



A game by Ludovic Roudy and Bruno Sautter published by Serious Poulp

Welcome to The 7th Continent "Print'n'Play" demo

The 7th Continent is a cooperative exploration and survival board game for 1 to 4 players.

This demo for 1 to 3 players introduces the main mechanics of the game. However, be aware that many aspects of the full adventure are not covered here, like choosing which direction to take while exploring the continent, curses and their clues, hunting, food, fire, experience points, levelling up characters (Advanced Ideas), botany, secondary quests, companions and many other things.

Aim of the game

In this demo, players win if they manage to reach the seventh continent!

Setup

To play this demo, you need:

- » a printer allowing double-sided color printing;
- » 8 sheets of paper (ideally double-sided photo paper or thick paper such as Bristol board);
- » 6 6-sided dice,
- » as many tokens or figures as the number of players; to represent characters.

Before the game, you must:

- » download the alpha version of the game rules, available on the project's Kickstarter page:
<https://www.kickstarter.com/projects/1926712971/the-7th-continent-explore-survive-you-are-the-hero>;
- » print the pages of this document in color, selecting the double-sided printing mode;
- » cut out the cards and sort the numbered green cards and yellow cards from 001 to 017, without looking at them, to form the *Exploration Deck*;
- » give each player one *Character* card;
- » shuffle the blue cards to form the *Action Deck*, after removing those specific to the characters who will not be used in your game;
- » make a pile with *Random event* cards (with their «fog of war» face up);
- » give each player a certain number of 6-sided dice (4 d6 with 1 player, 3 d6 with 2 players and 2 d6 with 3 players), which will represent the items in his/her inventory;
- » give each player the token or figure representing his/her character.



Plus d'infos sur www.the7thcontinent.com



001

Numb with cold, you land on what looks like an islet. You are sure that the 7th continent must not be very far now.

002

A grave was dug here. Two boards were tied together with a shoelace to form a basic cross.

002

The skeleton you bring to light has worn out clothes that seem to belong to a Westerner.

003

004

005

As you scrutinize the sandy beach, you spot strange yellowish globes.

The initials of the deceased were engraved onto a basic cross. You had never pictured yourself digging up a corpse. Until now!



The perspective of exhuming a rotting dead body disgusts you.

All characters involved must randomly **discard** an **Idea** card from their hand.




   003 I

  006

  002

In front of you, a sea turtle the size of a big turkey is moving slowly along the beach. Will you follow your path or try to catch it?




  004

  **Discard** this and replace it with a card. All characters involved move their figurine to this **Terrain** card.

 013

You find a handwritten page in one of the pockets of the deceased's jacket. Most of its content has faded and is illegible.

...is haunting our nights. We have followed the seagulls and may have found a way to leave this islet. To do this, we must **CATCH FOUR TIMES ONE TURTLE**. Unfortunately, it is too late for our colleague and friend, Professor James W. Mitchum. Rest in peace. We have committed **sacrilege** in coming here and there is no doubt now that we are cursed. May God help us.

 Jeffrey Sanders

Turtle eggs are half-buried in the sand. They are too fragile to be carried around, but you could as well eat them here and now.



  Randomly take 3 cards from the Discard and shuffle them back into the Action Deck. & 

The eggs break as you lift them. Their mouth-watering contents spill on the sand. & 

 You rush to the turtle, but it turns out to be surprisingly quick and runs away without leaving you a chance to catch it.



005



006

Huge waves crash
down at your feet.



007

The waves lap
at your feet.



008

Glitter on the ground
nearby the rocks
catches your eye.



009

However dilapidated
it looks, the statue
does inspire fear.



010



A group of sea turtles is swimming among the reefs about fifty yards from the shore. While watching them, you start wondering if you could leave the islet swimming and for how long you would be able to withstand the strong current until you run out of forces.



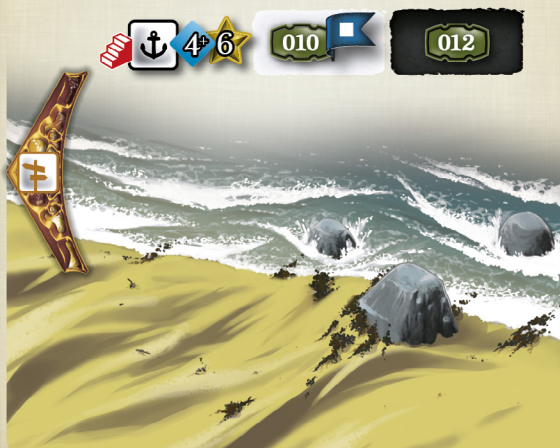
011

012

The sand is covered with many fragments of turtle egg shells. You should be warned if somebody or something tried to come near you.



You scan the sea wondering how long you would be able to swim before running out of forces.



010

012



017

003 I



006



I



002



Off you go for the seventh continent

Pushed by rear currents, you sail to the open sea at a fast pace. After a long time, you start making out the wild coast of the 7th continent.

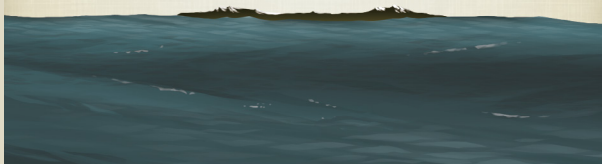
All characters involved get

Tired

Discard all cards from the board.

Congratulations! You have mastered the demo and are about to reach arrival site #3 on the seventh continent.

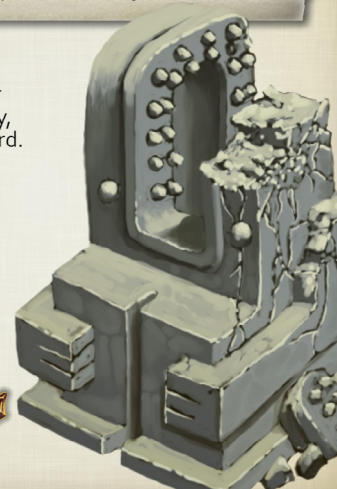
Stay tuned: www.the7thcontinent.com



The idol makes you feel uneasy. You decide to ignore this feeling and reflect in silence for a few moments.

Immediately after putting this in play, take a

014



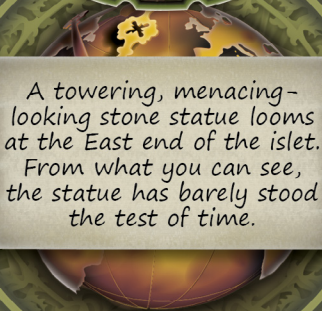
011



012



013



A towering, menacing-looking stone statue looms at the East end of the islet. From what you can see, the statue has barely stood the test of time.

014



014



015





You are reaching the open sea at a fast pace right up until you feel the first cramps. You start to panic. Luckily, you see an islet in the distance. With a last effort you should be there safe and sound.


All characters involved get **Terrified** and **Tired**

Discard all cards from the board. Put a **001** card in play. All characters involved place their figurine on it.



As you are kneeling before this impressive, massive stone, a shiver runs down your spine. You could swear the idol has made a gesture in your direction!

All characters involved who are **Tired** get **Terrified**

If possible, take 1  Curse card from the Discard and shuffle it back into the Action Deck.



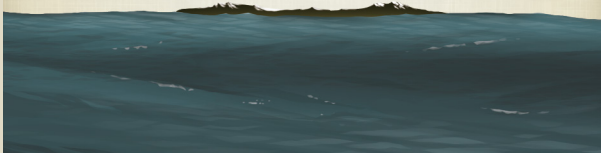
Off you go for the seventh continent

You launch your raft and drift further and further away from the islet. Pushed by rear currents, you move forward at a fast pace. After some time, you start making out the wild coast of the 7th continent.

Discard all cards from the board.

Congratulations! You have mastered the demo and are about to reach arrival site #1 on the seventh continent.

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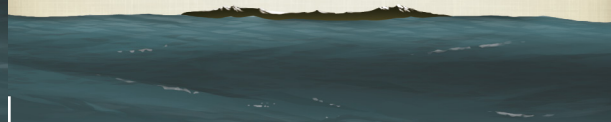
Galápagos express

You swim away from the islet, surrounded by several sea turtles you lean on when you start to feel tired. After a long time, you start making out the wild coast of the 7th continent.

Discard all cards from the board.

Congratulations! You have mastered the demo and are about to reach arrival site #2 on the seventh continent.

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As you meditate in silence, strange visions take shape in your mind, as though the statue tried to communicate with you.

Look at the top 3 cards of the Action Deck and put them back on top of it in any order you like.



016



017



017



017



Tired

Terrified



Empty can

An empty can of octopus flesh. You would give a lot to have a full one.



Banish this.

stamina



You have searched the area for a long time, hoping to find other helpful objects. Your body suddenly feels weary and you collapse to the stony ground.

Immediately after revealing this the active player gets

Tired & 





You walk round the turtle trying not to look like a threat. At the very last moment, you hurl yourself at it and manage to grab its rear legs. Startled, the turtle drags you for a few yards until you let go.

Sea turtle:



This experience teaches you something. From now, when a sea turtle is on the same *Terrain* card as you, you may apply the following effect:





Irish Whiskey



A 20-year-old whiskey. You decide to save the yummy beverage for when you reach your goal.

When you are on a terrain in zone **III** or above:

152 389

Return your state

Tired **Frozen** **Scared**

Banish this.

serenity



Terrified

   *Return this.*

Discard all  *Idea* cards from your hand.



Tired

   *Return this.*

Dimitri Gorchkov



When you get a state card you may discard 2 or cards with the keyword aggressiveness. If you do, do not discard any cards from the Action Deck.



All characters involved move their figurine to the target terrain, provided it is connected to their current terrain by a continuous chain of terrain cards.

Ferdinand Lachapellière



Discard 2 or cards with a keyword stealth to change an action you must perform into an action you may perform.



All characters involved move their figurine to the target terrain, provided it is connected to their current terrain by a continuous chain of terrain cards.

explorer

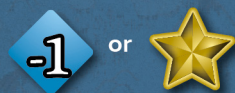


Determined



Lost in the middle of nowhere, you realize how dear your life is to you.

Discard this to apply the following effect:



explorer

Keelan McCluskey



Discard 2 or cards with the keyword will to ignore the Consequence step of your action. If you do, you must immediately take this action again.



All characters involved move their figurine to the target terrain, provided it is connected to their current terrain by a continuous chain of terrain cards.

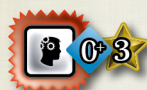
will



Cursed



You are overcome by anxiety. In spite of the cold temperature, you are sweating and start shaking uncontrollably.



You manage to control your condition.

With an intense effort, you manage to calm down.

All characters involved get Tired

explorer

Sea urchins

The ground is covered with hundreds of little reddish creatures that look like sea urchins. You will have to tiptoe through the colony if you want to continue this way.



Discard this.

A spine painfully stabs the skin of your heel. Each character involved must discard an Idea card from their hand.

Discard this.

Ferdinand Lachapellière

This French adventurer has been exploring the yet undiscovered territories of the world for over thirty years and certainly feels more comfortable in a tropical jungle than at high society cocktail receptions.

Twice, Ferdinand was the only survivor of disastrous expeditions, which says a lot about his extraordinary surviving skills.

Because of these tragic circumstances, even now his peers are very suspicious about him, wondering how far he had to go to save his skin.

Dimitri Gorchkov

Dimitri is not too fond of talking about his origins and motivations. Rumor has it that he escaped from the Peter and Paul Fortress in Saint Petersburg, where he was being held for "anarchistic activities and propaganda".

He may have joined the expedition as a security expert to leave his troubled past behind him.

The scars on his body and the way he screams when he wakes up in the morning say more about his story and his ability to face adversity than he ever would.

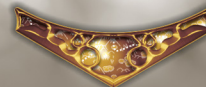
Keelan McCluskey

The heiress of a wealthy manufacturer, Keelan has always been passionate about herbs and plants. Thanks to her knowledge in botany, she was able to survive being poisoned by her unmannerly husband, whose greed led him to the gallows.

Freed from her married life Keelan got involved in the first expedition to the seventh continent, which she partly funded. She plans to name the first carnivorous plant she discovers after her ex-husband.



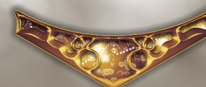
Flip this.



Flip this.



Flip this.







Nerves of steel

Return your state
or
Tired or **Terrified**
Discard this.

Discard this.

will



Pole

and/or

skill



Scholar

The following effect
applies as long as you
have this card in hand.

and/or

serenity



Shovel

and/or

stamina



**Valiant hearts
shall not fail**

Discard this to apply
the following effect:

Tired

will



**Forewarned is
forearmed**

Discard this to apply
the following effect:

vigilance



Paranoid

"It's his fault. I know he's not doing his best, I can see it. I'm even wondering if he didn't do it on purpose! I really need to keep an eye on him."



Raft

skill

Remember

Take the card of your choice from the Discard and add it to your hand.

Discard this.

vigilance

Think

Randomly take 5 cards from the Action Deck.

You may add 1 card to your hand and must shuffle the other cards back into the Action Deck and/or the Discard.

Discard this.

will

You learn by doing

Discard this to apply the following effect:

will

DEATH IS LURKING

Paranoid

If your character is alone on a *Terrain* card, **return** this.

Paranoid

"It's his fault. I know he's not doing his best, I can see it. I'm even wondering if he didn't do it on purpose! I really need to keep an eye on him."

Paranoid

"It's his fault. I know he's not doing his best, I can see it. I'm even wondering if he didn't do it on purpose! I really need to keep an eye on him."

Terrified

Terrified

Tired

Tired



Paranoid

If your character is alone on a *Terrain* card, **return** this.



Paranoid


If your character is alone on a *Terrain* card, **return** this.



Terrified



Return this.


Discard all  *Idea* cards from your hand.



Terrified



Return this.

Discard all  *Idea* cards from your hand.



Tired



Return this.



Tired



Return this.