

*The collectible card game  
of piracy and  
high adventure continues...*

# 7<sup>th</sup> Sea™



Strange Vistas™



## Gosse's Gentlemen

"We'll make them remember our names once again."

— Philip Gosse, Captain of the *Uncharted Course*.

Not all pirates are bloodthirsty scoundrels. The gentleman buccaneers of Gosse's crew became legends through a combination of noble courtesy and uncanny cleverness. Thirty years ago, they retired to a hidden island paradise, wealthy beyond the dreams of avarice. Now, Philip Gosse has journeyed forth once again, joined by his aging crew and a new generation of young heroes. They wish only for one last adventure — an adventure that will make all of Théah speak their names again.

The Story begun in 'No Quarter' continues, as new ships and crews make their presence felt. The Sea Dog Berek makes a daring raid against Captain Reis's hidden treasure, while Guy McCormick continues the quest for his missing wife. The Montaigne General hunts madly for Brotherhood ships, as his quarry continues to thumb their nose at the world's navies. And the Castillian armada struggles against enemies both within and without, as Admiral Orduño loses one of the Inquisition's most valuable artifacts. Into this tangled web come two new

factions: the charismatic Gosse's Gentlemen and the violently zealous Corsairs. Do they have what it takes to tip the balance of power on Théah's Seas? Or will they end up on the bottom like so many who have come before? Only you can tell!

*Strange Vistas* is the first expansion in the wildly popular *7th Sea* CCG. It offers 150 new cards, as well as 2 new starter decks complete with ships and captains. New plot developments weave their way through the cards, drawing Théah's legendary crews towards an uncertain destiny. The play is fast-paced and simple

to learn, while offering a wealth of strategic opportunities.

Boasting beautiful images from some of the best artists in the industry, and featuring a system from the award-winning designers of *Doomtown* and *Legend of the Five Rings*, *Strange Vistas* expands the scope of the *7th Sea* universe into new and exciting territories. Climb aboard, matey, and see what *Inquest* magazine calls "*the best new game of 1999!*"





## The Corsairs

"I will bring about the next age of the world."

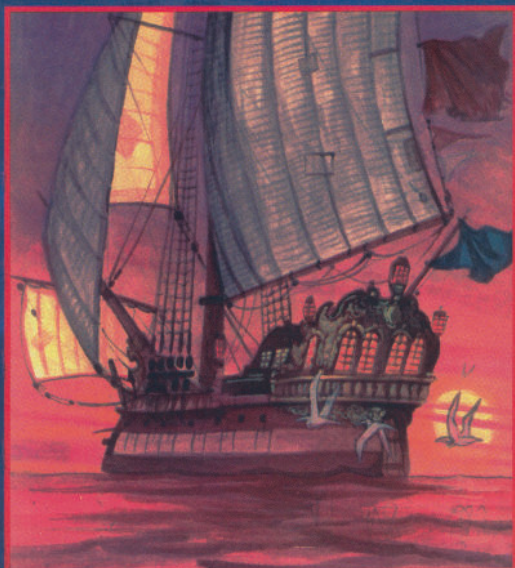
— Kheired-Din, Captain of the *Strange Skies*

From the Crescent Empire he comes; the blood-soaked fanatic known as Kheired-Din. Driven by a vision of the Second Prophet and armed with weapons unseen in the age of men, he cleaves a path of destruction across the Théan seas. His fleet is crewed by devout followers and rowed by slaves captured from a thousand coastal towns. What they search for, none save Kheired-Din can say — but when they find it, the oceans themselves will tremble beneath them.



## 7th Sea CCG Upcoming Release Schedule

Strange Vistas.....	December 1999
Broadships (Basic Set).....	January 2000
Shifting Tides.....	March 2000
Scarlet Seas.....	July 2000
Black Sails.....	August 2000
Jolly Roger (Basic Set).....	November 2000



## Save your Plunder!

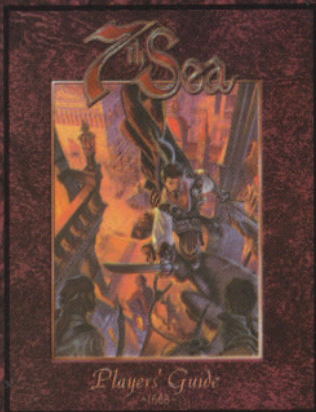
You will be able to start spending it  
January 1st 2000.

Check out our website For more info.





# Looking for even more adventure? Try the 7th Sea Roleplaying Game.



## 7th Sea: The Players' Guide to Theah ID#:7001

*From the creators of Legend of the Five Rings ...*

Discover the world of 7th Sea, where swashbuckling mixes with sorcery and piracy is heroic ... so long as you're flying the right colors. This is a world with secret societies, intrigue and dashing acts of daring do. You'll find everything you need to play a swordsman, a privateer, an explorer, a magic-wielding noble, and more.  
(200 page hard bound book)

## The 7th Sea Game Master's Guide ID#:7002

Expanding on the information presented in the Player's Guide, the Game Master's Guide delves deeper into the secrets of Théah. Many new rules are presented, including special Villain abilities, foes for your Heroes to face, tips on constructing ancient death traps, and more. No Game Master should be without this essential aid for running 7th Sea.  
(200 page hard bound book)

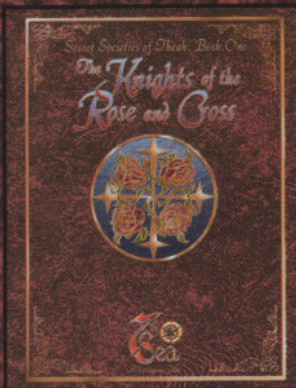


Rose & Cross

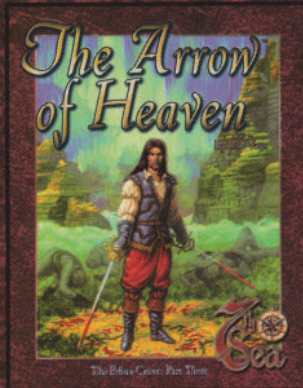
Erebus Cross III

Avalon

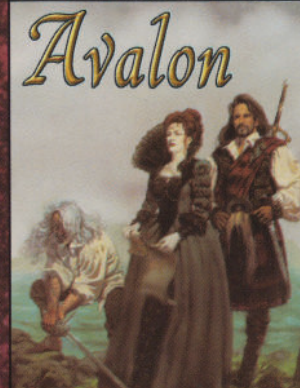
Montaigne



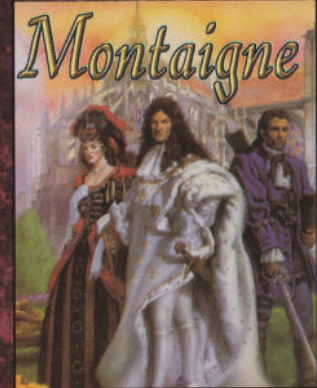
October 99



November 99



December 99



January 2000



Alderac Entertainment Group

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