

WELCOME TO SEAFALL

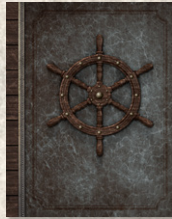
A LEGACY GAME

SeaFall is a legacy game, which means that your group's game will change and grow as you play through your campaign. You will control a seafaring province and act as its leader across many games. You'll explore the sea, trade with islanders, raid whom you choose, and gain glory in a quest to reunite the provinces and become the Emperor. Throughout *SeaFall* you'll be asked to make decisions, some of which will have permanent consequences. You will add new rules to the rulebook, write on the board, even destroy (*tear up*) cards. Stickers put on the components carry through for all future games played in your world. Your game and your game world will look different from every other campaign of *SeaFall*. It's your world and your game.

Read this sheet and follow its instructions before you begin the prologue game.

Captain's Booke

This book contains entries that you'll read when prompted by exploration, milestones, and special actions during *SeaFall*. Always read passages from the Captain's Booke out loud so that all players can hear. **YOU SHOULD NEVER READ AN ENTRY UNLESS INSTRUCTED TO DO SO.**



Explorers' Map

This map is located inside the front cover of the Captain's Booke, and is used during exploration. The rulebook further explains how to use the Explorers' Map.

The Astrolabe

Before your first game, punch out the two parts of the astrolabe and fasten them together using the rivet found in the bag of game parts. Make sure you punch out the window on the smaller circle before attaching them together.



Locked Chests

Occasionally you'll complete a major milestone in your world's story, and you'll be instructed to open a sealed box. These are stored in the game box and marked with symbols, and should remain sealed until you're instructed to open them.



Province Chests

These are marked with the emblems of the provinces and are empty when you start the prologue. At the end of each game, provinces place their ships and any cards they keep from game to game in the province chests.



Storage Chest

This is marked with a ship's wheel. You'll use the storage chest to store cards and components that may be needed during a game, but aren't commonly used. They are part of the game but off-stage until needed. You'll be told which cards and components to store here.



Rules Stickers

Each time you open a sealed box during your campaign you'll unlock new rules that will change how you play *SeaFall*. When you do this, you should carefully read the new rules stickers, then place them in their specified location in the rulebook.

Before Starting the Prologue:

SeaFall begins with a Prologue, which will provide you and the other players a chance to learn the game and make decisions without any permanent negative consequences.

Feel free to read the rulebook and familiarize yourself with *SeaFall*. There are no spoilers in the rulebook. You can punch out all cardboard pieces in the game and separate them. You can open up all card decks. **DO NOT OPEN ANY LOCKED CHESTS.**

When starting the Prologue:

Have all players read the histories of the provinces, as shown on the back of the province boards (*out loud or to yourselves - depends on the group*).

Randomly deal title cards to players. The number of title cards depends on the number of players:

- ◆ **3-players:** Prince/Princess, Duke/Duchess, Count/Countess
- ◆ **4-players:** All but the Lord/Lady
- ◆ **5-players:** All titles



Note the rank on each card. Beginning with the least prominent rank, have each player select a province color and leader card (*leader cards are the same other than the image*). Have each player place one of their province enmity stickers (*from the permanent enmity sheet*) on their leader card to show which province it belongs to (*it's not really enmity, just a province identification*). Name your leader. Give each player the ships and enmity tokens of their province.

Return all unused province boards to the box, and all unused leader cards to the Storage Chest.

Follow the instructions in the rulebook for setting up, then begin the prologue with the following exceptions:

- ◆ Only use the four prologue milestones. Leave the others in the storage chest.
- ◆ Any time any player reaches a multiple of 3 glory, have that player name any unnamed island on the board, then take the appropriate milestone and read aloud its entry in the Captain's Booke.
- ◆ Do not put out the target glory marker. The prologue ends after all prologue milestones have been reached. You will not do any end game upgrades.



**RIGHT NOW: READ ENTRY 0
IN THE CAPTAIN'S BOOKE**