

TIDAL BLADES

HEROES OF THE REEF

PART 1

ERRATA & CLARIFICATIONS

We have heard your feedback and have made some adjustments to make things as clear as possible.

PRINTING THIS DOCUMENT

This document is designed to print on A4 (210mm x 297mm), or Letter (8.5" X 11") sized paper. In your printer settings, uncheck 'scale to size' or check 'actual size'.

CLARIFICATIONS

Most of the updates in the game files are clarifications and do not have an effect on gameplay. Any images show the correct or updated version of the file.

DANGER DIE LEVEL 2

The quantity of blank faces on the yellow Level 2 Danger die is two. This was printed incorrectly on the Player Reference cards and rulebook in the first printing.

CITADEL OF TIME

The Night icon has been added to the last Round on the Citadel of time board. The Night round is resolved at the end of each Round of the game. **1 2**

MONSTER CARDS

There are seven basic Monsters and nine Advanced Monsters, not six and ten. This was incorrectly printed in the rulebook on the first printing.



FREQUENTLY ASKED QUESTIONS

GENERAL QUESTIONS

Which side of the Citadel of Time board should I start with if this is my first time playing?

We recommend the side with four rounds (no Tryouts round) as the game will be quicker. However, many players have reported they prefer the five round game as it is a slightly slower start and gives you more time to get your bearings. Either will work.

Temple of the Breaking Wave: do I get to choose one of the three options?

The Temple of the Breaking Wave offers three unique action spaces. When a Character is placed there, they choose one of the options. When another Character is placed there they may choose either of the two remaining spaces.

If someone takes the first player token in the middle of the day (round), does the next turn start with them? Or do they become first player on the next beginning day(round)?

They become the First Player at the start of the next round.

What is an average score for Tidal Blades?

Scores usually range from 20-50 using the standard setup and four round game

Can I visit an Island if all of the Action spaces are already taken?

Yes, you can always visit an Island to gain the bonus from that Island and attempt a Challenge.

What are the starting Challenges? How are they distributed?

Each Character receives the 3 Starting Challenges that show their image in the top left corner.



Do Judge Challenges count for endgame goals?

Completed Judge Challenges do not have an Island affiliation for the purpose of Fighting Style, Goals, or Challenge sets, but do count for other goals.

What is considered a Spirit Challenge?

Any Challenge that has at least one Spirit symbol is considered a Spirit Challenge.

With the Expert Rigging Stunt card, do I gain rewards for each space passed or only the space the boat lands on?

You will gain the reward for each space the boat passes and the final space the boat lands on.

Can I use the wild symbol as any Trait symbol or only the symbol found elsewhere on the die?

A can be used as any Trait symbol.

ICONS

Challenge Card

This symbol, unless specified on a card, allows you to draw or choose a face-up Challenge from the Citadel of Time.



Trait Increase

This symbol allows you to advance any Trait dial 1 space.



Market Card +1 Champion Board

These symbols both advance you 1 on the Champion Board.



Rival Disc

This is the Rival Disc used in the solo game.



FREQUENTLY ASKED QUESTIONS

PLAYER TURNS & CHARACTERS

How many actions do I get in a round?

You get one action for each Action Disc you have. In a 4 Round game you will take 2 Actions in Round 1, 3 Actions in Rounds 2 and 3, and 4 Actions in Round 4.

Does your turn start once you move to an island or could you play a stunt card before you move and technically still be on the island you moved to the previous turn?

You may not play a stunt card before you move.

Is a hero required to move to a *different* island each turn? Or are they allowed to spend an action disc and remain on the island where their standee/mini is already located?

Your hero may take an action on the same island as their previous action. They still must place a new action disc and move to a new space on that island, or to the outskirts of the island if all action spaces are full.

Is four Character cards the limit you can get in one game?

In a standard game you can only obtain 4 Character cards + your Shell Shield. In Advanced modes, there are some Monsters and Market cards which allow you to obtain additional Character cards.

What do the Favored Traits listed on the Character backstory cards mean?

The Favored Traits tell you which traits your Character Cards will reward you for.

If I have a Character card that lets me use a symbol as wild (for example, Tsuro's Transverser), can I use that ability to use a blue die to hit an armored Monster spot which would normally require a red Initiate die?

No, the color of the die must match the Armored spot.

"Crocodile Armor" says, "when you are alone..." does that mean the only character on an island or the only character on a space?

Only character on an Island - see Almanac page 3.

How do you upgrade your Shell Shield?

There are two upgrades to your Shell Shield shuffled randomly into your Character deck. They are played in the same manner as other Character cards. When the Advanced Shell Shield is played you cover up your Shell Shield, moving all Shells on it to the new Shield - see Almanac page 3.

Can you store more than 6 Shells on the Shell Shield?

At the end of your turn, you have a maximum of 6 Shells on your Shell Shield. During your turn you may place additional Shells onto your Shell Shield, but those Shells must be used or discarded before the end of your turn.

Can I use Axl's Unfailing Optimism multiple times per Challenge?

No, you only "use" the die when assigning hits or completing a Challenge, thus, you may only change one die total per Challenge or fight.

How do the Artifact Character cards work?

These cards function identically to the other Character cards with the exception that they can be permanently discarded for an additional effect.

REFRESHING & UPGRADING DICE

Can I use my Resilience to Upgrade the same die multiple times during the Refresh phase?

No. Resilience score specifies the number of dice you may choose to Upgrade, rather than the amount of Upgrades you get to distribute.

If I choose an Unspent die to Upgrade with my Resilience, can I Refresh a different die?

No. If you Upgrade an unspent die with Resilience, you will lose out on the Refresh.

MONSTER FIGHTING

What are the Basic Monsters?

Basic Monsters are those we recommend for use the first time you play the game. They are marked with a compass symbol on the front of the cards. There are 3 Easy and 3 Hard Basic Monsters.

How many basic and advanced Monsters are included in the base game?

There are 7 basic Monster cards and 9 advanced Monster cards. This was misprinted in the first printing of the rulebook.

Can you keep re-rolling for Challenges and Monster Fights, even if your rolls would hit?

You are allowed to re-roll any dice, even if they match a challenge requirement, or hit a monster. However, on Challenges, you are only allowed to re-roll dice if you have not matched all the symbols to complete the Challenge and any Push-it symbols. Flavorfully, this represents the Judges ending the Challenge as soon as you have completed it. For Monsters, there is no Judge to stop the fight, so you may keep re-rolling until you get the symbols you wish.

Do you really lose all dice when fighting Monsters, it seems extremely punishing?

You always lose all dice you fight a monster with.

Help! I lost all my dice fighting Monsters, how do I get dice again?

Dice can be gained from Islands, market cards, and stunt cards. Managing your dice pool and deciding when and how many dice to fight a monster with is one of the key decision points in the game. One important thing when

fighting Monsters is to gain at least one level in the Fighting Style of that Monster so you gain a free die to use in the battle. In this way you can commit less dice each fight and still make it worthwhile to battle them.

If the monster invades and you cannot pay the penalty, what happens? Example 1: the Two-Headed Hydra asks to discard 2 Fruit and 2 Shells, I have 3 Fruit and 1 Shell: should I just lose 2 Fruit and 1 Shell?

You must pay as much as you are able, but there is no negative if you cannot pay the penalty. So in the example you would pay 2 Fruit and 1 Shell.

Can I choose to not use the bonus die gained before a Monster fight and keep it?

No. Bonus dice must be used in the Monster dice and cannot be saved.

How does the Warded effect on Monsters work?

You must expend the required Symbol to breach the ward before you can assign hit tokens. So, against the Slobfish you must spend one Focus symbol from a die you rolled before you can apply any symbols to hits on the Slobfish. You do not apply any Hit tokens to the Monster for hitting their Warded space, but will still advance that Trait - see Almanac page 9.

For twin monsters, must you say which of the 2 sides you are attacking before rolling?

No. You choose when assigning hits.

What happens to my hit tokens if a Monster flees or the game ends?

Hit tokens on the Monsters are counted at game end even if the Monster flees or is still alive in the Fold at game end.

SOLO MODE

What is the Rival board?

The Rival board is the board used in two-player and solo-mode that details how the Rival works. It has two sides: a Two-Player mode side, and a Solo mode side.

What happens with the "Knocked Out" plot card?

Knocked Out reduces all of your Trait dials, besides Synergy, by 2 notches.

When playing the solo version of the game, what happens if you reach the end of the champion track before you finish the 4th round?

You win immediately!

If your rival goes to the Fold and covers an Armored spot, does the Rival move an additional +1 on the Champion Board?

No, the Rival does not get additional rewards from Armored Spots.

FREQUENTLY ASKED QUESTIONS

With the Judgenapped Plot card what happens if the Monster that has the Judge flees before I can kill it?

In this unfortunate circumstance, you have lost your chance to rescue the judge, and will suffer the penalty at the end of the game.

ANGLER'S COVE

Can you play Angler's Cove with two players or solo?

Angler's Cove can be played with 2 players but is not compatible with the solo rules.

You can use Sagashi as your Character or Ally in the solo game.

Should I keep the 5-player cards separate or is there a way to tell not to use them in a 4 or lower player game. Or does it not matter?

The Challenges and Monsters that come in Angler's Cove expansion are only used when playing with the expansion. The 5th character Sagashi can be played with the base game.

Does Sagashi's "Flamboyant Contestant" count dice set to by the Shell Shield?

No, it only counts  rolled naturally.

When playing as Sagashi, can I use the Character Card "Boundless Mobility" when going to the Fold's Edge and Angler's Cove to avoid fighting a Monster or getting an Outcast token?

Yes, Sagashi is fast enough on his glider to evade the monsters and reap a nice sheller harvest. If you use it at Angler's Cove, you will not get an Outcast token, but you will also not be able to attempt a Challenge.

How do I do the Angler's Cove Monster setup?

Take the Angler's Cove Monsters. Shuffle in an Easy Monster marked on the back with the Chronosseum sign together with the Angler's Cove Easy Monster, and place them on top of the Angler's Cove Hard Monster. Place these on top of the shuffled deck of Hard Monsters.

Rigged Plot: what happens if I fail the Challenge?

If you fail in your attempt to complete the Challenge from Rigged Plot it stays in play and you have to attempt it again.

If I lose hits on a Monster from a Plot effect, do I move down on the Champion Board?

No.

How do I do the Angler's Cove Challenge setup?

Shuffle the three Legendary Judge Challenges together with the nine Angler's Cove Challenges to make the Legendary Challenge deck. This deck follows the Legendary Challenges rules in the Advanced Rules on page 8 of the Almanac.

How can I add more variety to Angler's Cove Monsters and Challenges?

1) You can substitute any three Legendary Challenges for the Judge Challenges, where all three Arenas are represented equally. These can be from the same set or from different sets.

2) You can set up two Legendary Challenge decks, replacing another one of the normal Challenge spaces -- one as per the Angler's Cove setup, and one as detailed in the Legendary Challenges section.

3) You are welcome to use different Monsters with Angler's Cove. It will reduce some of the control players have over their Outcast tokens, which will slightly increase randomness in the outcome.

Monster Variant for Angler's Cove

Instead of taking the reward for a Monster, you may discard an Outcast token instead. During setup, place five face down Outcast tokens on the Fold. Whenever a Monster invades, if there are Outcast tokens left on the Fold, players who suffer the penalty also draw one of those Outcast tokens. If the Fold supply runs out during an invasion, remaining affected players take from the general supply. The Fold supply is not replenished after it is emptied. This will increase the value of fighting monsters slightly.