck
    - (3) 110 *Random event* cards
    - (4) 30 *Food* cards
    - (5) 28 *State* cards
    - (6) 9 *Experience point* cards
    - (7) 10 *Save* cards
    - (8) 4 *Character* cards
    - (9) 3 *Clue* cards
    - (10) 1 "Shoulder bag" card
- » 4 character figures (1 per player)
- » 4 camp fire figures (1 per player)
- » 8 6-sided dice serving as durability counters for items within inventories (they will never be rolled)
- » 4 player aids
- » 3 storage trays and about 20 dividers to quickly find the card you are looking for.

Aim of the game

YOU HAVE BEEN CURSED!

To beat the game, you must lift all of your curses. To achieve this, you must find a way to banish (remove from play once and for all) the *Curse* cards you chose at the beginning of the game. 💀

Note: the base game contains the following curses: "The Voracious Goddess", "The bloody hunt" and "An offering to the Guardians".

Expansions include more curses that will add several hours of adventure and enjoyment.

Play areas

BOARD

As you explore the continent, you will build up the board by putting cards into play, such as:

» the *Terrain* cards you have discovered;
» *Permanent events* you have revealed;
» *Random events* you have not revealed yet (see "Key concept – random events" p. 16).

ACTION DECK

The **Action Deck** enables you to perform actions (see "Action resolution" p. 10) and corresponds to your life force.

It contains the blue cards: 💀 *Curse* cards and 🖐 *Idea* cards.

In cooperative mode, all players share the same Action Deck.

Key concept: Idea cards

(1) *Idea* icon
(2) card name
(3) achievements obtained
(4) effect of the idea (blue area)
(5) effect of the item (once it has been crafted)
(6) keywords

Ideas enable you to craft helpful items or trigger positive effects. There are 2 categories of ideas:

Basic ideas 🖐

The *Idea* cards you start the adventure with are basic ideas. There are 35 basic *Idea* cards common to all characters and 5 basic *Idea* cards specific to each character.

Advanced ideas 🖐

These are new *Idea* cards you can add to the Action Deck during the adventure by spending *Experience points* you have earned (see "Take an Experience point card" p. 13).

HAND

This refers to the cards you are holding in your hand. Such cards may be 🖐 *Idea* cards, ✋ *State* cards and 🖐 *Bonus* cards.

The maximum number of *Idea* cards and the maximum number of *Bonus* cards you are allowed to keep in hand depend on player count.

Note: *Bonus* cards include companions, positive states and secondary quests.

4👊 4🖐   **3👊 3🖐**   **2👊 3🖐**   **2👊 2🖐**

If you exceed this limit and you are not performing an action, you must immediately discard any excess cards of your choice.

However, there is no such limit regarding the number of 🖐 State cards in your hand.

ACTION DECK DISCARD

The Action Deck Discard contains all the blue cards that get discarded during the game. Any discarded cards are placed in the Discard, face up.

All players share the same Discard and may freely look through it as long as there are cards in the Action Deck.

When the Action Deck becomes empty, the Action Deck Discard is shuffled and placed face down. Players may then no longer look through it.

EXPLORATION DECK

Green and yellow numbered cards form the **Exploration Deck**, which contains:

» the *Terrain* cards you can discover while exploring the continent;
» predetermined events (places, encounters, etc.) you may trigger;
» items you can find;
» and many more surprises you might discover during the game!

Key concept: Terrain cards

A *Terrain* card shows a parcel of land of the seventh continent. *Terrain* cards are defined by two features – **area** (as a Roman numeral – I, II, III, etc.) and a **type** icon.

Note: Terrain type is taken into account in the effects of certain items (e.g. with snowshoes, you move more easily in the snow) and events.

Some *Terrain* cards display one or more resources that may help you craft items (see "Special action – craft an item" p. 14).

Terrain type

🟡 sand   🔵 water   🟢 tall grass   ⚫ mud   ⬜ cobblestone   🟣 rock   🔵 snow

Resources

🎋 bamboo   🪨 stone   🍃 foliage   🪵 wood   🌿 liana

🦴 bone   🧪 poison   🔥 fire

Some *Terrain* cards contain clues and/or hidden numbers (see "Spot a hidden number" p. 16), so keep an eye out!

Key concept: Event cards

Event cards bring about new options and challenges, such as actions you may or must perform, effects to apply, puzzles to solve, obstacles to overcome, etc. There are 2 types of events:

Permanent events which must be put into play on the board after being revealed (see "Take a numbered card" p. 12).

A permanent event that must be put into play on the board.

Temporary events which must be discarded into the General discard (or banished if stated on the card) after being resolved.

A temporary event that must be discarded after being resolved.

ADVENTURE DECK

The **Adventure Deck** contains the *Random events* that may occur as you explore the continent (see "Random events" p. 16). These random events can be permanent events, temporary events, items, ideas, etc.

Each *Random event* is strictly linked to the area of the continent corresponding to the Roman numeral (I, II, III, IV, etc.) on the back of its card.

INVENTORY

Each player has his/her own inventory containing the *Item* cards (s)he found or crafted.

Each player has 6-faced dice (d6) (s)he will use to materialize the items (s)he has in his/her inventory.

Players may store more than one *Item* card under each die (see "Key concept – combining *Item* cards" p. 15).

How many d6 a player owns and how many cards (s)he may combine under a single d6 depends on the number of players:

1 player: 4 items made of up to 4 *Item* cards each
2 players: 3 items/player, made of up to 3 *Item* cards each
3 players: 2 items/player, made of up to 3 *Item* cards each
4 players: 2 items/player, made of up to 2 *Item* cards each

Key concept: Item cards

An *Item* card is a card with a 🎲 icon. This icon shows the item's initial durability, that is, how many times the item can be used. When an item's durability goes down to 0, it is destroyed.

Items can be found during the adventure or crafted using the *Idea* cards players have in hand.

A player may use an item in his/her inventory in order to:

» **perform an action** shown on the item;

» **apply the item's effects** when (s)he is involved in an action the item is applicable to, as shown with an icon in a brown square.

Empty can: an item that helps you when you craft or dig.

Rudimentary flint: an idea that enables you to craft an item.
Once you have, you will turn the idea into an item by placing a die on it. You will then be able to perform the *Make fire* action by using this object.

A player may discard an Item card from his/her inventory at any time.

GENERAL DISCARD

The General discard is an area in the game box containing all cards from the Exploration Deck and Adventure Deck that have been discarded during the game. Players may freely look through it.

Cards in the General discard must be returned to their original decks, in order, between each game session.

SHOULDER BAG

Players start the adventure with a "Shoulder bag" card, which is common to all players. Any cards gained during the game must be placed under this card.

Key concept: notes and special quest items

Notes and special quest items are cards which must be stored under the "Shoulder bag" card.
Notes provide the players with helpful information and, in some cases, help them benefit from positive effects.
Players may look through them at any time during the game and use them at will.
Special quest items are particular cards that players cannot 'lose' during the game.

Setup

For your first game, we recommend that you play the opening tutorial "First steps on the seventh continent".

1 Each player selects the character (s)he wants to play by taking the corresponding *Character* card.

2 Take all 35 basic *Idea* cards and, for each character involved in the adventure, the 5 *Idea* cards specific to that character (your character's face is shown on the cards). Shuffle all these cards together. Place the deck of cards in front of you, face down; this is the **Action Deck**.

3 Take the "Shoulder bag" card and put it into play face up in front of you.

4 Purple cards are clues related to the different playable curses. Read them and then choose those corresponding to the curses you want to include in your adventure. You must choose at least one. The more you choose, the longer and more difficult you will make the game. Place the chosen *Clue* cards under the "Shoulder bag" card and return any remaining purple cards to the game box.

5 For each chosen clue, take the matching blue *Curse* card (which has the same name as its clue) and shuffle it into the Action Deck.
You must then shuffle the 4 «Death is lurking» *Curse* cards into the Action Deck.

6 Sort the cards of the Exploration Deck in ascending order (000 card on top) without looking at them, then place them in the game box, numbered faces up. Use the dividers [050, 100, etc.] to access and find cards more easily.

7 Sort the ☀ *Random event* cards of the Adventure Deck by area (I, II, III, IV, etc.) without looking at them, then place them in the box, "fog of war" faces up. Use the dividers [I, II, III, etc.] to access and find cards more easily.

8 Take card 001 from the Exploration Deck. Read the back of the card and then put the card into play, face up, in front of the players to form the game board. Place the figure of each character taking part in the adventure on that card.

9 Randomly take as many I area I *Random event* cards from the Adventure Deck as the number of free space towards which an ⟵ arrow on card 001 points, and then place these *Random event* cards on these spaces, making sure they are oriented in the same way as the other cards on the board.
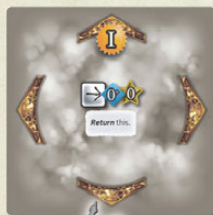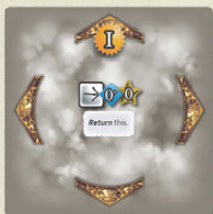
Game round

During the game, players decide collectively and freely which character will perform which action.

Each action is represented by an icon in a white square ⬜ : this is the *Eat* action. 🍴

> **Note :** you do not need to know the meaning of each action icon. If you are unsure about the meaning of an icon, look it up on your player aid.

A player can perform an action available on:

>> the *Terrain* card his/her figure is standing on;
>> a *Permanent event* attached to the Terrain card his/her figure is standing on;
>> a *Temporary event* (s)he just revealed;
>> a card from his/her hand;
>> an *Item* card in his/her inventory.

Once (s)he has finished an action, the active player either lets another player take his/her turn or performs another action if all other players agree.

Important! If players reveal a card showing an action icon in a white square with a red border, this action is mandatory and they must perform it immediately. ⬜

Important! An action cannot be performed if:

>> another action is in progress;
>> its consequence would imply putting a card into play in an occupied space on the board.

Action resolution

Every action states the minimum number of cards you must draw from the **Action Deck** to perform it and the minimum number of achievements you must get to succeed.

The player performing the action is called the 'active player'. Any player whose figure is **on the same Terrain card** as the active player's may get involved in the action (if the active player agrees) and use his/her *Idea*, *Bonus* and *Item* cards to help the active player.

Examine / Search action
Draw 2 or more cards from the Action Deck to perform the action.

Get 1 or more achievements to succeed.

Example : Bruno and Ludovic are on the same Terrain card.

🔲6+0 ⭐ 063

Bruno wants to perform the action. Ludovic offers his help and Bruno agrees. Ludovic may now use his Idea, Bonus and Item cards in order to help Bruno.

An action is always resolved by the following sequence:

1

ITEMS

Each player involved in the action may use one or more items from his/her inventory to apply its/their effect(s). The durability of each used item is then reduced by 1 – modify the d6 on the item so that it shows the updated durability, or remove the d6 if the item's durability has become 0.

Note: during an action, players may use each item at most once.
As a reminder of which items you are currently using, you may move their d6 onto their respective pictures. An item without a die shall not be discarded until the Consequence step of the action.

Example: Bruno decides to use his shovel to apply its effect and dig more easily. He moves the die on the "Shovel" card onto the picture of the shovel in order to remember he is using it and then reduces the value of that die by 1.

2

COST

A. Determine the COST of the action, that is, the number of cards you will draw from the Action Deck.

» Look how many cards the action requires you to draw,
» Each player involved in the action may apply the effects of one or more *Idea* and/or *Bonus* cards from his/her hand in order to decrease the number of cards that must be drawn;
» Each player involved in the action may apply the effects of one or more of his/her *Item* cards being used in order to decrease the number of cards that must be drawn;
» If several players are involved in the action, they may choose to reduce the number of cards that must be drawn by –X and increase the number of achievements required to complete the action by the same amount (+X achievements required).

Note: COST may be 0, but never less than 0. In this case, consider it to be 0.

Example: Bruno decides to apply the effect of his shovel to draw 2 fewer cards.

bringing the action's Cost down from 6+ to 4+.
Since they are performing the action together, Bruno and Ludovic decide to decrease the number of cards they must draw by 2. . On the other hand, they must increase the required number of achievements by +2. The action they will be performing together is now

B. The active player draws a number of cards from the Action Deck equal to the COST of the action and places them face down in front of him/her.

Note: Any drawn cards must be drawn from the top of the Action Deck.

You may draw more cards from the Action Deck in order to boost your chances of succeeding, unless the action has a 🔒 icon.
Place any additional cards face down next to those previously drawn.

Example: Bruno draws 2 cards from the Action Deck and places them face down in front of him.

Important! When the Action Deck becomes empty, the Action Deck Discard is shuffled and placed face down. The active player must now draw from this face down **Discard**, not from the Action Deck. In this case, if (s)he reveals a 💀 *Curse* card during the RESULT step, the game ends immediately and players lose.

3 ⭐ RESULT

Flip all cards drawn during step 2 (COST) face up and then:

» Count how many achievements you get; achievements are the full golden stars printed on the cards you just drew – you can also associate 2 golden half-stars to complete a star, provided both cards are facing the same way;

» Each player involved in the action may apply the effects of one or more *Idea* and/or *Bonus* cards from his/her hand in order to get additional achievements;

» Each player involved in the action may apply the effects of one or more of his/her *Item* cards being used in order to get additional achievements.

If you get as many achievements as required by the action or more, it is a **success**.

If you do not, it is a **failure**.

Example: *Bruno uses a shovel that gives him 1 achievement when digging. Now he is only one achievement from performing the action successfully. Bruno flips the 2 cards he just drew. They show 1 half of a golden star each. Luckily, Bruno is able to associate them to complete 1 full star and thus get 1 achievement, so he succeeds in performing the action.*

Note: the effects of some items and ideas may turn the "7" icons shown on some cards of the Action Deck into additional achievements.

Note: achievements you can see on the left side of the Idea cards are only taken into account when they are drawn, not when they are in hand.

4 ✋ IDEA

The active player may add **one** of the ✋ *Idea* cards flipped during step 3 (RESULT) to his/her hand or give it to another player who was involved in the action.

Example: *Bruno has 3 Idea cards in hand, which is the authorized limit with 2 players, so he decides to let Ludovic add one of the two flipped Idea cards to his own hand instead. In the end, Ludovic has had a new idea in helping Bruno to dig!*

5 ↪ DISCARD

Discard all other 💀 *Curse* and ✋ *Idea* cards drawn during step 2 (COST) into the Action Deck Discard.

Example: *Bruno discards the Idea card that was not added to Ludovic's hand.*

6 CONSEQUENCE

Discard any *Item* cards that no longer have a d6.

Apply the consequence of the action performed, depending on its result. If the action is:

» **a success:** Apply the effects shown in the **white** section.

» **a failure:** Apply the effects shown in the **black** section. If there is no such section, failing at performing this action has no consequence.

Moreover, if several characters were involved in the action that failed, they all get **paranoid** and must add the card of this *State* to their hand (see "Get a State card" p. 13).

Only the active player is affected by the consequence of an action, unless the applicable section states "all characters involved get…", in which case each player who took part in the action is affected by its consequence.

The main consequences of actions are detailed below. The consequence of the Craft 🔧 and Move 🚶 actions are particular and will be dealt with in a separate chapter.

Example: *Since the action was a success, Bruno applies the consequence shown in the white section by taking a* **063** *card.*

Consequences of actions and events

TAKE A NUMBERED CARD

When the consequence of an action or an event is to take a numbered card, you must take it from the **Exploration Deck.**

063

If there is a number before the numbered box, you must take that many cards bearing that number.

Note: the flavor text on the back of the cards from the Exploration Deck often contains helpful details. Be sure to read it!

If there is more than one copy of the card, the active player randomly takes one of the green cards before revealing it.

Key concept: yellow numbered cards

Important! You may take a yellow card only if there is no available green card bearing that number.

Example: *Bruno must take a* 063 *card. Three* 063 *cards are available in the Exploration Deck. Two of them have a green back and one has a yellow back. Bruno must then randomly take one of the two green cards.*

Key concept: unavailable card

If the active player has to take a card that is not available in the Exploration Deck or the Adventure Deck, (s)he must immediately return all the cards in the General discard back to their initial decks in order, and then take the card that is now available again.

Key concept: numbered card associated with a flag

If a player has to take a card whose numbered box is associated with a flag containing a pictogram 006 and if an item featuring the same pictogram along with a number is used, ▢+5

(s)he may take the card whose number is equal to the initial number + the number next to the pictogram on the item:

006 +5 = 011

Once this card has been revealed, if it is:

A permanent event
The active player must put it into play on the board ensuring that:
» the arrow on this Event points to the *Terrain* card his/her figure is standing on;
» this *Event* card is oriented in the same way as the other cards on the board.

This Event is now attached to the *Terrain* card its arrow points to: any **actions**, **resources** and **effects** shown on the Event are now available to any player whose figure is standing on the *Terrain* card it is attached to.

Note: the action icon in the ochre arrow is a reminder of the action that enabled you to take this *Event* card and this action may not be taken again from that *Terrain* card as long as this card is in play.

A temporary event

The active player must resolve the event and then discard the card into the General discard, or banish it if stated on the card.

An idea

The active player may:

» add this card to his/her hand;

» give this card to another player who was involved in the action, so that this player adds it to his/her own hand;

» discard this card if (s)he does not wish to keep it.

Note: after the action is finished, if a player has more *Idea* cards in hand than the allowed limit, (s)he must immediately discard any excess cards of his/her choice.

An item

The active player may:

» add this card to his/her inventory, placing a d6 on it or combining it with another item in his/her inventory (see "Key concept – combining Item cards" p. 15);

» give this card to another player who was involved in the action, so that this player adds it to his/her own inventory;

» discard this card if (s)he does not wish to keep it.

A bonus

The active player may:

» add this card to his/her hand;

» give this card to another player who was involved in the action, so that this player adds it to his/her own hand;

» discard this card if (s)he does not wish to keep it.

TAKE A NON-NUMBERED CARD

Some actions and events have you take the following non-numbered cards.
If there is a number (**2**) before their box, you must take that many cards of the corresponding type.

Food cards

The active player takes a *Food* card of the corresponding type:

meat   fish   fruit

Note: food is an item which may be added to your inventory as normal.
This item is essential since it enables you to recover some life force by shuffling cards from the Action Deck Discard back into the Action Deck.

Experience point cards

The active player takes a 1 Experience point card, reads the advice on it and then places it underneath the "Shoulder bag" card. When players gain their 5th experience point, they must take a 5 Experience points card and return their four 1 Experience point cards. When they gain their 10th experience point, players must take a 10 Experience points card and return their 5 Experience points card and their four 1 Experience point cards, and so on.

Note: experience points may be spent at certain moments during the adventure to gain *Advanced idea* cards that provide powerful effects and increase the size of the Action Deck.

State cards

Every time a player suffers/gets a state, (s)he must discard as many cards from the **Action Deck** as (s)he has *State* cards in hand, and then add the card corresponding to this State to his/her hand if it is not already there.

Note: There is no limit to the number of different states you can have in hand.
How you can get rid of a State card is usually explained on the card.

If the Action Deck is empty, the player reveals cards from the Action Deck Discard instead.
In this case, if one of the revealed cards is a Curse, the game ends immediately and players lose. Otherwise, the revealed cards are put back under the Discard.

Example: Bruno has the following states in hand: paranoid frozen .Ludovic has poisoned in his hand. Bruno performs an action, helped by Ludovic.
The action turns out to be a failure and therefore causes "all characters involved get" paranoid
As a consequence, Bruno immediately discards 2 cards taken randomly from the Action Deck (1 for each State card he already has in hand) and likewise, Ludovic discards 1 card from the Action Deck (for he has one State in his hand).
Since Bruno already has the "paranoid" State card in hand he does not add this card to his hand. However, Ludovic was involved in the action and does not have this State in hand, so he must add the "paranoid" card to his hand.

DISCARD A CARD

The active player must immediately put that card into the Action Deck Discard if it has a blue back or into the General discard in all other cases.

BANISH A CARD

The active player must immediately remove that card from play once and for all, by putting it in the dedicated space in the game box.

When this icon appears in the consequence of the action, the active player must banish the green card it is shown on and then replace it immediately with a yellow card bearing the same number.

Important! If the consequence of an action requires you to "banish a XXX card" you must banish a green card if possible, without looking at it.

RETURN A CARD

The active player must immediately put that card back into its original deck in order.

INCREASE + ◻ OR DECREASE - ◻ ITEM DURABILITY

Any affected player must increase or decrease the value of the d6 placed on one or more *Item* cards in his/her inventory.

Note: you may combine items to increase their durability
(see "Key concept – combining Item cards" p. 15);

Example: Bruno has a ⚁ shovel and a ⚂ bow in his inventory. He falls badly and must apply the following consequence: - ⚃

He decides to decrease the durability of his shovel by - ⚁ and that of his bow by - ⚁ .

His shovel is destroyed (the card is discarded) and his bow now has a durability of ⚀

Special action: Craft an item

The 🔧 *Craft* action available on certain *Idea* cards enables you to turn an *Idea* card from your hand into an *Item* card that goes into your inventory.

The items you can craft are made of resources (wood, stone, etc.). When these resources are available (usually on the *Terrain* card your figure is standing on or on an *Event* card attached to it), you may reduce the number of cards that must be drawn during the COST step of the Craft action by –X as shown on the Idea card under each relevant resource.

Note: you may craft an item even if the necessary resources are not available.

Example: the stone resource is available on this Terrain card. Consequently, the number of cards that must be drawn to craft the Shovel is 3-2 = 1.

After the action has been performed, the active player may:
» Add this card to his/her inventory, placing a d6 on it or combining it with another item in his/her inventory;
» Give this card to another player who was involved in the action, so that this player adds it to his/her own inventory.

Note: you may not give an item from your inventory to another character, but you may craft the item together and choose which player will add it to his/her inventory.

Key concept: combining Item cards

Several *Item* cards may be combined freely, however a player may not exceed the allowed 'stacking' limit which depends on the number of players (see "Inventory" p. 7).

Note: combining items has three benefits: enabling you to have more cards in your inventory, making the initial item more efficient/versatile and increasing its durability.

If the combined card shares **at least one keyword** with the *Item* card the d6 is placed on in the same column, its durability value is added up to the value of that d6 (durability cannot get greater than 6).

Example: Bruno has a ⬤ rope in his inventory. He decides to craft bolas. He may put a d6 on the "Bolas" card to make a new item or combine the rope and the bolas by sliding the "Bolas" card underneath the "Rope" card. In this case, since the rope has the keyword "skill" and the bolas also have the keyword "skill", the value of the d6 on the "Rope" card get increased by the durability value of the bolas, that is,

Special action: Move

The ⬤ *Move* action available on each explorer's *Character* card enables the figures of all characters involved in the action to be moved to another *Terrain* card on the board that is connected to their current *Terrain* card by a continuous chain of *Terrain* cards; otherwise, the action cannot be performed.

CANNOT MOVE THERE

CAN MOVE THERE

Unlike other actions, the requirements for the *Move* action (number of cards drawn and number of achievements to get) are printed in the bottom left part of the **target *Terrain* card**.

Example: Draw 2 or more cards to move your character's figure onto this Terrain card.
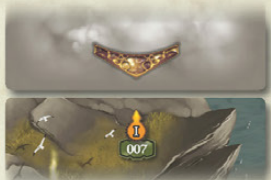
In order to put a *Terrain* card into play on a given space, players must first get rid of the *Random event* card occupying that space.

Random events

Every time you put a *Terrain* card into play, you must place a *Random event* card on each free space an arrow printed on this *Terrain* card points to. These *Random events* are taken from the **Adventure Deck** and must belong to the same area as that *Terrain* card. They must be placed on the board with their "fog of war" face up.

Note: a permanent *Random event* card stays in play (making it impossible to discover the terrain it hides) until it is resolved and discarded.

Once a *Random event* has been resolved and its card has been discarded, you must put the numbered card associated with the arrow into play in the space the arrow points to. If the numbered card is *Terrain*, make sure the image fits the initial *Terrain* card like a piece of a puzzle.

Once the new *Terrain* card is in play, you must put new *Random event* cards on each free space an arrow points to.

You may now perform the *Move* action, drawing as many cards as shown on the target *Terrain* card if you wish to move your character's figure onto it.

Reset the board

You may need or have to reset the board, which is done by discarding all the cards forming it, except for the *Terrain* card where the figures are, when:
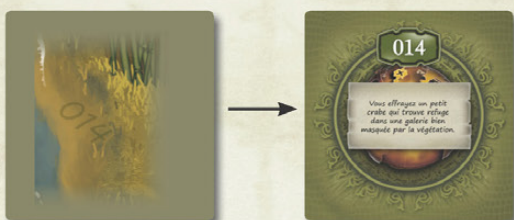
- » you save the game;
- » you are at the end of the table and are unable to physically put a card into play;
- » the action is associated with the ⬗ icon: The consequence of this action might force you to discard all the cards forming the current board and reset... elsewhere!

Note: in cooperative mode, you cannot reset the board unless all characters' figures are on the same *Terrain* card.

Spot a hidden number

Hidden numbers can be found on some *Terrain* cards, *Event* cards, etc.
When you find one, you may discard the card on which you spotted the hidden number and replace it with the card bearing that number.

Note: this is not regarded as an action.

Example: Ludovic has spotted the hidden number 014 on this *Terrain* card. He discards this *Terrain* card and replaces it with card 014

Save the game

You may suspend and save the game at any time, provided no player is performing an action.

> **Note:** in cooperative mode, you cannot save the game unless all characters' figures are on the same *Terrain* card.

1 *Discard* all the cards of the board, except for the *Terrain* card all characters' figures are standing on.

2 Stack the remaining cards in the following order and put them in the dedicated space in the game box:

a The *Terrain* card where figures were standing;

b The "Shoulder bag" card, along with all *Note* cards that were underneath;

c The "Action Deck" Save card, with all the cards in the Action Deck underneath it;

**d** The "Action Deck Discard" Save card, with all the cards in the Action Deck Discard underneath it;

e For each character, his *Character* card with the following cards underneath:

i. all 🖐, 🖐 and 🖐 cards in his/her hand;

ii. for each item in his/her inventory, one *Save* card (oriented in such a way that the durability of the item is shown in the upper part of the item's *Save* card) with the cards that make up the item underneath that card.

Resume the game

When you resume a game after suspending it:

1. Return the cards from the General discard back to their places in the Exploration Deck or Adventure Deck;
2. Put the "Shoulder bag" card back into play, with the cards it contains underneath it;
3. Put the Action Deck back into play;
4. Put the Action Deck Discard back into play;
5. Put the *Terrain* card back into play, with all characters' figures on it;
6. Each player takes all his/her 🖐, 🖐 and 🖐 cards back in hand;
7. Each player puts the items (s)he had in his/her inventory back into play, making sure each d6 displays the number shown in the top part of the item's *Save* card;
8. Return all *Save* cards to the game box.

Win... or die trying!

ELIMINATED CHARACTER

A character is eliminated if the applicable consequence of an action (s)he is involved in states "Your adventure is over".

If you are eliminated, you must:

» Discard all *Idea* and *Bonus* cards you have in hand;

» Discard all *Item* cards from your inventory;

» Return all *State* cards you have in hand and all *Idea* cards showing your character's face (whether they are in your hand, in the Action Deck or in the Action Deck Discard);

YOU WIN!

The game ends immediately and players win collectively if they manage to banish the *Curse* cards they chose at the beginning of the game (whether they are banished from the Action Deck or from the Action Deck Discard).

YOU LOSE...

The game ends immediately and players lose collectively if one of the following occurs:

» A player reveals a *Curse* card after drawing it from the Action Deck Discard during step 2 (COST) of an action;

» A player reveals and/or takes a *Curse* card from the Action Deck Discard when (s)he suffers/gets a *State* (see "Get a State card" p. 13);

» The applicable consequence of an action all characters are involved in states "Your adventure is over".

Join a game in progress

A player can easily join a game in progress or continue the adventure with his/her group if his/her character was eliminated. To do so, (s)he chooses any character (s)he wants to be, takes the corresponding card and shuffles the 5 *Idea* cards specific to his/her character (the character's face is drawn on them) into the Action Deck.

Credits

Original design: Ludovic Roudy and Bruno Sautter
Artwork: Ludovic Roudy
English translation: Pierre Gamberoni
Proofreading: Jean-François Jet and Wladimir Kokkinopoulos

Special thanks to our families, friends and playtesters.

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7 rules you may easily forget during your first hour of play

1. Every time you put a *Terrain* card into play, place a *Random event* card ("fog of war" side facing up) on each free space an arrow on this *Terrain* card points to.

2. You may perform whatever actions are available on the *Terrain* card your figure is standing on, the *Event* cards attached to that *Terrain* card, the cards in your hand (including your *Character* card) and the *Item* cards in your inventory. Unless noted otherwise, these actions are not mandatory and you may perform them in any order.

3. You may craft an item even if the necessary resources are not available.

4. You may only perform the *Move* action to move your figure to another *Terrain* card that is connected to your current *Terrain* card by a continuous chain of *Terrain* cards. Therefore, you must first resolve a *Random event* if you want to replace it with a *Terrain* card.

5. You may always draw more cards than required by the action, unless the action is locked.

6. Stars and half-stars you can see in the left part of Idea cards are only ever taken into account when they are drawn during the Cost step of an action.

7. When performing an action, you can keep one *Idea* card only. Just after performing the action, if a player has more *Idea* or *Bonus* cards than the authorized limit, he must immediately discard any excess cards of his/her choice.

Definitions

Action Deck: The blue cards you draw to perform actions.

Action Deck Discard: The play area into which you discard blue cards.

Adventure Deck: The *Random event* cards sorted by area (I, II, III, IV...).

Banish: Remove a card from play once and for all. The card goes to the dedicated space in the game box.

Board: The area formed by *Terrain*, *Permanent event* and (revealed or not) *Random event* cards that are in play.

Destroy (destroyed): discard the *Item* card unless stated otherwise.

Discard: Put a blue card into the Action Deck Discard or another card into the General discard.

Draw: Take the top card of the Action Deck.

Durability: The number of times an item can be used. When an item's durability goes down to 0, it is destroyed.

Exploration Deck: The green and yellow numbered cards.

General discard: The space in the game box into which you discard cards with a non-blue back.

Hand: The 🖐*Idea* cards , 🖐*Bonus* cards and *State* cards each player holds in his/her hand.

Inventory: The play area in which players put their *Item* cards.

Purchasing cost: The number of *experience points* you must spend to gain an *Advanced idea* card.

Reset: Discard all the cards on the board in order to start a new one.

Resource: A material (wood, stone, bone, etc.) that is available on a *Terrain* card, an *Event* card, etc. Resources may reduce the number of cards you have to draw when crafting certain items.

Return: Put a card back into its original pile.

Shoulder bag: The card under which players store any note and special quest item cards they get.

Terrain: A card that shows a parcel of land of the continent, defined by a type and an area (I, II, III, etc.).

Icons

Icon		Icon		Icon	
	move		take / handle		find my bearings
	spot / notice		hunt		find a path / follow my route/ run away
	craft		fish		keep balance / jump
	make fire		fight		pull / push / lift
	think / pull myself together		swim / navigate		be discreet
	go and see / visit		climb		play music
	search / examine		dig		decipher
	eat / drink		open / close / pick the lock		rest
	cure		pray / make an offering		give / coax / domesticate

Terrain types

	sand		water
	mud		rock
	snow		cobblestone
	tall grass		

Resources

	bamboo		bone
	stone		wood
	foliage		liana
	poison		fire

Card types

A *Curse* card

A basic *Idea* card

An *Advanced idea* card with a purchasing cost (in experience points) of X.

A *State* card

A *Bonus* card

An *Item* card whose durability is equal to the value of the d6.

A note or special quest item card to be placed underneath the "Shoulder bag" card.

A *Random event* card

A *Permanent event* that must be put into play on the board (oriented in the same way as other cards of the board, with the arrow pointing to the *Terrain* card your figurine is standing on).

A *Temporary event* that must be discarded after being resolved.

Actions

An action you **may** perform (see "Action resolution" p. 9).

An action you **must** perform immediately after it is revealed.

When you perform this action, you may apply the effect shown.

The active player may not draw more cards than allowed by the action.

The consequence of this action might force you to discard all the cards forming the current board and reset elsewhere. Therefore, the active player may perform this action only if all other characters get involved in it.

This item's initial durability, that is, how many times the item can be used. When an item's durability goes down to 0, it is destroyed.

The minimum number of cards that must be drawn to perform the action.

During the COST step of an action, you may decrease the minimum number of cards you must draw to perform the action by X.

The minimum number of achievements (full golden stars) you must get to succeed in performing the action.
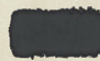
One achievement that must be counted during the Result step of an action.

An icon that may be counted as an achievement because of the effects of certain on *Idea*, *Bonus* and *Item* cards.

The consequence that must be applied if the action is a success.

The consequence to be applied if the action is a failure.

When you are on a *Terrain* card showing this icon, you are not allowed to perform the following actions: *Make fire*, *Craft* and *Rest*.

Consequences of actions

Take a card bearing that number from the Exploration Deck.

Take a *Food* card of the corresponding type.

Take an *Experience point* card.

Take the corresponding *State* card and add it to your hand unless it is already there.

Banish this card and replace it with a yellow card bearing the same number.

You may add together the number associated with this pictograph and the number of the card you should take.

Increase the durability of one or more items in your inventory by adding a total of X to the value(s) of the d6 resting on its/their card(s) (max. 6).

Decrease the durability of one or more items in your inventory by taking away a total of X from the value(s) of the d6 resting on its/their card(s). When an item's durability goes down to 0, it is destroyed.

[solo mode] Read this paragraph only if you are playing alone (solo mode).

[cooperative mode] Read this paragraph only if you are playing as a team (cooperative mode).