



## Additional rules

**Important!** The following rules are an addition, not a change, to The 7<sup>th</sup> Continent rules found in the base game's rulebook.

## Contents

- » 502 cards divided into different “decks”
  - 375 numbered *Adventure* cards (with a white, green, or gold back)
  - 84 *Exploration* cards (with a foggy back)
  - 28 *Action* cards (with a blue back)
  - 7 *Fate* cards (with a black back)
  - 5 *Clue* cards
  - 3 *Character* cards
- » 3 **explorer** figures and 1 **goat** figure
- » 1 **balloon** figure (see assembly on p.2)
- » 1 **barge** figure
- » 3 storing trays and 8 dividers to make it easier to find any card you need
- » 1 “Action Deck” holder
- » This rule booklet

**Important!** Before starting the game, store the cards where they belong, making sure the white *Adventure* cards are stored **before** the green *Adventure* cards bearing the same number and the gold *Adventure* cards are stored **after** the green *Adventure* cards bearing the same number.

## New card types



### White Adventure cards

*Adventure* cards with a white back include the terrains you will discover as you explore the skies above the continent, the predefined events (places, encounters, etc.) you can trigger, and many more surprises you will discover as you play.

**Important!** Such cards are stored before the green and gold *Adventure* cards bearing the same number.

When the consequence of an action features a **XXX** icon, the active player must take a white *Adventure* card

bearing that number. If no white *Adventure* cards bearing that number are available in the *Adventure* Deck, the active player must return all the cards in the Past.


**Important!** You must never take a green or gold *Adventure* card when the number of the card you must take is in a white numbox **XXX** (and vice versa).


### Fate cards


These cards are used in the optional “There is a traitor among us!” game mode.





## New game modes

**“THERE IS A TRAITOR AMONG US!” MODE** (optional)  
This mode spices things up with a touch of conflict between the players. If the players (2 or more) agree to play with this mode, each one of them takes a  *Fate* card at random at the beginning of the game, looks at it secretly and adds it to their hand.

**PRODIGY MODE** (compatible with the “easy” mode)  
This mode makes the game easier. Before the game begins, you may shuffle 5 **“Learning from your mistakes”**  *Skill* cards into the Action Deck.

**IMMORTAL MODE** (compatible with the “Prodigy” mode)  
If you are more into exploring than surviving, you may choose to play in “immortal” mode. If you do, take a 

# Moving by hot-air balloon

When you are in the air, the active player may take a  fly action visible on the *Terrain* card the balloon figure is standing on, in order to apply the following consequence: , meaning "Move the **balloon** figure and all **explorer** figures that are aboard to the same reachable *Terrain* card."

Reminder: a reachable *Terrain* card is one that is connected to the active player's *Terrain* card by an uninterrupted series of *Terrain* cards (no matter how many there are).







## Weather card



A *Weather* card is put into play next to the "Satchel & Journal" card and its effects impact the entire Board as long as it remains in play (there may only be one *Weather* card in play at any given time).

When you must return all the cards on the Board, also return the *Weather* card that is in play.

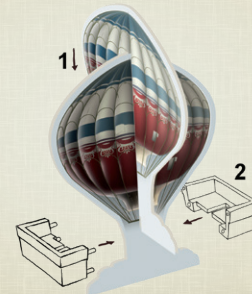
## Wind rose

The cost  and difficulty  of the  fly action, as well as the consequences in case of a failure, can be seen on the  *Weather* card that is in play. They depend on the direction – north, east, south, west – the active player chooses to leave the *Terrain* card that has the **balloon** figure on it.

*Example: Ludovic is aboard the hot-air balloon. He wishes to leave his *Terrain* card heading east (right-hand part of the card). He takes the fly action, whose cost and difficulty can be seen on the *Weather* card that is currently in play and uses the values related to "east". The action turns out to be a success, so Ludovic moves the **balloon** figure to a *Terrain* card that can be reached heading east.*

*Note: when the  icon can be seen on your *Terrain* card, you may not apply the following action consequence: .*



## How to assemble the hot-air balloon



## Moving by barge


The barge moves “automatically” on a canal. Each concerned *Terrain* card is split into two canal sections by a white dividing arrow: the upstream section (before the dividing arrow) and the downstream section (after the arrow).






If this icon  can be seen on your *Terrain* card, every time a character performs a  **non-compulsory action**\*, then during the Hand Size Limit step of that action they must, if possible, move the **barge** figure and all **explorer** figures that are aboard to the next section of the canal (downstream from the present one).

**Important!** you must not move the **barge** figure when a character performs a  **compulsory** action.


\*This may be an action visible on a *Terrain*, *Event* or *Quest* item card or on a card from their hand or inventory.

The only consequence of the  **Wait / Do nothing** action is to have the **barge** figure moved to the next section of the canal, when players do not wish to take a particular action.

**Important!** If a  compulsory action can be seen on a *Terrain* card or a *Permanent event* card, any player whose figure arrives on that *Terrain* card or on the *Terrain* card that event is attached to must immediately take the action.

**Note:** when the  icon can be seen on your *Terrain* card, you may not apply the following action consequence: .

*Example:* Bruno is resting aboard the barge on the downstream (right) section of a *Terrain* card.

Bruno takes the  **Eat** action that is on a “Fish / Mollusk” card in his inventory. During the Hand Size Limit step of that action, he moves the **barge** figure to the next section of the canal. Thus, the barge moves to the upstream (left) canal section of the next *Terrain* card. Since a permanent event featuring a compulsory action is attached to that *Terrain* card, Bruno must immediately take that compulsory action, but does not move the **barge** figure.

## Satchel & Journal

You may store all of your *Quest item* cards in the “Satchel & Journal” binder instead of under the “Satchel & Journal” card. If you choose this option, any effect that refers to the “Satchel & Journal” card is applicable to the “Satchel & Journal” binder too.

*Example:* any effect that refers to a card “under the ‘Satchel & Journal’ card” is also interpreted as “in the ‘Satchel & Journal’ binder”.






# Icons


## NEW ACTION TYPES


-  Fly
-  Land
-  Steer
-  Tinker / Repair
-  Wait / Do nothing
-  Murder


## NEW RESOURCES


-  glass
-  metal
-  oil


## NEW ACTION EFFECTS AND CONSEQUENCES

-  **Mastery "X"**  
If you draw X cards or less from the Action Deck during the Cost step and the action is a success, you may shuffle some or all of these cards back into the Action Deck during the Skill step.

 **Weather card**  
See "Moving by hot-air balloon"

 **Wind rose**  
See "Moving by hot-air balloon"

 See "Moving by hot-air balloon"

 **Flow**  
See "Moving by barge"

# The goat



If a player takes the "Goat" card in hand, they may place the **goat** figure into play on their *Terrain* card and take a **999** card.

As long as this card is in a player's hand, the **goat** figure must be on the same *Terrain* card as that player's figure and moves with that player's figure. If this card leaves their hand, they must remove the **goat** figure from the board.

# Credits



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