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The 7th continent

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7. CONTINENT – What goes up must come down. Get ready for brand new adventures in the first board game where you're a hero! 1000+ minutes of adventure for 1 to 4 players. 43,733 supporters pledged \$7,072,757 to help with the life of this project. Last Updated Sep 22, 2020 Welcome to Ars Cardboard, check out our weekend table games! Check out our full coverage of the board games on cardboard.arsechnica.com - and let us know what you think. I tend to murmur to myself when I'm playing board games. Work out strategies, crunch numbers, get upset over tactical options – it's a boring habit that turns into over-drive when I play a solo game. (This, of course, is for the eternal consternation of my longtime wife, who is often in the same room with whom I murmur endlessly about effective conversion rates from wood to stone.) But while I was doing a first-screen solo playthrough in the 7th continent, a new cooperative adventure board game, most of my monologues came out as an exclam of surprised joy. Oh my God, it's so cool. Wait... But how come... Oh. Wow. Wow. What?!! I like that! The 7th continent is something else. It's a giant game filled to the brim with truly innovative and exciting ideas. The game has its predecessors, of course, but you've never played anything like it. It bills itself as a Choose Your Own Adventure book in the form of a board game, a kind of open-world pulp adventure that you can play alone or with up to three friends. Add his great emphasis on research, survival and crafting, and you can practically hear players of all stripes – from nostalgic Fighting Fantasy fans to early steam access crafting addicts – uncontrollable drooling. With the second print of the game on Kickstarter right now, that's pretty much the only thing the board players are talking about this month. But it's a very unique kind of experience that probably isn't for everyone. Is that for you? This review contains what some might consider light spoilers (nothing but what can be found on its Kickstarter page). If you want to get into the game completely blind, come back later. We have to go back, Kate 7. The actions you take will allow you to rip new cards out of the catalogue and bring them into play. The drawers are removable so you can spread busy around the table. Field cards make up the game map. Each white box is an action you can take, and green boxes are cards that you will draw if you take these actions. War fog maps are random events that you must complete before scouting a new area. Field cards give you some flavor text to set the mood before you turn them around. At the bottom of the terrain cards are the cost of moving to travel to a new card and the icon shows crafting resources available at the site. There are seven characters you can play like, each with a special ability. Strangely, you can play as Victor Frankenstein (or this Frankenstein monster?) and H.P. Lovecraft. Standee, miniature or token avatars. Choose. Fire, a very important element in the game, also has its standees and minis. The items created give you bonuses to check your skills. Small cubes in the upper right corner monitor the durability of the item. Your package contains all your clues, notes, search items and points of experience. The reject pile holder is cool, but it beats up a little bit because you have to reassess it in every session. This is going to make sense, don't worry about it. Because the game is played over many sessions of indeterminate length, the save system allows you to record progress and jump into and out of a session (some tedious submission is required). I like an unobtrusive, sinister box. It's 1907, you're an explorer, and you feel like shit. A few weeks ago, you were part of an expedition to the 7th Floor. At some point during your adventures (you don't remember when or how), you picked up a kind of curse - physical and mental distress that haunts your daily thoughts and plunges your nights into exhausting, restless sleep. It was hard. The commercial and then, one night, in the middle of one of your damn feverish dreams, you wake up starting to find yourself... On the 7th floor. But aren't you... Aren't you just... The only thing you know for sure is that the curse came from this place, and if there's any chance of you lifting it, you need to get back to work. The voracious goddess Belying's imposing two-seater and icon-laden player aids, the gameplay 7th Continent is so simple that it could run a new player off almost without explanation. Make an action, draw some cards, see what happens next. The gameplay is entirely driven by a huge box of nearly 1,000 square-shaped numerical cards. They sit in drawers along with numerical dividers, and almost every time you want to do something in the game, you'll dive into the box and rip out the card. Decide to travel east? Drag tab 163. Open that mystery box? 345. Inspect the footprints leading to the brush? Hold your breath and dig up card 230. There are basically two types of cards in the game: adventure maps, representing the terrain and content of the continent and action cards, which you will play and manipulate to move and take action. You start every curse — basically a scenario that gives you a goal to accomplish — by putting your character on an adventure card that represents a piece of land on the continent. The voracious goddess, the main curse I played, began me with two vague clues: an understated map and the idea that I had seen the erratic visions of a strange idol. And that's pretty much it— go ahead and lift the curse! Here's where 7. There's no round game. The game doesn't get the stage where it strikes back like in many Games. There is not even a starting and last point set for each session. Instead, simply make a turn by doing the action and keep going until you're happy with your session. Then create what is basically the savefile of your game and pack up the whole thing; next session, pick up exactly where you went. Each scenario is a long, continuous adventure that you play in sessions that are as long or as short as you want. My playthrough of the voracious goddess is about 3 p.m., and I played it in the standard 90-120 minute session. Eventually you'll either lift the curse or die trying. Page 2 This type of openness extends to the game. Much is made of the vibe of Choose Your Own Adventure, and while you're playing the game, you seem to be reading a CYOA book, the mechanics are different and more open. There aren't many binary choices do this or do it; Instead there are a lot of things you can interact with, and most of them will send you to flip through the card index to see what you've discovered, which feels like turning pages in an adventure book. The actions you can perform are mostly printed on the terrain cards; Wherever you see a white box with a symbol, that's the thing you can do. Any action requires what can be considered a skills check. But there is no cube rolling in the 7th Continent (so passé in our modern world of board games); each check is done instead by drawing cards from your action deck. You can think of your action deck as your life force. When you draw action cards, they consume their limited energy. As you pass through your action deck, more and more cards will end up in a discard pile. If your entire deck is discarded, you shudder your discards and start drawing from there - only this time, if you draw one of the five damn cards creeping up in your deck, you immediately lose the game. (More on this brutal state of finishing the game in a bit.) Here's an example of combat action: The number in the blue diamond is how many action cards you need to draw (that is, how much energy you need to spend) for the action; the number in the star shows you how much success you need to go through. On the left side of each action card there is a variable number of stars and half an asterisk; select how many cards you want to draw, and then draw them. Play it safe and draw more than you think you need, or push your luck and draw just a few. Most of the cards you draw will be discarded, so you want to burn as little energy as possible. Success and failure often trigger further draws of adventure cards. Take, for example, the field card to the right, which you encounter early in the first curse. At the top of the card we can check those rocks, or we can search the remains of the seagull in the middle of the card. If we want to move to another card, we can take the action of traveling at the bottom. Success on any of these tasks (guaranteed, as they do not require successes) will enable draw an adventure card marked in a green box below each action; these cards will tell us what we found and usually give another set of actions (which generally require much more in the way of energy and the necessary successes). It's a commercial, but your action cards aren't just your energy. In an extremely clever bit of mechanical and thematic consonance, they also represent thoughts and ideas that run through your head as you perform tasks. Every time you draw cards, you can take one in your hand, which you can use to help you take a future turn. Forewarned is forearmed gives you additional success that you can apply to a check. Remember allows you to take the card back from the discarded pile and in hand. And since this is a survival game, some tabs represent items you can create. Draw a Camouflage outfit tab, for example, and you just had the idea to make a sneaky suit out of leaves and rope. Create it and you can use it to encourage future hunting or stealth check. Normally, clothes would require a draw with three builder cards, but if you're on a terrain card that has the necessary resources (marked with an icon on the underside of the card), you can make it cheaper. Artistic appreciation Here's where the game gets really cool: one of my action cards allows me to review some notes from my character's previous expedition to the island. In them, I found that a particular plant can also be used as a rope. Since then, whenever I've been on the card with that plant — marked only by a work of art, not icons — I could use it for a rope. And there are a bunch of these notes that you can review, allowing you to gather useful advice on the flora and fauna of the continent that you will only have access to if you come across that knowledge. Enlarge/View notes to learn more about special features on the continent. The very artwork of the game exists as a mechanic of a game that is specific to your character's knowledge of the game (Good Lord, it's cool). And the neat mechanics of artwork don't stop there. Some field cards have a hidden number on them. Spot it, and you can replace that tab with the appropriate number card, which shows you what you found, usually presenting an additional action you can take. Pay attention and browse your surroundings, and you can find shortcuts, hidden objects and all sorts of things. Occasionally you will come across puzzles, everything from treasure maps to exercises to spot differences. In the end, I did things like take notes on paper and take pictures of a map with my phone - things outside the game that made me feel like I was really exploring. Most of the things I described above weren't the things of the story specific to my curse. They were just encounters that I came across while exploring the world, the kind of things that came out of randomizing elements of the game. That, in other words, is where the story of the game comes from. A commercial and that's something you should know. The 7th continent is a story-driven game, not driven by narrative. Without spoiling too much, the story in the curse I played is extremely thin, if you can even call it a story. Anyway, it was just a loose set of clues that set me on a path to make my story. And because many of the things you come across are random, your story will be very different from mine even if you play the same curse. It's neat, but it's a very specific kind of storytelling, and if you're looking for a compelling narrative arc handmade by the game's designers, you won't find much here. Survivor Enlarge / Gotta eat to live, gotta hunt to eat, tell you all about it when I've got the time. Survival is the name of the game here, and the main way to recover discarded action cards is through hunting, an action usually telegraphed by some sneaky footprints next to the action box. You never know what you will find when you go hunting – it could be a rabbit that is easy to kill, it could be something that will eventually hunt you down - but you will usually leave with some kind of that you can eat to recharge your energy. Cook the meat by lighting the fire first, and you will get even more cards back. Hunting grounds are scattered across the continent, and since your action deck is steadily shrinking, you will always be looking for your next food source. Hunting is the most important action in the game, and you should prioritize it in everything else. Thematically, of course, but sometimes it can feel like grinding. There are certainly gamey, mechanical aspects of strategize more. Much of your success in the game comes down to whether you are able to properly manage hand cards, create the right items at the right time, find ways to effectively get your discarded back into the draw pile, and even figure out when to save for optimal benefit. But the focus here is on thematic adventure, and the game consequently has quite a bit of a coincidence in it. Skill checks, of course, will always involve a little luck in the draw. At one point, I was crossing the bridge and lost my footing, which would send me downstream and spit me out on a whole new part of the continent, away from my goal. Luckily, I remembered my character's special ability and managed to cross the bridge unharmed, but that event could indeed have killed my chances of survival, all because of the unfortunate turning of the card. However, checks are easier to pass because you create more items to help you and you can always draw more cards than necessary to be sure. The real randomness comes from other sources. Every time you travel on a new card, you first have to deal with a random event. You may find a useful ingredient to make; You might find, like, a 500-pound growling bear. To love the 7th Of June, you're going to have to go to The New York Times. The game will take you to and that means that occasionally – OK, quite often – will. Sometimes you can do something about it; Sometimes you won't be ready. Page 3 Enlarge / I felt pretty rough by the end of my adventure. Before I started playing, my biggest concern about the game was this aforementioned unyiey mistake in losing my condition - burn the entire deck of cards, and you can lose the game by randomly turning cards. yes, that means you can be 10 or more hours into the game and just... Lose. This time you can go back and start over, more efficiently, because you will know what to do - the mechanic recalls one seen in another story-heavy game, T.I.M.E Stories. I didn't like the mechanic in that other game, but it was baked in design, and it made thematic sense. Here, failure just kind of feels like a game across the screen. I beat the voracious goddess on my first attempt, but I seem to be in the minority. Many online reports suggest losing and restarting the status quo. The key to my success was that I did my research first and knew the absolute necessity of hunting and making. But most importantly, I checked the internet for help when I stumbled across a particularly cryptic puzzle - if I hadn't, I would almost certainly have gone the wrong way, got lost and burned all my cards. To be honest, I'm not particularly good at deciphering cryptic puzzles, so the experiences here will vary. I also played the game on an easy setting, which essentially gives you one do-over if you lose (I didn't have to use it). Again, some people may not be bothered by this, but if the idea of sinking hours into the game and finding yourself needing to start sounds more like a dealbreaker, you should know there is a strong possibility that this could happen here. Permadeath brings a real stake in the game. But while I'm more than happy to eat dirt in the 35-minute bonding of Isaac, I'm much less interested in hitting the restart if I just died after ten hours of playing the board game. Your experience here will depend on your tolerance for such things. Commercial More than that, however, my main problem with the game is that it seems to actively discourage you from exploring with wild abandon. Find a cool cave and want to go caving? go ahead! Just don't be surprised when you end up exhausted and close to death because you didn't stay on the attack. What at first seems like the social game equivalent of an open-world video game may eventually begin to feel like an exercise in optimizing your moves. at least if your goal is to win. for you? Increase / Many actions that you will perform. The 7th continent is not a game for everyone, and in the long run, I don't think it's for me. The core gameplay loop loo too much luster for me towards the end of my journey, and I found myself wanting more guided storytelling. But I'm absolutely goshmacked by my hugely ambitious design and a wealth of new, exciting ideas. The 7th continent often feels like fewer games and more experience, and The sect of gamers will go crazy for their pervasing atmosphere and survival-oriented game. If it sounds like something you'd like at all, and if the above worries don't bother you, it's a simple recommendation even at \$80. I've had my share of other curses, and there's tons of content here. The continent is really massive. I'm not sure how much I've seen, but different curses lead you to different localities, although you will trample familiar ground over the script. In many ways, the game feels like a solo game, and plays perfectly as one. The two-player game adds a few interesting mechanics and plays well, too. However, I would avoid playing on higher player figures, as the order of play – anyone can go at any time and as many times as they like – makes games with three and four players feel uncomfortable. Even if you don't end up buying a copy, I recommend board game fans find an opportunity to play a session or two. It's a truly unique game, and it's a great example of the unique experiences that board games can offer. The second print of the 7th continent is on Kickstarter until 4:59 pm on October 19, and the estimated delivery is in March 2018. The publisher says the game won't go into retail distribution, and this is one of your last opportunities to participate in adventure 7. Extensions and add-ons are also available on the Kickstarter page. Input picture: Serious Poulp Poulp

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