

THE ALMANAC

# TIDAL BLADES

## HEROES OF THE REEF

Designed by  
TIM & BEN EISNER

Art and Worldbuilding by  
MR. CUDDINGTON



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Almanac Purpose	2
Card Clarifications	3
Advanced Play - Advanced Cards	8
Action Spaces	10
Two-player Mode	12
Solo Mode	14
Glossary	18
Quick Reference	20

### ALMANAC PURPOSE

This Almanac serves as a reference for the rules and cards in *Tidal Blades*, and also contains the rules for Advanced, Two-player, and Solo variants.

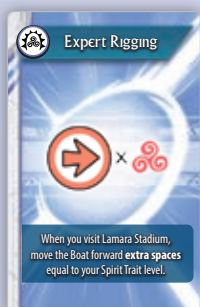
If you are new to the game, begin with the *Tidal Blades* Rulebook.

# CARD CLARIFICATIONS

## STUNT CARD CLARIFICATIONS

### STUNT CARDS

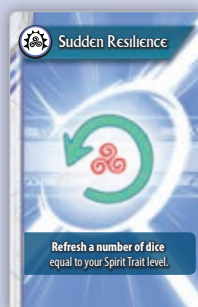
#### EXPERT RIGGING



Take the rewards for each space the Boat passes over.

**You must visit Lamara Stadium to play this card.**

#### SUDDEN RESILIENCE



Just like Action spaces that offer Refresh as a reward, this does not allow you to Upgrade dice, only Refresh them.

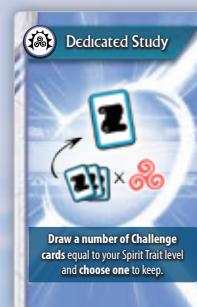
#### CONVINCING OFFER



Take the Droska Ring Island Bonus as normal—this may allow you to choose two Market cards in the same turn.

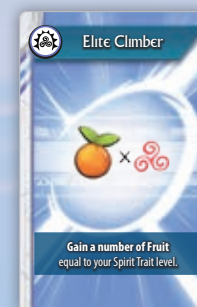
**You must visit the Droska Ring to play this card.**

#### DEDICATED STUDY



You must draw from the main Challenge deck (not the Legendary Challenge deck). Place the Challenges you don't keep on the bottom of the deck.

#### ELITE CLIMBER



Gain a number of Fruit equal to your Spirit Trait level.

#### SPIRIT OF THE TIDAL BLADES



This allows you to Upgrade a number of dice equal to your Spirit Trait level. You may only Upgrade dice that you are using to fight the Monster, and each die may only be Upgraded once. Upgrading dice does not Refresh them.

#### JUDGE'S FAVOR



You gain each reward listed, starting from the bottom up to your current Spirit Trait level. For example, playing **Judge's Favor** with a Spirit Trait level of 3 gives a reward of 1 Shell, 1 Fruit, and a Novice die.

#### INSTANT REFLEXES



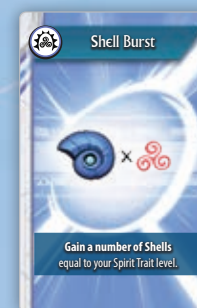
You gain each reward listed, starting from the bottom, up to your current Spirit Trait level. For level 3, you may choose or draw a Challenge. For example, playing **Instant Reflexes** with a Spirit Trait level of 2 gives a reward of Refreshing one die and gaining 1 Shell.

#### MIDNIGHT TRAINING



Gain the reward matching your Spirit Trait level. For example: playing **Midnight Training** with a Spirit Trait level of 2 would earn you a Novice die. You only gain the Novice die, and do not gain the Shell.

#### SHELL BURST



Gain Shells equal to your Spirit Trait level.

## CHARACTER CARD CLARIFICATIONS

### ALL CHARACTERS

#### ALONE / WITH OTHER CHARACTERS

"Characters" are the playable Characters in the game. The Judge does not count as a Character.

"Alone" means there are no other Character standees on the same Island as you.

"With another Character" or "on the same Island" means that there is at least one other Character standee on the same Island with you.

"Visit" means if a Character or Stunt card requires you to visit an Island, you must have moved your character there on the turn you wish to use that card.

### SPIRIT, RESILIENCE, SYNERGY, AND FOCUS CHALLENGES

Some cards refer to a specific "Trait Challenge". This means any Challenge with at least one of that type of Trait symbol. For example, a Spirit Challenge is any Challenge with at least one Spirit symbol.

### SHELL SHIELD UPGRADES

Each Character has an Advanced Shell Shield and one Shell Shield Upgrade.

The Advanced Shell Shield replaces the Shell Shield when played. Transfer all Shells from the Shell Shield to the Advanced Shell Shield.

The Shell Shield Upgrade is placed underneath the Shell Shield (or Advanced Shell Shield) when played and gives you an additional use for the Shells on your Shell Shield.

See pages 4-7 for details on all Character cards.

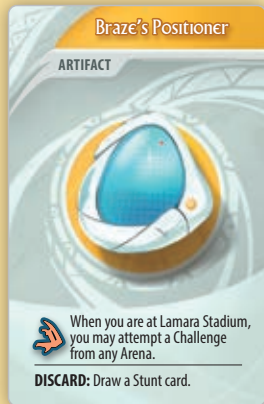
# CHARACTER CARDS OVERVIEW

AXL

## BRAZE'S POSITIONER

"When you are at Lamara Stadium, you may attempt a Challenge from any Arena.

**DISCARD:** Draw a Stunt card."



You may attempt Chronosseum and Droska Ring Challenges when you visit Lamara Stadium. You may discard this card to draw a Stunt card.

## RACING ENGINE

"When you visit Lamara Stadium, move the Boat an extra space."



Your Character must visit Lamara Stadium for the Racing Engine to take effect.

## YOUNG PRODIGY

"When you Push It on a Spirit Challenge, move +1 on the Champion board."



To Push It, complete all the required symbols plus at least one Push It symbol. A Spirit Challenge is one that has at least one Spirit symbol.

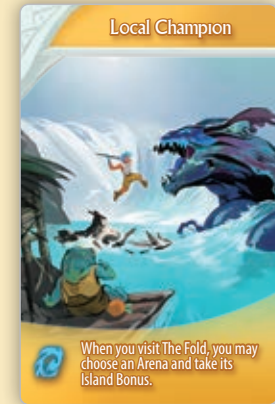
## NAG'IAN HERITAGE

"You may use your Synergy Trait level in place of Focus."



## LOCAL CHAMPION

"When you visit The Fold, you may choose an Arena and take its Island Bonus."



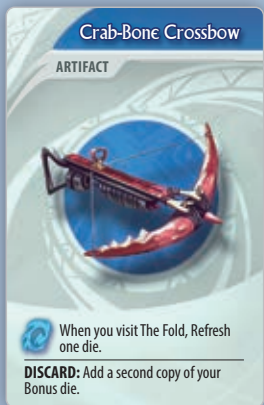
Before battling a Monster, take the Island Bonus of one Arena (Droska Ring, Lamara Stadium, or Chronosseum).

GAIMAN

## CRAB-BONE CROSSBOW

"When you visit The Fold, Refresh one die.

**DISCARD:** Add a second copy of your Bonus die."



You may discard this card to gain an additional Bonus die when fighting a Monster. For example: if you would gain 1 Elite die for that fight, gain 2 Elite dice instead.

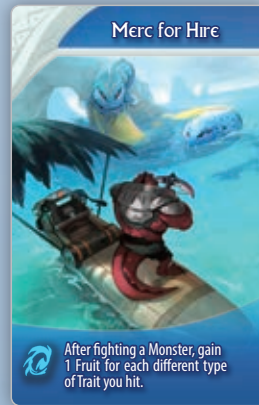
## ANCIENT RIVALRY

"When you visit the Citadel of Time or the Chronosseum, gain 1 Shell."



## MERC FOR HIRE

"After fighting a Monster, gain 1 Fruit for each different type of Trait you hit."



You gain Fruit equal to the number of Hits you deal to a Monster, with a maximum of 4 Fruit gained in one turn.

## TRICKS OF THE TRADE

"You may use Shells as Fruit, and Fruit as Shells."



These tokens become interchangeable in every way, including Shell Shield activations. (You may place Fruit onto your Shell Shield.)

## IRREGULAR MOORING

"You may take an Action on a space that already has a single Action disc."



You may use an Action space even if it already has a single Action disc. However, you may not use a single-use Action space if another Character's standee is currently there.

### PUSHING THE LIMITS

“When you complete a 3-symbol Challenge, you may take your Island Bonus again.”



Whenever you complete a Challenge that has exactly 3 Trait symbols, gain the Island Bonus a second time. This includes Push It Trait symbols.

### DARING IMPROVISER

“When fighting a Monster, reduce the Danger die level by 1, if possible. You may use any Fighting Style.”



Strategically, you would use your strongest Fighting Style. You also roll the next lower level of Danger die when fighting Monsters. However, in the first round of the game you must always roll the white Danger die as there is no lower level Danger die.

### UNFAILING OPTIMISM

“When rolling dice, you may use one blank face as any single Trait symbol once per turn.”



This allows you to change a total of one blank face per turn.

### SHELL WAGER

“Before a Challenge, you may give 1 Shell to another Character on the same Island, then if you complete the Challenge, draw a Stunt card.”



### OUTSHINE THE COMPETITION

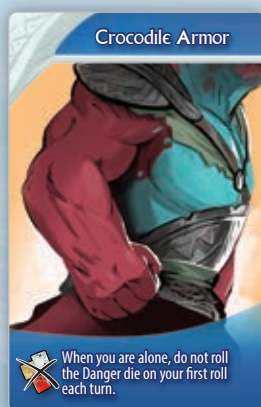
“When you play a Stunt while on the same Island as another Character, Refresh one die.”



This only Refreshes the die. It does not Upgrade it.

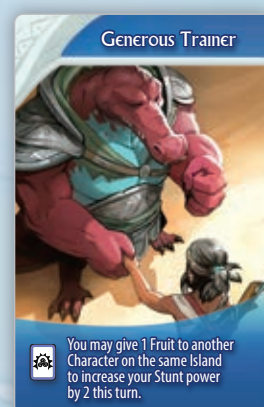
### CROCODILE ARMOR

“When you are alone, do not roll the Danger die on your first roll each turn.”



### GENEROUS TRAINER

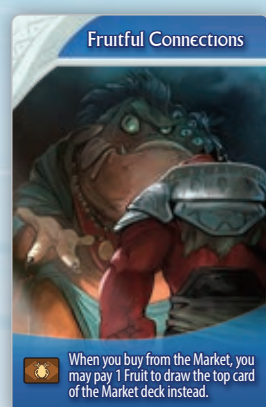
“You may give 1 Fruit to another Character on the same Island to increase your Stunt power by 2 this turn.”



This card increases the power of Stunt cards when you play them on an Island that has another Character. Example: if Caiman had Level 2 Spirit and was at Lamara with Dust, and gave her a Fruit, his Stunts would have the effect of Level 4 Spirit.

### FRUITFUL CONNECTIONS

“When you buy from the Market, you may pay 1 Fruit to buy the top card of the Market deck instead.”



You may take this special Action instead of taking the Island Bonus at the Droska Ring.

### OUTCAST'S VICTORY

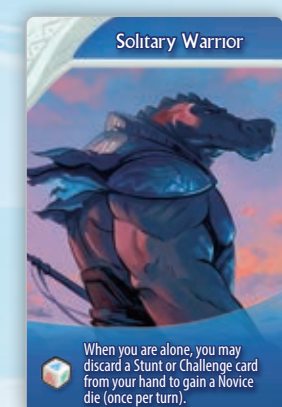
“When you Push It on a Focus Challenge, move +1 on the Champion board.”



To Push It, complete all the required symbols plus at least one Push It symbol. A Focus Challenge is one that has at least one Focus symbol.

### SOLITARY WARRIOR

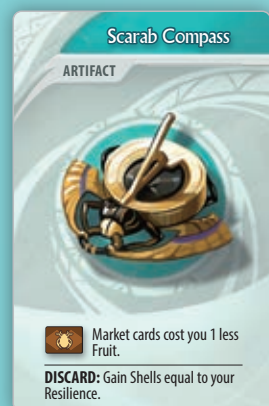
“When you are alone, you may discard a Stunt or Challenge card from your hand to gain a Novice die.”



You may use this ability once per turn.

**SCARAB COMPASS**

"Market cards cost you 1 less Fruit. **DISCARD:** Gain Shells equal to your Resilience."



All Market cards cost you 1 less Fruit. If the normal cost for a Market card is 1 Fruit, gain that card at no cost. You may discard this card any time during your turn to gain Shells equal to your Resilience Trait level.

**NEW TO THE ISLES**

"Before attempting a Challenge while on the same Island as another Character, gain 1 Shell."



If you are attempting a Challenge on an Island with another Character, gain 1 Shell before rolling any dice.

**QUICK LEARNER**

"When you Push It on a 2-symbol Challenge, advance the Pushed Trait one extra notch."



A 2-symbol Challenge is one that has a total of two symbols on it, including any Push It symbols. They can be the same Trait, or different.

**RISE TO THE CHALLENGE**

"Before a Resilience Challenge, you may pay 1 Shell to gain a Novice die."



This ability may only be used once per turn, and only before you attempt a Resilience Challenge. You do not need to use this die in the Challenge.

**FORGED BY THE SANDS**

"When you Push It on a Resilience Challenge, move +1 on the Champion board."

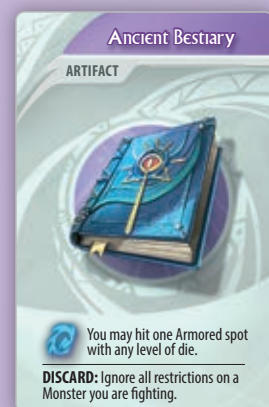


To Push It, complete all the required symbols plus at least one Push It symbol.

A Resilience Challenge is one that has at least one Resilience symbol.

**ANCIENT BESTIARY**

"You may hit one Armored spot with any level of die. **DISCARD:** Ignore all restrictions on a Monster you are fighting."



Hit an Armored spot with any level of die. You must still roll the matching symbol. Discard to ignore all restrictions on a Monster. This includes Armored spots and any special restrictions of Advanced Monsters.

**TSURO'S TRANSVERSER**

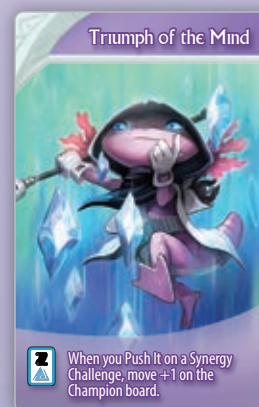
"When rolling dice, you may use one Resilience Trait symbol as any Trait symbol."



You may use one Resilience symbol as any symbol during a Challenge or Monster battle. Only 1 Resilience symbol may be used in this way each turn.

**TRIUMPH OF THE MIND**

"When you Push It on a Synergy Challenge, move +1 on the Champion board."

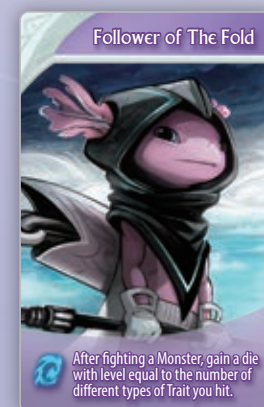


To Push It, complete all the required symbols plus at least one Push It symbol.

A Synergy Challenge is one that has at least one Synergy symbol.

**FOLLOWER OF THE FOLD**

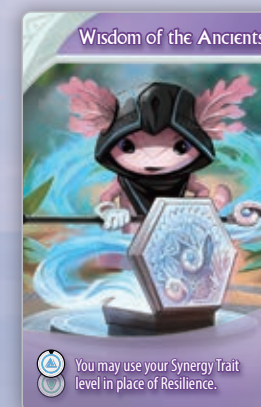
"After fighting a Monster, gain a die with level equal to the number of different types of Trait you hit."



For example: if you hit spots on a Monster with 1 Spirit, 1 Focus, and 1 Synergy, you would gain a Level 3 Elite die.

**WISDOM OF THE ANCIENTS**

"You may use your Synergy Trait level in place of Resilience."



This replaces your Resilience Trait level with Synergy when you are Refreshing and Upgrading at the end of the Round and for the Desert Caravan Action space.

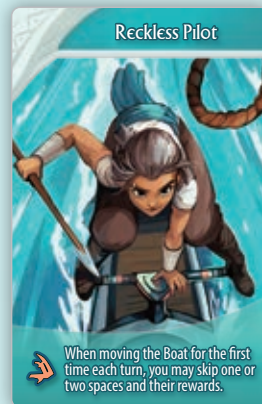
### TRINITE SWORD

“When fighting a Monster, all of your Fighting Styles are +1 level!”



### RECKLESS PILOT

“When moving the Boat for the first time each turn, you may skip one or two spaces and their rewards.”



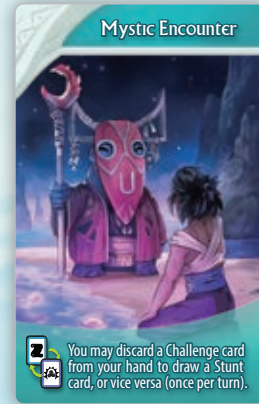
### CHASE THE CROWD

“Add +1 to your Max Roll for each other Character on the same Island.”



### MYSTIC ENCOUNTER

“You may discard a Challenge card from your hand to draw a Stunt card, or vice versa (once per turn).”



### BATTLE SCARS

“After fighting a Monster, move the Bonus die to your Spent Dice area, instead of discarding it.”



Before advancing the Boat for the first time on your turn, you may skip one or two spaces on the Lamara Stadium Boat track. You may only do this once per turn and only before moving the Boat for the first time. Do not gain rewards for spaces skipped in this way.

Once per turn, you may discard either a Stunt card or a Challenge card from your hand. If you discard a Stunt card from your hand, draw a Challenge card. If you discard a Challenge card from your hand, draw a Stunt card.

Instead of discarding the Bonus die used against a Monster, add it to your Spent Dice area.

If the Bonus die is lost to a Danger die, you do not gain it back again.

### DEPTH OF KNOWLEDGE

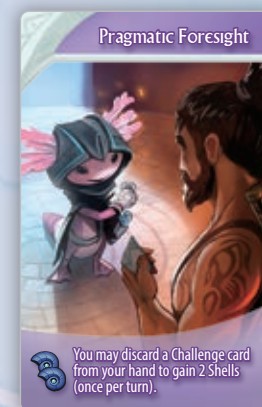
“At the end of your turn, if you did not attempt a Challenge or fight a Monster, Refresh all of your dice.”



This only Refreshes dice. It does not Upgrade them.

### PRAGMATIC FORESIGHT

“You may discard a Challenge card from your hand to gain 2 Shells (once per turn).”



You may discard a Challenge from your hand at any time on your turn. You may not discard a Challenge that you are attempting to complete.

### FEATS OF THE BETALOD

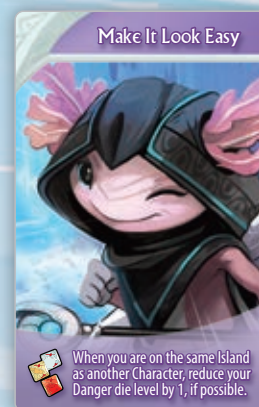
“After you complete a Challenge, you may pay 1 Shell to choose a new Challenge card that has fewer symbols.”



You may select any Challenge from the pool that has fewer Trait symbols than the Challenge you completed. If there are no Challenges with fewer symbols, you do not take a card.

### MAKE IT LOOK EASY

“When you are on the same Island as another Character, reduce your Danger die level by 1, if possible.”



The white Danger die is the lowest and cannot be reduced to a lower level.

### MINDFUL PROJECTIONS

“You may discard a Stunt card from your hand to Refresh two dice (once per turn).”



This only Refreshes dice. It does not Upgrade them.

# ADVANCED PLAY

Once you have played a few times, you are ready to play the Advanced version of *Tidal Blades*. There are several variants of Advanced play to choose from, which can be mixed and matched as desired.

## STARTING CARD VARIANTS

These are recommended as the first way to vary the game.

### UNIQUE CHARACTERS

Instead of using your Starting Character card, draw three Character cards from your deck and choose one to start with, in addition to your starting Shell Shield.

### SECRET GOALS

Instead of randomly getting a Goal card, draw two of your Goals, and choose one. You may look at it, but otherwise keep it face-down and secret.

### STARTING CHALLENGE DRAFT

After the Judge is placed, each player draws three extra Challenge cards to add to their Starting Challenge cards for a total of six. Choose three Challenge cards to keep and discard the others.

Alternatively, players can each draw two extra Challenge cards and add them to their three Starting Challenge cards. Choose one and pass the remaining four to the player on the left. Repeat until all players have chosen five Challenge cards. Each player then chooses three Challenges to keep and discards the others.

## ADVANCED CARDS

To add more strategy and variability to your game, you can mix in the Advanced cards, consisting of Legendary Challenges, Advanced Market cards, and Advanced Monsters. All Advanced cards are marked with a flame icon on the card front.

You can add in one type of Advanced card or all of them at once if you wish. For best playability, we recommend using 3-4 of the sets of Legendary Challenges, and 1-2 of the sets of Advanced Market cards at once.

## LEGENDARY CHALLENGES

Shuffle 3-4 sets of Legendary Challenges together and place the cards in the rightmost space of the Challenge pool at the Citadel of Time, replacing one of the normal Challenge cards, to form the Legendary Challenge deck.

Turn the top card face-up. It may be chosen in the same way as a normal Challenge card. When a Legendary Challenge card is removed, reveal the new top card immediately. If all Legendary Challenge cards are taken, fill in the space with regular Challenge cards as normal.

There are a number of different sets of Legendary Challenge cards, as shown below.

## LEGENDARY CHALLENGE TYPES

### HAZARDOUS CHALLENGES

You must lose two of the dice that you matched to Traits.



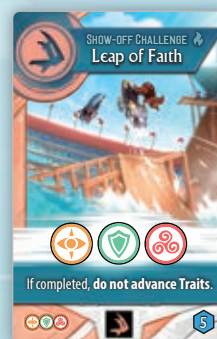
### MYSTIC CHALLENGES

When completed, Upgrade one of the dice you used to complete this Challenge. Upgrading does not Refresh that die.



### SHOW-OFF CHALLENGES

When completing one of these Challenges, you gain the card toward your Fighting Styles and sets, and score points for it at game end, but you do not advance your Trait dials.



### HEROIC CHALLENGES

When completing one of these Challenges, you gain the card toward your Fighting Styles and sets, and score points for it at game end, but you do not advance your Trait dials.



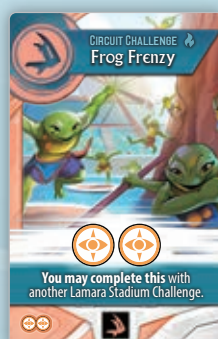
### SPLIT CHALLENGES

To attempt one of the Challenges, you must visit the matching Island. If completed, tuck it under your Character board in the matching column—only count that half for Goals, points, Character cards and Fighting Style.



### CIRCUIT CHALLENGES

You may do these by themselves, or at the same time as another Challenge from the same Island. You may complete either or both, but you may not assign the same die to more than one Challenge.



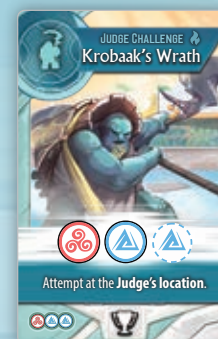
### SWARM CHALLENGES

You may complete any, all, or none of the Push It symbols when attempting this Challenge.



### JUDGE CHALLENGES

When completed, set it beside your Character board. Completed Judge Challenges do not have an Island affiliation for the purpose of Fighting Styles, Goals, or sets, but do let you move +1 on the Champion Board.





## SUGGESTED LEGENDARY CHALLENGE SETS:

**CHASE THE GLORY:** Split + Show-off + Judge

**LOCAL SPECIALTY:** Mystic + Swarm + Hazardous + Circuit

**BIG RISKS:** Heroic + Show-off + Split

**PICK YOUR POISON:** Circuit + Split + Any two Droska Ring Challenges + Judge

You can also mix and match Legendary Challenges to make your own set. When you do, try to keep the number of Challenge cards for each Arena and Trait as equal as possible.

## ADVANCED MARKET CARDS

Choose 1-2 sets and shuffle them into the Market deck.

There are three different sets of Advanced Market cards:

### ADVANCED MARKET CARD TYPES

#### STRANGE WARES

These special Market cards allow you to gain an ability to use at a later time. Keep them next to your Character board and discard them at any time on your turn to use them.



#### PRECIOUS WISDOM

These Market cards allow you to buy the favor of powerful sponsors to gain extra points in the Tournament. Add one per player plus one extra.



#### BLACK MARKET

These Market cards give you a powerful bonus, but at the cost of your reputation.



Any Market card that has the Challenge icon allows you to choose from the Challenge card pool or draw from the Challenge card deck.



**ALTERNATE COSTS:** Each symbol on the left side of the card is considered a cost. The total cost of a card is the number of symbols.

If you cannot pay a cost (for example, because you are at the start space on the Champion board and cannot move -1 to pay the cost), you cannot buy that Market card.

If you obtain the card for an alternate cost, or without paying for it, you do not have to move down on the Champion board.

## ADVANCED MONSTERS

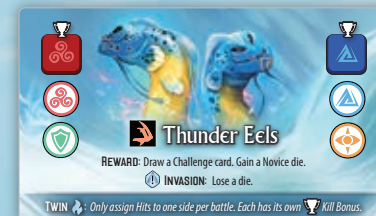
These Monsters have unique abilities that make them more difficult than the normal Monsters. To play with Advanced Monsters, mix them with the Starting Monsters (those marked with a compass on the card back) before constructing the Monster deck.

**WARNING:** Playing with Advanced Monsters adds significant difficulty. They should only be used by experienced players who want a more challenging game.

### ADVANCED MONSTER TYPES

#### TWIN MONSTERS

You may only hit one side at a time. A player who places the final Hit token that fills a side completely gains the Kill Bonus. Do not remove the Monster or gain the reward until both sides are filled. The Monster may still Invade if one side has been killed.



#### CREATURES OF THE VOID

You may not use ? symbols in your dice rolls to hit these Monsters.



#### WARDED MONSTERS

You must expend one Trait symbol (from any die) of the type in the Warded space before assigning further Hits. Don't put a Hit token on the Warded space, but do advance your Trait dial one notch.



#### MAGMA HEART

You cannot assign a Hit token to a row unless all the Trait symbols in the row above it have been hit first. You do not gain the rewards until you have stopped rolling.



#### MULTI-LIMBED MONSTERS

You must assign Hits to both of the paired symbols at the same time. If the pair of symbols has a Champion board reward, you only move once for the pair, not once for each symbol. If an ability allows you to ignore restrictions and fill only one spot, the connected spot may be filled as a standard hit spot in future battles.



#### TOUGH SKIN

All spots are Armored.



# ACTION SPACES

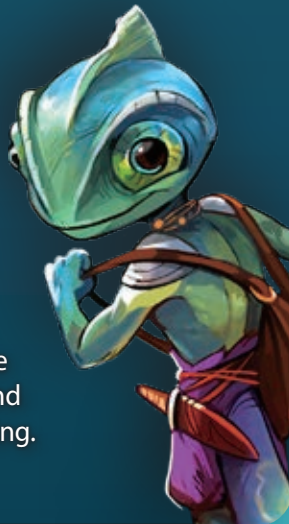
The city of Naviri is full of interesting places your Character can visit in between Challenges. Move your Character along with an Action disc onto a space to claim the reward.

## CLARIFICATIONS

When you visit the **Temple of the Breaking Wave**, choose one of the three Action spaces. Up to three Characters can visit the Temple since each Action space may be used once per round.



**Meditation Spring** and **Desert Caravan** allow you to move dice from your Spent Dice area back to your Active Dice area. Refreshing dice is not the same as Upgrading dice, and these locations do not allow Upgrading.



## The Citadel of Time

### TEMPLE OF THE BREAKING WAVE

There are three Action spaces here:

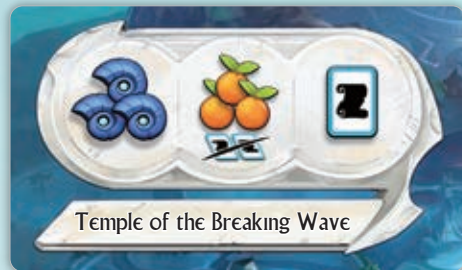
- **Gain 3 Shells.**
- **Gain 3 Fruit. Discard two Challenge cards from the pool and refill.**
- **Choose or draw a Challenge card.**

This famous academy of martial arts is where all Coral Guards are trained. The Temple has been generously giving free training, supplies and challenge cards during the Tournament; a noble gesture towards the future Tidal Blades and a good way to promote their ranks to new potential recruits.

### MEDITATION SPRING

**Refresh all of your dice.**

These communal hot baths are accessible to everyone and give the contestants a chance to relax away from the tumult of the competition. They also offer the opportunity to restock on fresh water on the way out thanks to the desalination unit located near the main entrance.



## The Chronosseum

### GUARD TOWER

**Gain a Blue Initiate die.**

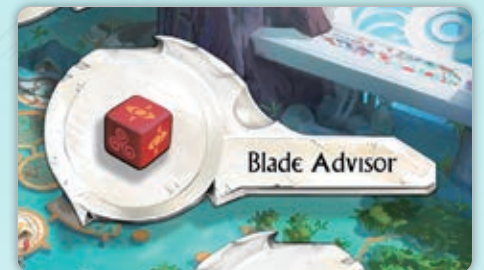
Built on the massive cliff near the Chronosseum, the nigh-impregnable Guard Tower stands high above sea level, giving a clear line of sight to the dangerous Fold beyond.



### BLADE ADVISOR

**Gain a Red Initiate die.**

Influenced by the deeply-rooted military traditions of the Chronosseum, many Coral Guard veterans have opened small training rings in the vicinity to share tricks and knowledge with eager contestants.



### FLOATING GARDENS

**Gain a Novice die and 1 Fruit.**

Novice Coral Guards are often required to volunteer at the Floating Gardens to sharpen their reflexes and test their patience; to harvest a perfectly ripe gob fruit, it must be caught just as it falls, yet before getting snatched by the schools of fish pooling below.



### ATOLL OF THE CRAB MYSTICS

**Draw a Stunt card.**

One of Naviri's most sought-after delicacies is the pink jellyfish farmed by the thousands at the Atoll of the Crab Mystic. It is owned by a small sect of tribal golfins who speak in riddles, and of long-forgotten water spirits.



## The Droska Ring

### DRIFTERS' DOCK

**Gain 1 Fruit. Discard two Market cards from the pool and refill.**

Finding a safe place to moor on the beach can be a challenge, which is why many people prefer to stop at Drifters' Dock on their way to the market. It's the perfect place to keep an ear out for exciting new wares and earn some fruit to spend while waiting for the next ferry.



### GLASSFORGERS' GUILD

**Gain 2 Shells.**

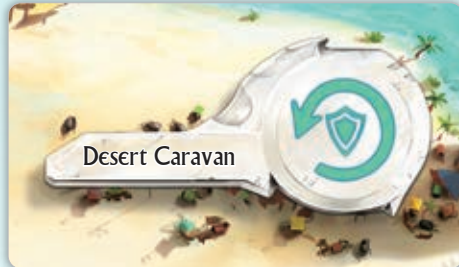
One of Naviri's most ancient and prestigious institutions, the Glassforgers' Guild is where most of the glass weapons in circulation are forged, including the legendary trinite blades. The Guild also supplies the Citadel with casings and pieces for all the manufactured shell devices.



### DESERT CARAVAN

**Refresh dice equal to your Resilience Trait level.**

Stoenian traders are ruthless in commerce but they always have a soft spot for compelling stories. A good tale of hardship and adventure will get a fish-folk next to a cold drink in no time, smiling under the cool shade while others fry their gills under the sweltering heat.



## Lamara Stadium

### PALM PLAZA

**Gain 2 Fruit and take the First Player marker. (Turns continue in order until the next round.)**

Standing just a short trip away from the busy race tracks, Palm Plaza is a place full of music and fine restaurants, a favorite of contestants who want to freshen up and plan their next move away from the training grounds.



### REPAIR SHOP

**Gain 2 Shells.**

A watercraft's engine will drain shell energy in a snap when pushed to its limits, which is why many drifting repair shops keep shell replacements handy.



### RACERS' BAY

**Move the Boat forward one space and gain the reward it lands on.**

Many aspiring racers start their careers in the shallow water lanes outside of Lamara Stadium, hoping to attract a sponsor. Watercraft contests are often timed with the passage of the Lamara family's yacht in the hopes of catching their eye.



## The Fold

### FOLD'S EDGE

**Gain 3 Shells.**

Only the bravest dare venture this close to the hyperdimensional barrier. Coral Guards have reported a significant increase in the number of monster sightings as more and more of them break through the ever-twisting white strands, often exhibiting previously-unseen abilities.



### INNER REEF

**Gain 2 Shells.**

Despite the occasional monster roaming the deeper waters, many drifters are lured to the Inner Reefs hoping to catch shellers they can sell for a high price. In order to keep citizens safe inside the city borders, Coral Guards have received the order to strike with full force at any monsters past this point.



## SPECIAL ANNOUNCEMENTS

The Judge introduces additional bonuses for specific exploits. All contestants who want to win should pay close attention to these goals.

Special Announcements change the scoring for the whole game. Some Special Announcements have a scoring condition that must be met in order to gain the marked points. Other Special Announcements give extra points to all players for certain activities.



### SETUP FOR SPECIAL ANNOUNCEMENTS

Choose three Special Announcements and place them face-up above the Champion board, before setting up Character boards.

Do not play with Character Goals when using Special Announcements.

The player who best meets the conditions of a Special Announcement will score the points from that announcement at game end. If players are tied for a Special Announcement, they split the points (rounded down).

### SPECIAL ANNOUNCEMENT SCORING

Liz, Sally, and Tameka are playing with the Special Announcement that gives all players 1 extra point for each Monster Hit. Liz has four Hits, Sally has five, and Tameka has seven, so they receive an additional 4 points, 5 points, and 7 points respectively.



Aris, Maya, and Ben are playing with the Special Announcement that rewards having the greatest number of Lamara Stadium Challenges. Ben has two Lamara Stadium Challenges; Aris and Maya both have four. Aris and Maya each receive half of the 7-point prize, rounded down, scoring 3 points each.



## A LONGER GAME

You can play a longer game by flipping the Citadel of Time board to the reverse, which adds an additional Try-Outs round at the start of the game.

The longer game follows the same setup and structure as the four-round game, with these differences:

- Do not reveal a Monster at the start of the game. Reveal a Monster as usual at the end of the Try-Outs round.
- Use the white Level 1 Danger die for the Try-Outs and Round 1.
- Do not award the Champion board Leader Bonus for the Try-Outs round.

# TWO-PLAYER MODE

## OVERVIEW

The main difference in Two-player Mode is the addition of a Rival, a third competitor in the Tournament who blocks Action spaces, fights Monsters, and moves up the Champion board.

At game end, if the Rival is ahead of you on the Champion board, you lose points based on your position.

In the Expert Two-player Mode, the Rival wins if ahead of both players on the Champion board, regardless of the point scores!

Except for the changes detailed below, the rules are the same as a standard game of *Tidal Blades*.

## SETUP

When setting up the Citadel of Time, use the side marked with a compass symbol, since the Two-player game uses four rounds.

After setting up as for a standard game, set out the Rival board on its Two-player mode side.

Choose one Character to be the Rival that is not already in use by the players, and set out that Character's Action discs and Hit tokens.

*Rival board showing the Two-player Mode side.*

2

### Two-player Mode


The Rival's Turn  
(Before the First Player's turn)

**Setup for a Two-player game**

- Follow normal setup rules.
- Choose one unused Character to be the Rival.
- Set out that Character's standee, Action discs and Hit tokens.

- 1. Reveal a Challenge card.**  
Find the matching Island. Check the points on the Challenge card; count down that many Action spaces from the top of the board.
- 2. Place the Rival.**  
If the Action space is empty, place the Rival there. If there are too few spaces on the Island or the space is not empty, place the Rival on the lowest space on the Fold where there is a Monster.
- 3. Check the Judge's location.**  
If the Rival is at the Judge's Island, they move +2 on the Champion board.
- 4. If the Rival is at the Fold:**
  - The Rival moves +1 on the Champion board.
  - The Rival deals Hits equal to the Round number.
  - If the Monster is killed, the Rival moves +1 on the Champion board. Each player with fewer Hits than the Rival moves -1 on the Champion board.

**Player's Turn**

 Each time you Push It on a Challenge when you are at the same Island as the Rival, the Rival moves -1 on the Champion board.

**Monster Rules**

**When the Rival has more Hits than you:**

- If the Monster Invades, suffer the Invasion penalty.
- If the Monster is killed, do not gain a reward.
- If the Monster flees, you move -1 on the Champion board.

**Game End**

**Standard:** Lose 1 point for each space you are behind the Rival on the Champion board.

**Advanced:** If the Rival is in the lead on the Champion board at the end of the game, both players lose.



## RIVAL ACTIONS

Each time before the First Player takes their turn, reveal the top card from the Challenge deck. Place an Action disc from the Rival on an Action space based on that card, following these steps:

1. Check on which Island the revealed Challenge takes place (Droska Ring, Lamara Stadium, or Chronosseum).
2. Check the points value shown on the revealed Challenge card and count down that many Action spaces from the top of the selected Island board.
3. Place the Rival's Action disc on the Action space reached this way. The Rival does not collect any rewards.
4. Take the special Island Bonus shown on the Rival board if at Lamara Stadium or the Droska Ring.
5. Discard the revealed Challenge card.

If the Rival would be placed at a space where there is already an Action disc, or if the Rival would be placed off the Island (for example, if the Rival draws a Challenge worth 4 points on an Island that has only three Action spaces), then the Rival will go to The Fold to fight a Monster instead.

### EXAMPLE OF THE RIVAL'S ACTIONS IN TWO-PLAYER MODE

1. The Rival draws *Glassforger's Duel*, a Droska Ring Challenge worth 3 points.
2. Count down from the top of the Droska Ring 3 spaces to reach the Desert Caravan.
3. Place the Rival Action disc on the Desert Caravan to block that space.
4. Discard the revealed Challenge card.

## LOCATION BONUSES FOR THE RIVAL

### LAMARA STADIUM

If the Rival is placed at Lamara Stadium, they move the Boat forward 1 space.

### DROSKA RING

If the Rival is placed at the Droska Ring, they buy the Market card that is on the same level as them, discarding it.

Example: the Rival visits the Desert Caravan and discards the bottom Market card.

### JUDGE

If the Rival is placed on an Island that currently hosts the Judge, the Rival moves +2 on the Champion board.

### MONSTERS

When the Rival goes to The Fold, place the Rival's standee in the lowest space occupied by a Monster, furthest from the Monster deck.

The Rival deals damage to that Monster equal to the Round number (ignoring all restrictions), and moves +1 on the Champion board.

Example: in Round 2, the Rival places two Hit tokens when fighting a Monster.

Place the Rival's Hit tokens to cover empty spaces in the rightmost column, from top to bottom. Once the rightmost column is completely full, move on to the next column from the right.

If the Rival kills the Monster, remove the Monster as normal, and the Rival moves +1 on the Champion board.

When the Monster is killed, if either player has fewer Hit tokens on the Monster than the Rival, that player moves -1 on the Champion board.

## REWARDS WORK DIFFERENTLY!

When the Monster is killed, you only gain the reward if you have at least as many Hit tokens on the Monster as the Rival. The Rival does not gain any rewards, including from Monsters.

If there is no Monster at The Fold, the Rival still moves +1 on the Champion board, but does nothing else.



## MONSTER INVASIONS WORK DIFFERENTLY

Instead of needing just a single Hit token on the Monster to be unaffected by the Invasion effect, you must have at least as many Hit tokens on the Monster as the Rival in order to be unaffected.

Example: if the *Massive Hagworm* Invades and the Rival has three Hits on the Monster and you only have one Hit, you suffer the Invasion effect.

Additionally, if a Monster Flees (leaves before it is killed), you move -1 on the Champion board if you have fewer Hits than the Rival.

## OUTSHINE THE RIVAL

Each time you successfully Push It on a Challenge when you are on the same Island as the Rival, the Rival moves -1 on the Champion board.

## GAME END

Score as for a regular game.

If you are behind the Rival on the Champion board, deduct 1 point from your score for each space you are behind.

**EXPERT MODE:** If the Rival is in the lead on the Champion board at the end of the game, both players lose.

# SOLO MODE

## OVERVIEW


There are three main differences from the standard game in Solo Mode:

- You have Allies, two of the other Characters who allow you to take extra Actions and use their abilities, if you can gain their respect by keeping up with them on the Champion board.
- You are competing against a Rival, and you must be ahead of them on the Champion board by game end to win.
- Plots! These are negative effects you must overcome.

Except for the changes detailed below, the rules are the same as a standard game of *Tidal Blades*.

Before learning the Solo Mode, ensure you are familiar with the base game rules.

## SOLO MODE SETUP

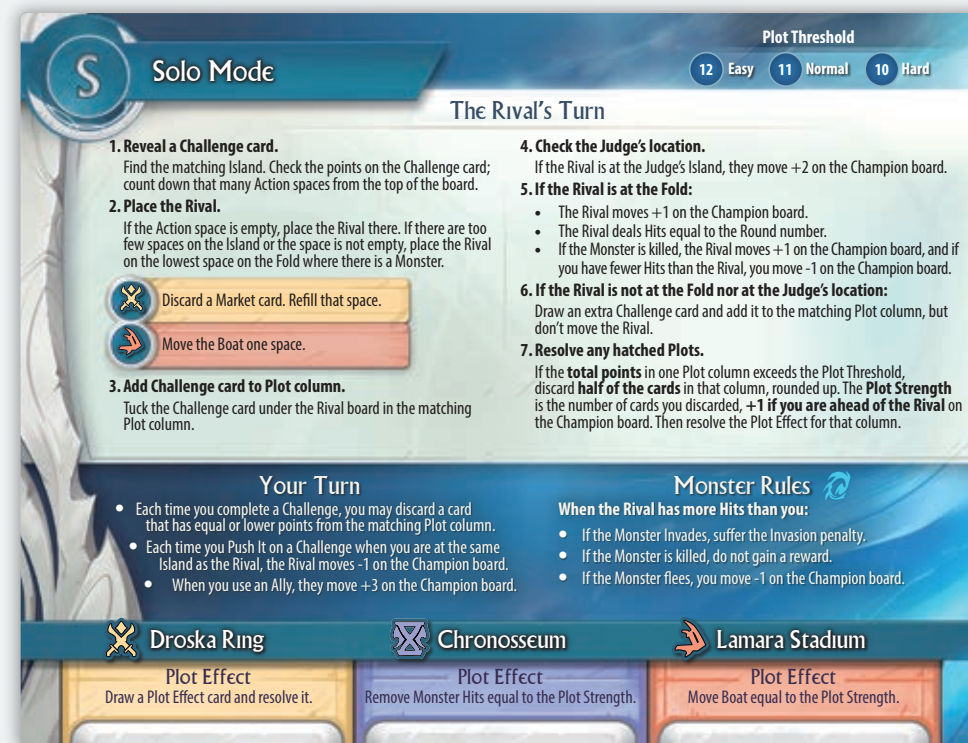
1. Choose a Character to play. Set your Character up as in a standard game, but set aside the Goal cards and the First Player marker—they are not used in the Solo game.
2. Choose a Character to be your Rival. Place their standee, Hit tokens, and two Action discs on the Solo Mode side of the Rival board. Place the other two Action discs on the Round tracker as in a standard game. Take the special Rival Action disc, marked with an , and place it on the Rival board.
3. Shuffle the Plot Effect cards. Place them face-down next to the Rival board.
4. Choose two other Characters to be your Allies. Take their Character cards, standees, and a Hit token each to use as their Champion board trackers.
5. Remove the Shell Shield, Advanced Shell Shield, and Shell Shield Upgrades from each Ally's Character cards, then shuffle the remaining cards and place them face-down to make a Character deck for each Ally. Turn the top card on each deck face-up. Place each Ally's standee on their deck.
6. Place one of your Hit tokens at the start of the Champion board (the leftmost side) as your Champion board tracker. Place one random Ally on the 1st space of the Champion board. Place the Rival on the 2nd space, and the other Ally on the 3rd space.
7. Set up the rest of *Tidal Blades* as you would for the standard game. When setting up the Citadel of Time, use the side marked with a compass symbol, since the Solo game uses four rounds. Use the Monsters with the Compass icon for your first Solo game.

## ALLIES

You may take extra Actions by earning the respect of your Allies. The following rules apply:

### CATCH THEM IF YOU CAN

- If your position on the Champion board is the same or better than an Ally, you may take a turn with that Ally once per round.
- Move the Ally's standee to the desired Island. You do not need to use one of



**Solo Mode** Plot Threshold: 12 Easy, 11 Normal, 10 Hard

### The Rival's Turn

- 1. Reveal a Challenge card.**  
Find the matching Island. Check the points on the Challenge card; count down that many Action spaces from the top of the board.
- 2. Place the Rival.**  
If the Action space is empty, place the Rival there. If there are too few spaces on the Island or the space is not empty, place the Rival on the lowest space on the Fold where there is a Monster.
- 3. Add Challenge card to Plot column.**  
Tuck the Challenge card under the Rival board in the matching Plot column.
- 4. Check the Judge's location.**  
If the Rival is at the Judge's Island, they move +2 on the Champion board.
- 5. If the Rival is at the Fold:**
  - The Rival moves +1 on the Champion board.
  - The Rival deals Hits equal to the Round number.
  - If the Monster is killed, the Rival moves +1 on the Champion board, and if you have fewer Hits than the Rival, you move -1 on the Champion board.
- 6. If the Rival is not at the Fold nor at the Judge's location:**  
Draw an extra Challenge card and add it to the matching Plot column, but don't move the Rival.
- 7. Resolve any hatched Plots.**  
If the **total points** in one Plot column exceeds the Plot Threshold, discard **half of the cards** in that column, rounded up. The **Plot Strength** is the number of cards you discarded, +1 if you are ahead of the Rival on the Champion board. Then resolve the Plot Effect for that column.

### Your Turn

- Each time you complete a Challenge, you may discard a card that has equal or lower points from the matching Plot column.
- Each time you Push It on a Challenge when you are at the same Island as the Rival, the Rival moves -1 on the Champion board.
- When you use an Ally, they move +3 on the Champion board.

### Monster Rules

When the Rival has more Hits than you:

- If the Monster Invades, suffer the Invasion penalty.
- If the Monster is killed, do not gain a reward.
- If the Monster flees, you move -1 on the Champion board.

**Droska Ring** Plot Effect: Draw a Plot Effect card and resolve it.

**Chronosseum** Plot Effect: Remove Monster Hits equal to the Plot Strength.

**Lamara Stadium** Plot Effect: Move Boat equal to the Plot Strength.

your own Action discs.

- Take the Action as if you were there, collecting all rewards and using any effects of your Character's Trait levels. **You can use an Ally to complete a Challenge.** You may use the abilities of your own Character cards, and in addition may use all abilities of your Ally's current face-up Character card. If you discard an Artifact card, put it on the bottom of their deck and don't reveal a new one until the end of the turn.
- After taking the Action, your Ally moves +3 on the Champion board. Then put your Ally's current Character card on the bottom of their Character deck and reveal their next Character card. Whether you use their ability card or not, it is always discarded at the end of your turn.
- Leave the Ally's standee where it is. You may not use that Ally again in the same round.
- Taking an Action with an Ally counts as your turn. The Rival will take the next Action, and then you can take another Action, using your own Character or your other Ally if available.

Ally Actions may be taken in any order, as well as before, after, or in between your Character's Actions.

## THE RIVAL

### ACTION SPACE SELECTION

The Rival also takes Actions, and always goes first in the round.

The Rival also has one more Action disc than you do, so, for their final Action, move the Rival's figure and the special Rival Action disc.

Each time before you take your turn, reveal the top card from the Challenge deck. Place an Action disc from the Rival on an Action space based on that card, following these steps:

1. Check on which Island the Challenge takes place (Droska Ring, Lamara Stadium, or Chronosseum).

- Check the points on the revealed Challenge card and count down that many Action spaces from the top of the Island board.
- Place the Rival's Action disc and standee on the Action space reached this way. Check for additional effects:
  - Location bonuses
  - Judge bonus
  - Monster battle
- Add the revealed Challenge card to the matching Plot column on the Rival board.
- If the Rival is placed at an Arena (Lamara Stadium, Droska Ring, or Chronosseum) and the Judge is not at that Island, draw an additional Challenge card and add it to the corresponding Plot column on the Rival board. The Rival does not move or get other bonuses from this Challenge card, it is only used to add to Plots.
- Check for Plot resolution in the Plots section.

If the Rival would be placed at a spot where there is already an Action disc, or if the Rival would be placed off the Island (for example, if the Rival draws a Challenge worth 4 points at Droska Ring or Lamara Stadium), then the Rival will go to The Fold to fight a Monster instead.

See page 16 for an example of the Rival's turn.

## LOCATION BONUSES

### LAMARA STADIUM

If the Rival is placed at Lamara Stadium, they move the Boat forward 1 space. This has no other effects.

### DROSKA RING

If the Rival is placed at the Droska Ring, they buy the Market card that is on the same level as them, discarding it.

Example: the Rival visits the Desert Caravan, which is the bottom Droska Ring space, and discards the bottom Market card.

## JUDGE

If the Rival is placed on an Island that currently hosts the Judge, the Rival moves +2 on the Champion board.

## MONSTERS

When the Rival goes to The Fold, place the Rival's standee in the lowest space occupied by a Monster, furthest from the Monster deck.

The Rival deals damage to that Monster equal to the Round number (ignoring all restrictions), and moves +1 on the Champion board.

Example: in Round 2, the Rival places two Hit tokens when fighting a Monster.

## REWARDS WORK DIFFERENTLY!

When the Monster is killed, you only gain the reward if you have at least as many Hit tokens on the Monster as the Rival. The Rival does not gain any rewards, including from Monsters.

If there is no Monster at The Fold, the Rival still moves +1 on the Champion board but does nothing else.



Place the Rival's Hit tokens to cover empty spaces in the rightmost column, from top to bottom. Once the rightmost column is completely full, move on to the next column from the right. Treat symbols centered between columns as if they were in the column of your choice.

If the Rival kills the Monster, remove the Monster as normal and the Rival moves +1 on the Champion board. If you kill a Monster, you receive the Kill Bonus, but may not receive the reward (see Rewards Work Differently! below).

When the Monster is killed, if you have fewer Hit tokens on the Monster than the Rival, you move -1 on the Champion board.

## MONSTER INVASIONS WORK DIFFERENTLY

Instead of needing just a single Hit token on the Monster to be unaffected by the Invasion effect, you must have at least as many Hit tokens on the Monster as the Rival in order to be unaffected.

Example: if the **Massive Hagworm** Invades and the Rival has three Hits on the Monster and you only have one Hit, you suffer the Invasion effect.

Additionally, if a Monster Flees (leaves before it is killed), you move -1 on the Champion board if you have fewer Hits than the Rival.

## PLOTS

Not only does your Character have to worry about their Rival and the Tournament, there are also nefarious Plots being hatched against them. Is it the Monsters? The Outcasts? Some other dark force? Regardless, you can foil the Plots by visiting the Islands where they are being planned.

The Plot area consists of three columns of cards, one for each Arena. It starts empty, but will build throughout the game as the Rival reveals new Challenges. After the Rival has taken their Action, add the revealed Challenge card to the appropriate column in the Plot area, face-up. Group the cards by their Arena symbol.

After you have added the new Challenge card, if the total of points in a single column is 11 points or more (in a game of Normal difficulty), the Monsters have hatched a Plot!

**3. Add Challenge card to Plot column.**  
Tuck the Challenge card under the Rival board in the matching Plot column.

**Plot Strength**  
At the end of your turn, if the total points in a Plot column exceed the Plot Threshold, discard **half of the cards** in that column, rounded up. The **Plot Strength** is the number of cards you discarded, **+1 if you are ahead of the Rival** on the Champion board. Then resolve the Plot Effect for that column.

**Your Turn**

- Each time you complete a Challenge, you may discard a card that has equal or lower points from the matching Plot column.
- Each time you Push It on a Challenge when you are at the same Island as the Rival, the Rival moves -1 on the Champion board.
- When you use an Ally, they move +3 on the Champion board.

**Monster Rules**

**When the Rival has more Hits than you:**

- If the Monster Invades, suffer the Invasion penalty.
- If the Monster is killed, do not gain a reward.
- If the Monster flees, you move -1 on the Champion board.

Droska Ring	Chronosseum	Lamara Stadium
Plot Effect: Draw a Plot Effect card and resolve it.	Plot Effect: Remove Monster Hits equal to the Plot Strength.	Plot Effect: Move Boat equal to the Plot Strength.

The Lamara Stadium Plot column has four cards for a point total of 11. At normal difficulty, the Plot Threshold is 11 points, so a Plot is hatched. Since there are four cards in the column, discarding half of these cards gives a Plot Strength of 2 when resolving the Plot.

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## ON THE RIVAL'S TURN



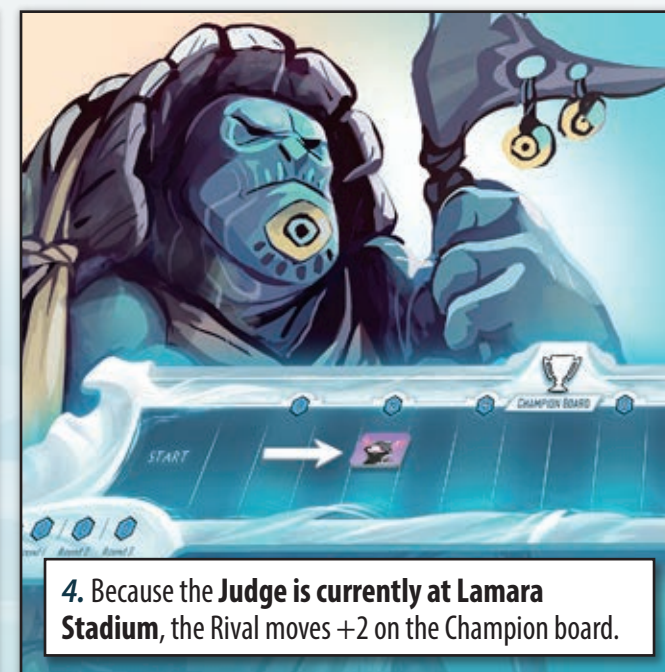
1. Draw a Challenge card to determine the Rival's next move.



2. The Challenge is *Drifter's Dare*, taking place at Lamara Stadium. The point value of the Challenge is 2, so move the Rival standee and one of the Rival's Action discs to the second Action space on Lamara Stadium: the **Repair Shop**.



3. The Rival has a special Island Bonus effect for Lamara Stadium: **Move the Boat forward 1 space**. However, the Rival collects no rewards.



4. Because the **Judge is currently at Lamara Stadium**, the Rival moves +2 on the Champion board.



5. Once the Rival's turn is done, **tuck the Challenge card** under the Plot section of the Rival board, in the Lamara Stadium column.



6. The Lamara Stadium **Plot level** is now only at 2. Hatching a Plot requires a level of 11 at Normal difficulty, so **there is no further effect**.



## RESOLVING A PLOT

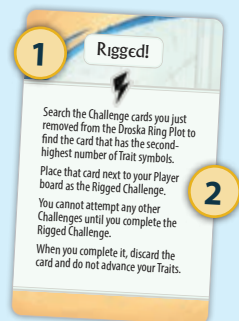
Remove half of the cards (rounded up) from the Plot, starting with the highest point values. **The number of cards you remove is the Plot Strength.** The strength of any Plot is increased by 1 if you are ahead of the Rival on the Champion board. Then resolve the Plot.

Each Island has its own Plot Effect:

- At Lamara Stadium, the Rival takes over the Boat.
- At the Chronosseum, the Monsters feed and regain their strength.
- At the Droska Ring, a secret Plot Effect card is drawn and resolved.

### DROSKA RING PLOT EFFECT CARD DETAILS

- 1 Plot Effect name
- 2 Plot Effect rule



## FOILING THE PLOT

Whenever you complete a Challenge, you may remove one card with equal or lower points value from the Plot column that matches the location of your completed Challenge.

## ARENA PLOT EFFECTS

### LAMARA STADIUM

Plot Effect: Move the Boat a number of spaces equal to the Plot Strength. For each space the Boat passes or stops in, you must pay the marked reward, if possible, instead of gaining it. The Rival never gains these rewards at all.

### CHRONOSSEUM

Plot Effect: Remove a number of your Hit tokens from Monsters at The Fold equal to the Plot Strength, starting with the Monster that is lowest at The Fold (furthest from the Monster deck). Your position on the Champion board does not change for removing Hit tokens from Armored spots.

### DROSKA RING

Plot Effect: Draw a Plot Effect card and resolve its effect.

## LOSING RESOURCES

Many of the Plot Effects will cause you to pay a cost or lose a resource. If you cannot pay all the costs from a Plot Effect, pay as many as you can, then move -1 on the Champion board to pay the rest of the Plot Effect cost.

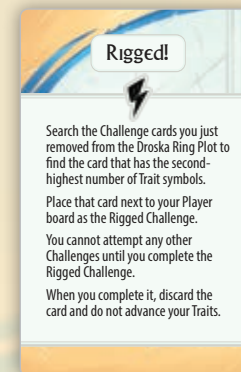
If an effect causes you to lose a Trait, you may choose any Trait except for Synergy.

Example: if a Chronosseum Plot with a strength of 4 is hatched and you only have 2 Hit tokens on the Monsters in The Fold, remove the 2 Hit tokens, and then move -1 on the Champion board since you did not pay the whole cost of the Plot.

## PLOT EFFECT CARDS

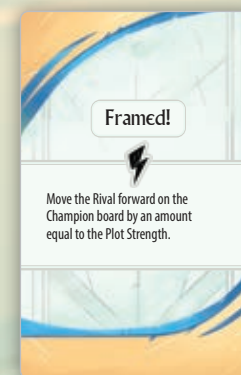
### RIGGED!

Search the Challenge cards you just removed from the Plot column to find the card that has the second-highest number of Trait symbols, and place it next to your Character board. You may not attempt other Challenges until it is complete. Once you complete this Challenge, discard it without advancing your Traits.



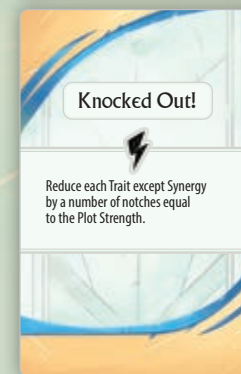
### FRAMED!

Move the Rival forward on the Champion board by an amount equal to the Plot Strength.



### KNOCKED OUT!

Reduce each Trait except Synergy by a number of notches equal to the Plot Strength.



### MINDWIPED!

Discard a number of cards from your hand equal to the Plot Strength. You may discard Challenge cards, or Stunt cards, or both.



### JUDGENAPPED!

If there is no Monster, reveal a new one. Then place the Judge on the highest Monster at The Fold (closest to the Monster deck). Once this Monster is killed, return the Judge to the Arena of your choice. If you have not rescued the Judge by the end of the game, move -3 on the Champion board.

The Judge moves with Monster it is placed on. If that Monster flees, you have missed your chance to rescue the Judge.



## OUTSHINE THE RIVAL

Prove your worth in the Tournament of Heroes. Each time you successfully Push It on a Challenge when you are on the same Island as the Rival, the Rival moves -1 on the Champion board.

## WINNING AND LOSING

Your success in the Tournament is based on your position on the Champion board. If you or the Rival reaches the final space on the Champion board, the game ends immediately.

If you are ahead of the Rival, you have won! If you are first on the Champion board, including your Allies, you have won a perfect victory. If your Rival is ahead of you, or tied with you, you lose.

For an additional challenge, you can track your position on the Champion board and the position of your Allies and the Rival. How far ahead or behind you are compared to the other Characters shows your success in the Tournament.

## CHOOSE YOUR DIFFICULTY

You can change the starting setup to adjust the difficulty as you wish.

Difficulty	Easy	Normal	Hard
<b>Plot Threshold</b>	12	11	10
<b>Starting Resources</b>	3 Fruit 3 Shells	2 Fruit 2 Shells	2 Fruit 2 Shells
<b>Monsters</b>	3 x Easy 1 x Hard	2 x Easy 2 x Hard	1 x Easy 3 x Hard
<b>Allies' Starting Position on Champion board</b>	At position 1 and position 3	At position 1 and position 3	At position 1 and position 5

To increase the difficulty of any level, mix in Monsters that are not marked with a compass. If you do, remove the two Multi-Limbed Monsters first—they are not compatible with Solo Mode.

## GLOSSARY

**ACTION** - Each round, during the day, players take Actions by visiting different Islands.

**ACTION DISC** - Action discs represent how many Actions you can take each day. You leave an Action disc at each location you visit to track the number of Actions that you have taken.

**ACTIVE DICE** - When you gain a die, place it into your Active Dice area. After being used in a Challenge, move those dice to your Spent Dice area on the bottom right corner of your Character board. See also: **Spent dice**.

**ADVANCE** - To increase a Trait level, you rotate the dial clockwise by the specified number of notches.

**ALLY** - *Solo Mode only.* Another Character who allows you to take extra Actions and use their abilities, if you can gain their respect by keeping up with them on the Champion board.

**ALONE** - This means there are no other Character standees on the same Island as you.

**ARENA** - An Island board that offers a chance to attempt Challenges. See also: **The Chronosseum, Lamara Stadium, Droska Ring.**

**ARMORED SPOT** - Some spots on a Monster can only be hit by higher-level dice. See also: **Unarmored spot.**

**ARTIFACT** - Each Character possesses a unique special object in the form of a Character card that gives a special ability, and may be discarded to provide a one-time bonus.

**ATTEMPT** - Players attempt Challenges by rolling dice, trying to match the symbols required by the Challenge.

**AVAILABLE** - An available Action space is an Open Action space, or any other Action Space not currently occupied by an Action disc or a Character standee.

**BATTLE** - (noun) When a Character fights a Monster. See also: **Fight.**

**BLOCK** - To prevent an **X** symbol rolled on the Danger die from forcing you to discard one of your dice.

**BOAT** - The method for collecting extra rewards around **Lamara Stadium.**

**BONUS DIE** - You gain a Bonus die from the general supply if you have reached at least Level 1 in the Fighting Style for a particular Monster when fighting that Monster. Your Focus level does **not** apply to the Bonus die, and you do **not** need to eat a Fruit to add it.

**BUY** - See: **Pay.**

**CHALLENGE** - A card with a set of symbols that the player must match by rolling dice. Challenges can be attempted in one of three Arenas, and provide advancement in the four Character Traits. They also often score points at game end.

**CHAMPION BOARD** - Tracks the ranking of Characters in the Tournament. Players score points at game end based on their position on the board and relative to other players.

**CHARACTER** - Players choose one Character to play in the game, each having different powers from their Character cards.

**CHOOSE** - When you choose a card, select from the face-up cards shown in the pool and take it into your hand immediately. Choosing a card is not the same as drawing from the deck.

**CHRONOSSEUM** - This Arena is the main training ground for aspiring Tidal Blades where you can increase your number of dice and learn Stunts.

**CITADEL OF TIME** - This is the Tournament HQ, where contestants can sign up to compete in Challenges

at other Islands by choosing or drawing new Challenge cards.

**DAMAGE** - Characters (and the Rival) deal damage when fighting Monsters. Hit tokens are used to track the damage done during a battle.

**DANGER DIE** - An eight-sided die used to represent the danger when fighting a Monster. The higher the level of the Danger die, the greater the chance of rolling an **X** or **XX** symbol, which you must block with your Shell Shield, or be forced to discard a die.

**DAY** - Another name for the main part of the Round, when players take their Actions. See also: **Night.**

**DISCARD** - To place a card into its matching discard pile from wherever it currently is. The discard pile is shuffled to re-form the new deck if the deck ever empties.

**DOWNGRADE** - To replace a die with another that is lower in level.

**DRAW** - To take a card or other item from the top of the specified deck without showing other players the face.

**DROSKA RING** - This desert Arena is the home of many traveling caravans where you can make purchases or work for Fruit.

**ELITE DIE** - A Level 3 die. It has a black edge on all faces, and a red or blue background.

**EXPEND** - You must expend resources to repair damage from Monster Invasions, and Traits on rolled dice to fight Monsters.

**FIGHT** - (verb) Players fight Monsters by rolling dice, trying to match the symbols required by the Monster.

**FIGHTING STYLE** - Each Arena has a unique Fighting Style, represented by that Arena's symbol. Each time you complete a Challenge at an Arena, you increase your skills in its Fighting Style, which is used when fighting Monsters.

**FLEE** - Monsters Flee Naviri, if they are not killed before they leave the Inner Reef.

**FOCUS** - The Trait used to determine the maximum number of dice you can roll attempting a Challenge or fighting a Monster. See also: **Maximum Roll.**

**THE FOLD** - The creation devised by the previous generation of Tidal Blades designed to stop the Monsters and save Naviri. Monsters emerge from The Fold to land on The Fold's Edge.

**FRUIT** - One resource used in Naviri, Fruit are used to pay for items at the Market, and eaten to temporarily increase your Maximum Roll when attempting Challenges or fighting Monsters.

**GAIN** - Take a resource from the general supply. See also: **Loss**.

**GENERAL SUPPLY** - The central pool of dice, Shells, and Fruit that players take resources from and return resources to. Not owned by any player.

**GOAL** - A card that scores extra points if its conditions are met at game end.

**GUILD DIE** - A Level 4 die. It has a solid black background and specializes in a single Trait only.

**HAND** - A collection of cards you hold in secret. There is no limit to the number of cards you may hold in your hand.

**HATCHED** - *Solo Mode only.* A Plot is hatched, becoming active and being resolved when the Rival's collected Challenges reach a certain threshold.

**HIT** - The effect of successfully fighting a Monster. Place a Hit token onto the spots that you successfully hit.

**INITIATE DIE** - A Level 2 die with a full red or blue background.

**INVASION** - Monsters can invade at the end of the round, during the Night.

**ISLAND** - Naviri is made up of many Islands. These Islands provide the locations for Actions in the game.

**ISLAND BONUS** - Each Island gives players an Island Bonus when they visit, regardless of where they place their standee. Even if all Action spaces on an Island are full, a player still receives the Island Bonus when visiting.

**JUDGE** - The last living Tidal Blade, Krobaak, is the Chief Judge of the Tournament.

**KILL** - A Monster is killed when all of its spots are covered by Hit tokens.

**LAMARA STADIUM** - The Arena where the majority of the aquatic Challenges are held.

**LOSE** - Put a resource you own into the general supply. See also: **Gain**.

**MARKET** - A pool of revealed Market cards that can be bought by players to provide a reward.

**MAXIMUM ROLL** - The number of dice from your Active Dice area that you may choose to include in a Challenge or Monster battle. It is normally determined by your Focus Trait level.

**MONSTER** - A creature that is or has been trapped in The Fold. These must be fought and killed to prevent them Invading.

**MULTI-USE ACTION SPACE** - See also: **Open Action space**.

**NAVIRI** - The City in which *Tidal Blades: Heroes of the Reef* takes place.

**NIGHT** - Another name for the end of each round, when Monsters Invade, and players Upgrade and Refresh dice. See also: **Day**.

**NOTCH** - Character board Trait dials show the level for each Trait through a notch in the dial. The dial is rotated to advance the notch (increasing the Trait level) or reduce the notch (decreasing the Trait level).

**NOVICE DIE** - A Level 1 die. It has a white background.

**ON THE SAME ISLAND / WITH ANOTHER CHARACTER** - Means that there is at least one other Character standee on the same Island with you. See also: **Alone**.

**OPEN ACTION SPACE** - An Action space marked with a dashed circle, indicating that it may be used more than once per round. You may take an Action in these spaces even if another Character's standee or Action disc is present.

**PAY** - Lose the specified resources or other items in order to obtain a reward. If you cannot pay the full amount for an item, you cannot buy that item.

**PLOT** - *Solo Mode only.* Plots are negative effects that are hatched when the Rival's collected Challenges reach a certain threshold.

**PLOT EFFECT** - *Solo Mode only.* Once a Plot is hatched, you suffer the Plot Effect. This effect depends on the Arena for the Plot Column.

**PUSH IT** - Some Challenges include a Trait symbol that has a dashed border. This is an optional "Push It" symbol. Push It symbols do not need to be completed to succeed in the Challenge.

**REFRESH** - Once a die has been used in a Challenge, you must Refresh it before you can use it again. Refreshing a die does not Upgrade that die. See also: **Upgrade**.

**RESILIENCE** - The Trait that determines your ability to Refresh and Upgrade dice. See also: **Refresh, Upgrade**.

**RESOURCE** - A resource is something that you can gain or lose, such as dice, Shells, and Fruit, that are used to pay for rewards and special abilities.

**REVEAL** - To show the face of a card or other item to all players.

**RIVAL** - *Solo Mode and Two-player Mode only.* A competitor in the Tournament who blocks Action spaces, fights Monsters, and moves up the Champion board.

**SHELL** - One resource used in Naviri, Shells are used with the Shell Shield to block **X** symbols on the Danger die.

**SHELL SHIELD** - The Shell Shield is a protective device powered by Shells that allows you to avoid danger during Challenges and Monster battles. It also offers some extra abilities for handling dice.

**SINGLE-USE ACTION SPACE** - An Action space marked with a solid line, that can be visited by only one Character each round.

**SPENT DICE** - Dice that have been used in Challenges, held in the Spent Dice area of your Character board until they are Refreshed. See also: **Active dice, Refresh**.

**SPIRIT** - The Trait used to power Stunts.

**STUNT** - Stunts are powered by your Spirit Trait, and provide useful abilities.

**SYNERGY** - The Trait used to represent inner strength and destiny by revealing Character cards.

**TRAIT** - One of the four values representing your Character's skills. After you attempt a Challenge or fight a Monster, you advance the Trait dials on your Character board that correspond to your successful dice rolls.

**UNARMORED SPOT** - Unarmored spots on a Monster may be hit by any level of dice (the symbol must still match). Unarmored spots are shown with a white background. See also: **Armored spot**.

**UPGRADE** - To replace a die with another of a higher level. Dice may be Upgraded to increase your chances of rolling favorable results when fighting Monsters or attempting Challenges. Spent dice may be Upgraded, but this does not Refresh them. Advanced Shell Shields may also be Upgraded to provide an additional use for Shells on your Shell Shield.

**VISIT** - To place your Character standee at the named location.

**WITHDRAW** - Players may withdraw from a Challenge even if they did not complete it. They gain Trait advancements for any parts of the Challenge they completed.

**WARDED** - Some Monsters have a special form of protection that requires rolling and expending a matching symbol once each battle before any other spots on that Monster can be damaged.

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This document has been revised for the 1st reprinting of the game.




For player setup, refer to pages 4-6 of the Rulebook.

### Round Summary (each day)






Players take turns in clockwise order, starting with the First Player.

1. **MOVE YOUR CHARACTER** to an available Action space along with one Action disc. *You can choose to move to an Island even if all the Action spaces are already taken.*
2. **TAKE THE REWARD** marked on the Action space you chose, if any.
3. **TAKE THE ISLAND BONUS** even if you are not on an Action space.
4. **ATTEMPT A CHALLENGE** if you have a Challenge card matching your current Island. 
5. **FIGHT A MONSTER** if you are at The Fold. 






You may play one Stunt card at any time during your turn. 

### End of Round Summary (each night)

After all players have used all their Action discs.

1. **CHECK FOR MONSTER INVASION** by rolling the Invasion die. 
2. **ADVANCE MONSTERS** and reveal a new one. 
3. **REMOVE FLEEING MONSTER** and move -1 on the Champion board if you have not hit that Monster. 
4. **REFRESH AND UPGRADE DICE** equal to your Resilience Trait level. 
5. **RETURN YOUR CHARACTER** and Action discs to your Character board.
6. **CHECK THE CHAMPION BOARD** and if you are leading, place a Hit token on it. 
7. **MOVE THE JUDGE** clockwise to the next Arena.
8. **ADVANCE THE ROUND MARKER** to the next round. At the start of Round 2 and Round 4, give each player one extra Action disc and replace the Danger die with the next difficulty level.

### Game End Scoring

1. **COMPLETED CHALLENGES** score points as marked. 
2. **TRAIT DIALS** score the highest value reached on each dial. 
3. **CHAMPION BOARD RANK** scores 3, 2, and 1 points. 
4. **CHAMPION BOARD ADVANCEMENT** scores the highest value passed.
5. **CHAMPION BOARD LEADER BONUS** scores 1 point for each Hit token.
6. **SECRET GOALS** score points as marked. 
7. **MONSTER HITS** score 1 point for each Hit token at The Fold. 

### ATTEMPT A CHALLENGE

1. **PLAY A CHALLENGE CARD** from your hand matching your current Island.
2. **SELECT DICE TO USE**, and pay 1 Fruit for each die over your Focus level.
3. **ROLL SELECTED DICE** plus the current Danger die.
4. **USE SHELL SHIELD** to block **X** symbols, otherwise lose a die.
5. **RE-ROLL** any dice if not complete and you want to continue. Repeat from step 3.
6. **COMPLETE CHALLENGE** by assigning dice to match all required symbols. Advance any Traits you matched. Tuck the Challenge card under your Character board. Move dice to Spent Dice area. Move on Champion board if eligible.
7. **WITHDRAW WITHOUT COMPLETING** if you don't want to continue. Advance any Traits you matched. Discard the Challenge card. Draw a card from the Challenge deck. Move dice to Spent Dice area.

### FIGHT A MONSTER

1. **SELECT DICE TO USE**, and pay 1 Fruit for each die over your Focus level.
2. **GAIN YOUR FIGHTING STYLE BONUS DIE**, with level equal to the number of Challenges you have completed in that style. There is no Fruit cost for this.
3. **ROLL SELECTED DICE** plus the current Danger die.
4. **USE SHELL SHIELD** to block **X** symbols, otherwise lose a die.
5. **RE-ROLL** any dice if not complete and you want to continue. Repeat from step 3.
6. **DEAL DAMAGE** to the Monster. Place a Hit token on each symbol you matched. Advance any Traits you matched.
7. **KILL THE MONSTER** if all its symbols are covered with Hit tokens. All players with Hits on the Monster receive the reward. You receive the Kill bonus.
8. **LOSE ALL DICE ROLLED** against the Monster.

At any time after rolling dice, you may spend 4 Shells from your Shell Shield to change the result of one of the rolled dice to any face.

