

Designed by
TIM & BEN EISNER

Art and Worldbuilding by
MR. CUDDINGTON

TIDAL BLADES

HEROES OF THE REEF



PART I



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Welcome, aspiring Heroes.

It has been 15 years since the Great Battle. 15 years since our esteemed Engineers from the Citadel of Time made their wrenching decision and created the Fold; 15 years since the last assemblage - and ultimate sacrifice - of the Tidal Blades. Time and space were twisted into a powerful barrier to stop the onslaught of creatures from beyond the reefs, but today the hard-earned days of peace are coming to an end. New monsters are ripping through the fabric of time and the islands need protection once more.

A Tournament has been called, the Arenas are ready, and contestants are now gathering from all over the island realm. To convince the judges of your potential, you will need to train day and night, compete in Challenges held in the 3 Arenas, and rise to the top of the Champion Board.

You have five days. Will you do what it takes to prevail and join those worthy of the true title of Tidal Blades: Heroes of the Reef?

Game credits

Concept: Mr. Cuddington

Design: Tim & Ben Eisner

Art & Worldbuilding: Mr. Cuddington

Lead Developer: James Hudson

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Technical Writing: Joel Finch

Rulebook design & layout: Kate Finch

Miniatures sculptor: Heriberto Martinez

Box insert design: Noah Adelman, GameTrayz

Publisher: James Hudson, Druid City Games, Skybound Games



Component List

- 1 4 Player boards
- 2 1 Champion board
- 3 5 Location boards
- 4 14 Novice dice (white)
- 5 16 Initiate dice (8 blue, 8 red)
- 6 16 Elite dice (8 blue, 8 red)
- 7 12 Guild dice
- 8 3 Danger dice
- 9 1 Monster Invade die
- 10 12 Goal cards
- 11 24 Market cards
- 12 21 Stunt cards
- 13 32 Character cards
- 14 54 Challenge cards
- 15 4 Monster cards
- 16 4 Character standees
- 17 16 Energy Discs
- 18 1 The Judge standee
- 19 1 Boat marker
- 20 1 Round marker
- 21 1 First Player marker
- 22 30 Fruit tokens
- 23 30 Shell tokens
- 24 48 Damage tokens



Game Set-Up

Set up the City of Naviri

1. Place the 5 Location boards (The Fold **1**, Citadel of Time **2**, Chronosseum **3**, Lamara Stadium **4**, and Droska Ring **5**) and the Champions board **6** in the center of the table.
2. Place the Shell and Fruit tokens next to the game boards **7**.
3. Place the dice next to the boards separated by color and level **8**.

Set up the individual islands

1. Shuffle the Stunt Cards and form a face down deck next to the Chronosseum **9**.
2. Shuffle the Market cards and place the deck next to the top left corner of the Droska Ring **10**. Reveal 3 Market cards and place them face up below this deck to make the Market offer **11**.
3. Separate the 12 Starting Challenges, and deal 3 to each player. Add any remaining to the Challenge deck.
4. Shuffle the Challenge deck and add 5 Challenges to the Challenge offer **12**. Place the deck in the Citadel of Time board **13**.
5. Place the Boat on the **?** space on Lamara Stadium **14**.
6. Place the Judge on the arena that matches the leftmost challenge in the Citadel of Time **15**.
7. Separate the Monsters by difficulty (Hard monsters are marked with an 'H' on the backs) and randomize each set. Place the easy Monsters on top and the Difficult Monsters underneath, and place the Monster deck facedown on The Fold **16**. Place the Monster Invade die (blue d8) on the Fold **17**.
8. Place the Danger Dice near their corresponding spots at 1, 3 and 5 on the Round Tracker on the Citadel of Time Board **18**.
9. Place the Round marker on the Round tracker on the Citadel of Time **19**.



Individual Player set up

1. Take a Player board **20**, and its matching Character standee and 4 Energy discs **21**, 8 Character cards, 12 Damage tokens **22**, and 3 Secret Goal cards.
2. Randomly select one of your Secret Goal cards and keep it face-down **23**. Return the others to the game box.
3. Place two of your Energy discs under your Character figure, and set the remaining discs on the Citadel of Time round tracker on spaces 3 and 5.
4. Place your Shell Shield **24** and your Character's starting Character card into play.
5. Shuffle your remaining Character cards and place them face-down to make a deck **25**.
6. Set your Trait dials to the start space marked by a green circle **26**.
7. Take 2 White Novice dice **27**, 2 Fruit and 4 Shells **28**.
8. Place one Damage token below the starting space on the Champion board **29**.
9. Randomly determine the starting player and give them the First Player token. Give the 2nd player 1 Shell, the 3rd player 1 Fruit, and the 4th player 1 Fruit and 1 Shell.



Two Player Only Rules

In a 2-player game of Tidal Blades, a 3rd Character will occupy action spaces and add hits to Monsters.

During game set-up choose one of the unused Characters and place one of their energy discs on the highest space on each Arena (Droska Ring - Drifter's Dock, Chronosseum - Guard Tower, Lamara Stadium - Palm Plaza). These discs block the use of those action spaces. During the Night phase, move the pawns to the next lower space on each of those Locations, or return them to the top if they are on the lowest already. (Spaces occupied during the 2nd round are Glassforger's Guild, Blade Advisor, and Repair Shop).

Monsters - When a Monster is revealed check the bottom row of Trait symbols. If the box surrounding the trait symbols indicates that it is for a higher player count (3+ or 4+) place damage tokens on those spaces from the character you are using as the dummy.

Game Overview

In Tidal Blades, each player takes the role of a young hero competing to be named a Tidal Blade, an elite guardian of the Islands.

The tournament takes place over 5 days and nights. By gathering the needed resources, signing up to compete in Challenges and timing your arrival at different islands, you can make the most of your Hero's turns.

Each day you will move to the different Locations to take actions and undertake Challenges. Actions gain you the

resource or effect listed on the action space as well as the Location bonus. At the Arenas you may then attempt a Challenge that matches your Location, and at the Fold you may battle a monster. Completing Challenges and fighting monsters will advance your character in the four traits of Focus, Spirit, Resilience and Synergy.

Each Tidal Blade will be judged at the end of the 5 rounds based on Challenges completed, the level of each of their Traits, their standing on the Champion Board, their Secret Goal, and the monsters they have fought.

Rounds in detail

Tidal Blades is played over 5 rounds, each divided into a Day phase and a Night phase.

Day

During the Day, players take turns in clockwise order sending their character to take actions, gain Location bonuses and compete in Challenges until they have no Energy Discs left. On your turn:

1. Move your Character and one Energy Disc to an available Action Space on a Location. Characters may be placed on a Location if there is no available Action Space -- they still gain the Location bonus and may attempt a Challenge.

2. Take the resource or effect from the Action Space.
3. Take the Location bonus.
4. May compete in a Challenge if you have a Challenge in your hand that matches your current Location.

Players may play one Stunt card per turn, at any time.

*Characters may be placed on a Location if there is no available action space--they still gain the Location bonus and may attempt a Challenge.

Turn example

1. Axl visits the Drifter's Dock and gains 1 Fruit **1**.
2. Axl takes the bonus action of the Location (Purchase 1 Market Card) paying 1 Fruit to gain 1 white Novice die and 1 Shell **2**.
3. Axl has a Challenge card from the Droska Ring (the arena at his current location) and so may attempt to complete it **3**.



Night

During the Night, monsters invade, players upgrade and refresh their dice, and everyone prepares for the next Day of the tournament.

1. Monster Invasion: The Monster Invasion die is rolled

and monsters advance towards the city through the Outer Fold and then the Inner Fold.

2. Discard the leftmost Challenge from the Citadel of Time and the bottom Market card and replace them.

- Upgrade Dice: Each player upgrades a number of Spent dice equal to their Resilience Trait level, and moves those dice to their Active pool.
- All players return their Character figure and energy disc(s) to their player board.
- Move the Judge to the next Arena in clockwise order.
- Advance the Round Marker. At the start of rounds 3 and 5, each player takes one of their extra energy discs from the board, replace the current Danger Die with the next difficulty level, and players receive bonuses based on their standings on the Champion Board (see page 11).

End of Game

At the end of Round 5, points are totaled and the winner of the Tournament is named!

Components in detail

Champion board

The Champion Board is a measure of your character's ranking with the Judge and the other players.

Advancements on the Champion Board are awarded for competing at the Judge's Location, racing the boat through the treacherous reef on Lamara, killing Monsters, and a few other ways.

Tournament Standings: At the end of Rounds 2 and 4 players receive bonuses based on their standing on the Champion Board.

- All players gain 1 bonus from their current level or below.
- All Characters who are in the lead gain a 2nd bonus. They must choose from a different level they are eligible for, if able.

At the end of Round 5, points are awarded for placement on the Champion Board.



The Floating Islands of Naviri

The Tidal Blades Tournament is held at 3 Locations, the Chronosseum, Lamara, and the Droska Ring. In addition, players will travel to the Citadel of Time to draw new Challenge cards and to the Fold to battle monsters. Each Location has a unique effect that players can use when they visit.

Chronosseum

This is the main training ground for Tidal Blades and is where players can expand their dice pool and learn stunts.

Characters visiting the Chronosseum may draw 1 Stunt card.



Lamara Stadium

The majority of the aquatic challenges are held on this island and contestants must demonstrate their skill on the watercraft.

Characters visiting Lamara Stadium may advance the Boat and take any rewards passed or landed on.



Droska Ring

The desert Arena is also the home of many traveling caravans where players can make purchases or work for fruit.

Characters visiting Droska Ring may buy a Market card or gain 1 Fruit.



Citadel of Time

This is the tournament headquarters where contestants may sign up to compete in Challenges. (No Challenges take place at the Citadel of Time.)

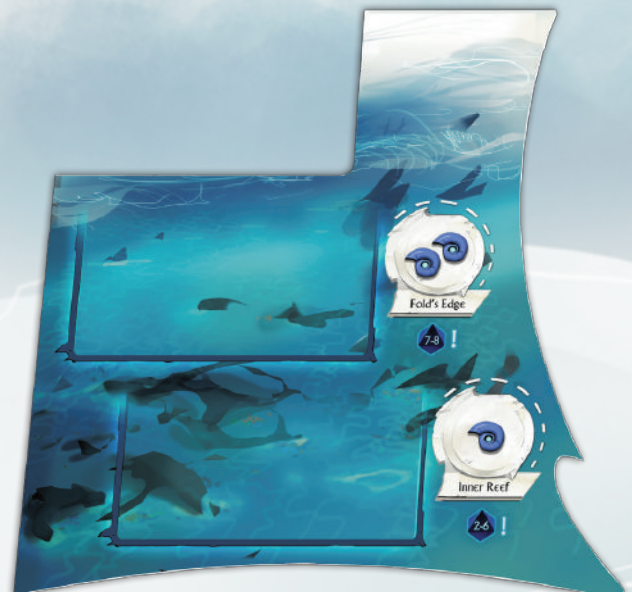
Characters visiting the Citadel may gain two Challenge cards from the pool or the deck.



The Fold

Where the Monsters and the Tidal Blades are trapped. As the tournament progresses, Monsters emerge from the Fold and the young heroes leave the Tournament to test their mettle.

Characters visiting the Fold may fight a Monster.



Characters

Each player takes the role of one of four Characters shown from left to right:

- Dust
- Caiman
- Eko
- Axl



Energy discs

Energy discs represent how many actions a character can take in a single Day.

Each turn players will move their figure, and one of their Energy Discs from their Player Board to their desired Location.

When they move their figure to a new Location, they'll leave behind their Energy Disc to prevent that space from being taken again (if it's a single use space).

Players start the game with two discs and gain one additional disc at the start of Round 3 and another disc at the start of Round 5.



Traits

All characters begin with the same quantity in each of the four character Traits: Focus, Spirit, Resilience, and Synergy. Their traits are tracked on the Character board. When a character completes a challenge, or damages a Monster, they advance their corresponding trait wheels once for every matching Symbol shown on the challenge.

Victory Point Bonuses

By specializing in traits, contestants can prove themselves an excellent Tidal Blade candidate. Each Trait track has point awards of 1, 3, 5 and 7. At the end of the game, each player will score the highest number from each Trait.





Focus

Increases Max Roll

Players may only roll a number of dice equal to their Focus trait. Players may eat Fruit to temporarily increase the dice they can roll. For each Fruit eaten a player may roll 1 additional die.



Spirit

Increases Stunt Power

Each contestant is working to build up their physical prowess and force. By advancing their Spirit track the contestants increase the effect of special maneuvers represented by Stunt cards.



Resilience

Allows Dice Upgrades

At the end of each Round you will upgrade spent dice equal to your Resilience. When a die is upgraded you exchange it for a die of the next higher level and place that die into your Active Dice pool.



Synergy

For Enhanced Powers

Synergy represents your character's inner strength and destiny and their ability to create and work with the mysterious Shell Devices. By increasing your Synergy track you reveal hidden talents and skills of your character as well as craft your own Shell Devices which grant unique powers to help you compete in the Tournament.

Character Cards

Character Cards give permanent upgrades and effects. Some are triggered by taking specific actions or by undertaking Challenges, and some have a Shell cost to activate (a Shell appearing in the lower right corner).

Each player starts the game with their Shell Shield and their Starting Character card in play and a deck of face down Character cards. Whenever a player advances on Synergy and lands on or passes a Character card icon they draw 2 Character cards from their deck, choose 1 to play and place the other on the bottom of their Character deck.

You may use any number of Character Cards on your turn, and you may use them multiple times, if eligible. You may not use a Character Card if there is no reason to use it (for instance, you cannot activate your Shell Shield if there are no X's to prevent on the Danger Die.)

Character card in detail

1. Card name
2. Card benefit
3. Cost to use



Starting Character Cards:

- Eko: *Feats of the Betalod*
- Dust: *Beginner's Codex*

Character Card Clarifications

- *Young Prodigy*: Draw a stunt card when you place your Character standee on an island where you already have an Disc.
- *Exoshell Armor*: A Challenge's level is equal to the number of Trait Symbols required.
- *Tricks of the Trade*: These tokens become interchangeable in every way, including Shell Shield activations.
- *Ancient Rivalry*: You collect these Shells before rolling

- Axl: *Racing Engine*
- Caiman: *Crocodile Armor*

any dice.

- *Traveling Warrior*: This only applies to the Action space, not the Location Bonus.
- *New to the Isles*: Gain a Shell when you place your Character on a Location where you don't already have an Energy Disc.
- *Endurance of the Traveler*: You place an exact copy of the die you used to fight the monster in your Spent Dice.

- *Nagian Heritage, Bounty Hunter's Sigil, Triumph of the Mind, Forged by Sands:* A Synergy Challenge is any Challenge that requires at least one Synergy. This is true for the other Traits as well.
- *Synergizer:* You must spend one Shell for each Synergy symbol you wish to change.
- *Tsuro's Transverser, Exoshell Armor, Dazzling Fighter:*

These refer to the Hits during that fight, not your total damage to the monster.

- *Feats of the Betalod:* An easier Challenge is one with less total Trait symbols required.

Character Dice

When you gain a die it is placed into your Active Dice pool. Dice used in successful challenges are then moved to the Spent Dice pool. Dice are divided into four levels, as shown in the table on the right.

Each player may hold a total of 6 dice at one time. If a player would gain a 7th die they may first discard a die from either their Active or Spent dice area.

Refreshing Dice

Moving dice from your Spent Dice to your Active dice is called Refreshing. You may Refresh dice by taking action spaces on the board, by playing the Sudden Resilience stunt card, or by Upgrading dice. You are not required to Refresh dice; you may always choose to Refresh up to the amount allowed by the action (for instance, if you wanted to leave dice in your Spent pool so that you could upgrade them during the Night.)



Upgrading Dice

Each Night, you Upgrade a number of dice equal to your Resilience score. To Upgrade, choose a die from your Spent pool, Refresh it, and then exchange it for the next higher level die of an eligible type.

A die can only be upgraded to one that shares at least one symbol. Thus, White Dice can be upgraded into Red or Blue Initiate dice which then can be upgraded into dice of the same color. For example: Red Initiate dice can only upgrade to Red Elite dice, and Red Elite dice can upgrade only to Spirit or Focus Guild Dice.

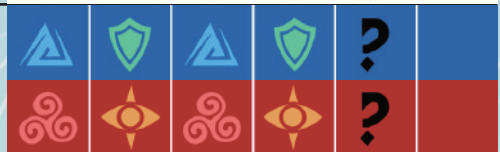
Dice Supply

If you would gain a die, and there are no eligible dice left, you may gain one of the same level that is normally not eligible. For instance, if you upgrade a Red Initiate die but there are no Red Elite dice left, you instead gain a Blue Elite die. In the rare occasion that there are no dice of either color left, you simply gain one of any lower level.

Level 1: Novice



Level 2: Initiate



Level 3: Elite



Level 4: Guild



Challenges

After performing their Action space and Location actions, a player may engage in a Challenge from their hand if it matches the Location they are on. Each player may hold a maximum of 4 Challenge cards at one time. If a player would draw a Challenge but is at their hand limit, they may first draw and then choose a Challenge to discard.

Attempting a Challenge

1. **Choose Dice:** select how many dice from your active dice pool you will commit to the Challenge, up to your current Focus Level. You must pay one fruit for each die you wish to commit beyond your Focus level.
2. Roll the selected dice and the current Danger Die.
3. Check to see if Challenge is met.
4. If the Challenge condition is met, advance spaces on the corresponding Trait track(s) equal to Trait symbols on the Challenge, and tuck the Challenge card under the bottom of your player board. You may complete a Challenge even if you have to lose a die that you use to complete it.
5. If any X's were rolled on the Danger Die you must return one of the dice used in the Challenge to the supply, unless you cancel all X's rolled using your Shell Shield (see Shell Shield Abilities, below).
6. If the Challenge condition is not met, you may choose to re-roll any number of dice, or you may stop and leave the Challenge incomplete. Each time you re-roll dice you must re-roll the Danger die as well.
7. If, at any time, you have insufficient dice left to complete the challenge you must immediately stop.

Incomplete Challenges

If you do not complete a Challenge, return all rolled dice (except those lost to a Danger Die) to your Active Dice and return the Challenge to your hand. For each die that you

Challenge card in detail

1. Challenge Name **1**
2. Trait Symbols **2**: The symbols that must be rolled to complete the challenge.
3. Arena/Fighting Style **3**: The Arena the Challenge is being held on, and which Fighting style is learned.
4. Victory Points **4** if completed.



lost, gain 1 Shell from the supply.

Additional Challenge Rewards

In addition to advancing your Traits, completing Challenges allows you to impress the Judge, learn Fighting styles to help you battle monsters, and win the hearts of the people. Completed Challenges are each worth 2 VP at the end of the game.

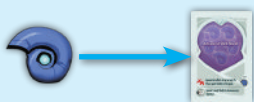
Judge: By performing Challenges where the Judge is, you will advance one space on the Champion Board, which will earn bonus resources at the end of Rounds 2 and 4, and points at the end of Round 5.

Fighting Styles: When fighting a Monster, you will roll a bonus die based on how well trained you are.

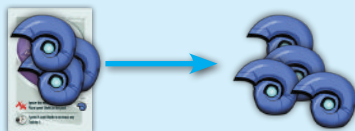
Diversity Bonus: For each set of Challenges (1 from each Island) you will score a bonus 5 VP at the end of the game.



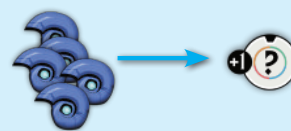
Shell Shield Abilities



Prevent Danger: You may use your Shell Shield to cancel X's on the danger die by placing Shells from your player board onto your Shell Shield.



Mystic Ability: You may return 3 shells from your Shell Shield to the supply to set a die you rolled to the face of your choice.



Infused Learning: You may spend 5 Shells from your Shell Shield to advance once in any Trait.

Example of a Challenge Attempt

Caiman takes an action at a space in the Droska Ring. After purchasing a card from the Market, Caiman declares that he is attempting a Challenge.

1. Caiman reveals Defend the Caravan from his hand **1**.
2. Caiman chooses to roll 3 dice but his Focus limit is only 2, so he must pay 1 Fruit **2**.
3. Caiman rolls 2 White Dice, 1 Blue Die and the white Danger Die (because we are in the 2nd round) **3**.
4. On his first roll he rolls 1 Resilience and an X on the Danger Die **4**.
5. He activates his Shell Shield, placing 1 Shell from his player board onto his Shell Shield to negate the X **5**.
6. He then decides to roll again. Setting aside the Resilience he rolled on the Blue die, he rolls the 2 White dice and the Danger Die **6**.
7. He rolls a 2nd Resilience and completes the Challenge. He also rolled an X so must pay a Shell or lose a die. He pays a Shell and then moves all dice he used in the Challenge to his Spent Dice area **7**.
8. He advances his Resilience Trait equal to the Resilience Trait Symbols on the Challenge he completed (2 spaces) **8**.
9. He then tucks the Challenge under his player board, leaving the Fighting Style symbol showing **9**.



Challenge Audience Bonus

The Tidal Blades Tournament relies on help from the crowd to coordinate and set up the Challenges. When a Character successfully completes a Challenge all player's with

Standees at the Challenge Location will gain 1 Fruit for their help in orchestrating the challenge.

Stunt Cards

These are one-time-use cards that grant a beneficial effect that increases based on the character's Spirit. Players may use one Stunt card per turn.

Stunt Card Clarifications

- *Midnight Training*: You gain a single die of the same level as your Spirit score.
- *Expert Rigging*: You may use this only when you are taking the "Move the boat" bonus action on Lamara Island.
- *Judge's Favor*: You gain each reward listed, starting from the bottom. For example, a player with a Spirit score of

Stunt card in detail

1. Stunt name **1**
2. Benefit **2**: a beneficial effect that increases based on the character's Spirit.



3 would gain a Fruit, a Shell and a White Die.

- *Sudden Resilience*: As with the Refresh action spaces, this does not allow you to Upgrade dice, only Refresh them.

Monsters

As the Tournament is ramping up and the crowds have gathered, worrisome rumors begin to spread. Monsters from the depths, not seen in years, have been spotted coming from the Fold. Some young contestants are not content to just compete in the tournament, and venture to the outskirts of the Fold to prove their worth by battling the fearsome beasts.

The Fold has two action spaces that offer resources and a chance to battle the Monsters. Each space corresponds with one of the Monster locations and gives access to that Monster.

Fighting Monsters

When fighting Monsters, a player rolls dice in the same manner as on Challenges as they attempt to injure the monster.

1. **Choose Dice:** Select at least one die from your active dice pool to roll, up to your current Focus Level. You must pay one fruit for each die you wish to commit beyond your Focus level.
2. Add your Bonus die based on Fighting style (see below).
3. Roll the selected dice and the current Danger die.
4. If any X's were rolled on the Danger Die you must discard 1 die that you are using in the Fight. You may use your Shell Shield to cancel X's by spending shells.
5. You may choose to re-roll any number of the selected dice, or you may stop and deal your damage to the

Dealing Damage

Once a player chooses to stop rolling, they place a Hit Token (from their personal supply) for each symbol showing that matches an undamaged space on the monster. Then they advance one on their Trait dials for each symbol covered.

Armored Spots: Some spots on the monster may only be damaged by higher level dice. Solid color spots require at least Level 2 dice of the appropriate color, and the circular colored spots require at least Level 3 dice of the appropriate color. Each of these spots grants a reward of advancing once

Fighting Styles and the Bonus Die

By competing in the different Arenas, Characters will learn Fighting Styles to use when battling monsters. A character's

- *Dedicated Study*: Place the Challenges you don't keep in a discard pile.

Monster card in detail

1. Fighting Style ①
2. Name ②
3. Damage spots ③
4. Armored spots ④
5. Kill Bonus ⑤
6. Reward & Invade ⑥



Monster. Each time you re-roll dice you must re-roll the Danger die as well.

6. After you deal your damage, all dice rolled against the monster are lost, whether or not they dealt damage.

Important: Monsters work slightly differently than Challenges. When attempting Challenges, you may complete a Challenge even if you have to lose a die that you use to complete it. However, you may not use a die that you lose to the Danger die to damage a monster—all Danger must be resolved before assigning damage.

on the Champion Board.

VP for Damage: When a Monster leaves play, all damage tokens on that Monster are flipped over and stacked next to the Fold. Each player will gain 1 VP for each damage token next to the Fold at the end of the game.

Different Player Counts: Some damage spots (the bottom row on most monsters) are only used for certain player counts. For instance, in the example, the bottom is only used in a game with 3 or more players.

level in a Fighting Style is equal to the number of Challenges they have completed in that Fighting Style.

Monster Battle Example

1. In Round 4, Dust goes to the Fold and chooses to fight the Colossal Spinesquid **1**.
2. She chooses 2 White dice from her Active Pool to roll **2**.
3. She has completed 3 Challenges at the Droska Ring, so she adds a Red Elite Die as her bonus die **3**.
4. She rolls all three dice, plus the Yellow Danger die. She rolls Focus on the Elite die, and Focus and Resilience on the White Dice **4**.
5. She rolled 2 X's on the Danger Die, so she must first pay 2 shells, or lose a die. She chooses to lose the White die showing Resilience **5**.
6. She chooses to stop rolling and assign damage. She assigns the Elite Die to the Armored spot, and the White Die to an unarmored spot, placing her damage markers on them. She gains 2 Focus. She also advances once on the Champion board for hitting the Armored spot **6**.
7. When the monster leaves or is killed, she will also gain the Reward **7**.



When battling a monster, the player chooses one fighting style that is shown on the monster and adds a bonus die equal to their level in that Fighting Style to use in the battle. For example, a character who has completed three challenges at the Droska Ring and is facing the Colossal Spinesquid would gain an Elite bonus die of either color (or any lower level die if there are no Elite dice available.)

Bonus Dice must be used in the battle, and are not counted against the Focus limit. When Fighting Monsters you must roll a minimum of one die from your active dice pool.

Rewards and Penalties

The Monsters are no idle threat, but pose a serious risk to the island's inhabitants. Those heroes who do battle with the monsters will be rewarded and those who ignore the threat may be punished.

Rewards - When a monster leaves the Fold or is killed, all players who have damaged that monster will gain the reward listed on it. The player who does the final damage to a Monster will be awarded the Kill Bonus which will allow them to advance twice on the Champion Board.

Penalties - At the end of each round a Monster may invade the city. The Start player rolls the Invasion die (8-sided blue die). On a 7-8, the Monster at the Fold's Edge will Invade

Losing Dice

Battling Monsters is not as safe as the Challenges held in the Arenas.

All dice rolled against Monsters will be lost at the end of the battle.

Danger Dice must be reconciled before Dice are used for Damage.

It is important for players to evaluate the danger they face in fighting Monsters, make sure they are properly trained, and know how many dice they are prepared to lose.

and on a 2-6 the Monster at the Inner Reef will Invade. On a 1, no Monster invades. If a Monster invades, all players who have not damaged the Monster will suffer the Invade penalty.

After rolling for the Invade effect, all Monsters will advance and a new Monster will be revealed. Monsters at the lower space will leave and are discarded from play, granting their

rewards to players who damaged them.

Note: If a Monster is left alive in the Fold's Edge at the

Action Spaces

There are two types of Action spaces in Tidal Blades, single use and open. Open action spaces are denoted with a dashed circle, and appear at the Citadel of Time and on the Fold. All other action spaces are single use, meaning only one player may visit them each round. (After a player visits an Action space they leave one Character disc. No players may take an action in single use spaces if there is a Character disc or standee present in that space.)

Training at the Temple of the Breaking Wave

This is where players can train to gain resources, Trait advancements and impress the Judges. When a player visits the Temple they will roll dice (up to their Focus limit + Fruit) and gain rewards based on what they roll.

All Dice rolled at the Temple are returned to the Active Dice.

- **Each Unique Single:** Gain 1 Fruit or Shell
- **Doubles:** Advance 1 on the Champion Board
- **Triples:** Advance the rolled Trait 1 time.

Players may gain rewards from multiple tiers and may gain rewards from the same tier multiple times.

Refreshing Dice at the Desert Caravan and the Meditation Spring

These spaces allow you to move Spent dice to your Active die pool. You may choose to Refresh any number of dice up to the amount shown inside the arrow.

Tournament Standings

At the end of Rounds 2 and 4 players receive bonuses based on their standing on the Champion Board.

- All players gain 1 bonus from their current level or below.
- All Characters who are in the lead gain a 2nd bonus. They must choose from a different level they are eligible for, if able.

At the end of Round 5, points are awarded for placement on the Champion Board.

end of Round 5 it will move to Inner Reef and will not give Rewards. Damage tokens on the Monster will then be flipped and count as VP for endgame scoring.

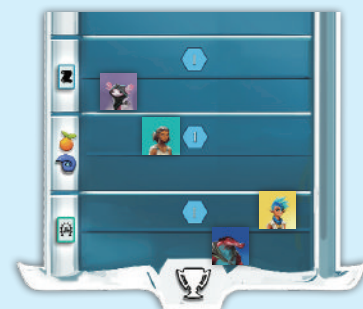
Open action spaces



Single-character action spaces



Champion Board Awards



Eko is in the lead and gains 1 Challenge and 1 Stunt Card.

Dust gains 1 Fruit and 1 Shell.

Caiman and Axl each gain 1 Stunt Card.

End Game

At the end of Round 5 the game ends. Points are totaled and the new Tidal Blade is named.

- 2 points for each completed Challenge.
- Each player gains 5 points for each complete set of Challenges (1 from each island).
- The highest point value from each Trait Dial.
- Award points for placement on the Champion Board 1st - 5, 2nd - 3, 3rd - 1. If multiple players are tied, add the awards up, and split them evenly between the players, ignoring any remainder. (Example: if two players tie for first, we add the 1st and 2nd awards and divide by two,

so each player receives 4 points.)

- Regardless of placement, each player also receives 1 point for each 1 they passed on the Champion Board.
- Each player scores their Secret Goal.
- Each player scores 1 VP for each damage they did to Monsters (quantity of Damage tokens next to the Fold).

The contestant with the greatest point total is named the new Champion and the leader of the new group of Tidal Blades. All of the other contestants performed admirably and will join the Tidal Blades as Junior Commanders!

End of Game scoring example

1. Caiman has 7 complete Challenges worth 2 each for 14 points 1.
2. Caiman has 2 sets of Challenges (1 from each island) worth 5 each for 10 points 2.
3. Caiman's Traits are worth the highest value shown: Focus - 3, Spirit - 5, Resilience - 1, Synergy - 0, for a total of 9 VP 3.
4. Caiman is 3rd place on the Champion Board and has passed 3 1 spots for a total of 4 points 4.
5. Caiman's Secret Goal awards 2 for each level of Challenge he completes. He completed Challenges with 1, 2, and 3 Traits and so scores 6 VP 5.
6. Caiman did 4 damage to Monsters for 4 VP 6.
7. Caiman's total score is 47 VP.





TIDAL BLADES

HEROES OF THE REEF

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