

# TIDAL BLADES

## HEROES OF THE REEF



## ANGLER'S COVE

### EXPANSION



Designed by  
**TIM & BEN EISNER**

Art and Worldbuilding by  
**MR. CUDDINGTON**



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Angler's Cove is a shallow bay nestled past the desert coast, far from the bustling center of Naviri. But don't let the beauty of this location deceive you. Dark deeds aplenty take place in the cove: the manufacture of black market goods, illegal competitions held in the Battle Pit, the over-harvesting of resources from the Coral Reefs. Angler's Cove is no place for the faint of heart, but aspiring heroes know that sometimes even Tidal Blades need to bend the rules to accomplish their goals.

This expansion for *Tidal Blades: Heroes of the Reef* introduces a new playable

Character, Sagashi, giving players more options when choosing heroes, and increasing the maximum number of players to 5. It also introduces Angler's Cove, a new Island that Characters can visit during the game.

Special Outcast activities at Angler's Cove add a new level of player interaction as competitors find out how far they can push their reputation. Can you resist the powerful Actions of Angler's Cove, or will you do whatever it takes to win the Tournament? The threat from The Fold is greater than ever, and Naviri needs heroes willing to stake their name to defend it from the oncoming storm!

## COMPONENTS

### City of Naviri Components

- |                       |                         |
|-----------------------|-------------------------|
| 1 Angler's Cove board | 8 30 Outcast tokens     |
| 2 10 Fruit tokens     | 9 2 Monster cards       |
| 3 10 Shell tokens     | 10 3 Stunt cards        |
| 4 4 Novice dice       | 11 8 Market cards       |
| 5 4 Initiate dice     | 1 Rulebook              |
| 6 2 Elite dice        | 1 Player Reference card |
| 7 4 Guild dice        |                         |

### Advanced Components

- 12 9 Outcast Challenge cards

### Fifth Character Components

- |                               |
|-------------------------------|
| 13 1 Character board          |
| 14 1 Character standee        |
| 15 18 Hit tokens              |
| 16 4 Action discs             |
| 17 13 Character cards         |
| 18 1 Story card               |
| 19 3 Secret Goal cards        |
| 20 3 Starting Challenge cards |



## CITY OF NAVIRI COMPONENTS











## FIFTH CHARACTER COMPONENTS



## ANGLER'S COVE SETUP



## SET UP THE CITY OF NAVIRI

1. Set up the base game as normal, except for Monsters.
2. Place the Angler's Cove  board below The Fold, to the left of the Droska Ring. Each Island board also has a diagram marked on the back to show where it should be placed.
3. Shuffle all of the Outcast tokens and place them face-down next to Angler's Cove.  For your convenience, you may wish to stack them in piles of 5 to 10 tokens.
4. Shuffle the Angler's Cove Market cards into the Market deck. 
5. Shuffle the Angler's Cove Challenge cards and the Legendary Challenges with the Judge together and place them face-up in the rightmost space on the Citadel of Time , replacing the revealed card already in that space and moving it to the bottom of the Challenge deck. 
6. Shuffle the Angler's Cove Stunt cards into the Stunt deck. 
7. Take the Angler's Cove Monsters and shuffle in an Easy Monster marked with the Chronosseum . Place a random Hard Monster under the three Easy Monsters, then place these cards face-down at The Fold to form the Monster deck. Reveal the topmost Monster and place it face-up in The Fold's Edge. 



# GAMEPLAY

The Angler's Cove Island board allows up to 5 players to play *Tidal Blades*. The Angler's Cove board may also be added to a 2-4 player game. It is not compatible with Solo Mode.

Sagashi, the new Character introduced with this expansion, is playable as a Character in any game and can be played with the base game, without including the other parts of the Angler's Cove expansion.


Angler's Cove introduces a new Island board with powerful rewards and Outcast tokens. The gameplay follows that of the base game, with the Angler's Cove board creating new opportunities and the Outcast tokens adding a new interactive risk to the game.

## FIVE-PLAYER RULES

The five-player game has a few special rules:

1. Set up the game for Angler's Cove Island and Outcast token rules.
2. Place the Citadel of Time Island board in the center of the table with the side that has the compass symbol face-up (the four-round side). The other side is for five rounds and is not compatible with a five-player game.
3. When setting up the individual players, give the 5th (last) player 1 extra Fruit **and** 1 extra Shell, **and** 1 extra Shell on their Shell Shield for a total of 3 Shells on their Shell Shield.
4. When a player takes the last available Action space on the Island where the Judge is, move the Judge clockwise to the next Arena that has an available Action space. If there are no available Action spaces at any of the Arenas, the Judge does not move.

## A NEW CHARACTER JOINS THE HEROES OF THE REEF

Sagashi, the newest competitor to enter the Tournament, has emerged from The Fold, the first non-Monster entity to come from beyond the Reef in fifteen years. Though late to enter, the time-traveling chameleon is sure to be a fierce contestant. Sagashi, along with his trusty isopod sidekick Dru, will do whatever it takes to win. Relying on his mastery of hyperdimensional space, Sagashi takes advantage of all eventualities. He gains benefits from pushing the limits of the known and tries to complete Challenges using  for additional boosts.

## ANGLER'S COVE AND OUTCAST TOKENS

The Angler's Cove Island board offers three powerful new Action spaces, as well as the ability to undertake a Challenge from any Arena. However, Angler's Cove is an Island of disreputable characters, and each time you visit, it has the potential to impact your standing in the Tournament. Whenever you visit Angler's Cove, you must draw an Outcast token.

### JUDGING PENALTIES

Outcast tokens are drawn face-down, and their value is known only by the player who draws them. Each Outcast token has a Risk value ranging from 1 to 4. At game end, the player who has the highest Risk total scores a penalty of -5 points.

Included in the Outcast tokens are two Penalty Outcast tokens that increase the penalty at game end for **all players** who have any Outcast tokens.



Penalty Outcast tokens represent the Judge discovering the illicit activity by Tournament contestants, and clamping down on the bad behavior.

## DRAWING OUTCAST TOKENS

You draw an Outcast token when you:

- visit Angler's Cove;
- purchase Outcast Market cards;
- perform dubious Challenges; or
- fail to protect Naviri from the increased threat posed by Monster Poachers.

## DISCARDING OUTCAST TOKENS

You can discard Outcast tokens by performing specific Challenges, and by purchasing gifts (Market cards) to help the people of Naviri. When discarding an Outcast token, you may choose any token you have and return it face-down to the game box.

*Note:* If a Penalty Outcast token is discarded, that lowers the penalty from Outcast tokens for **all players**, not just for you.

## RUNNING OUT OF OUTCAST TOKENS

If you would draw an Outcast token but there are none left, instead move -1 on the Champion board if possible. There has been so much illicit activity that the Citadel has taken a hard line against contestants bending the rules of the Tournament.

## AT GAME END

Reveal your Outcast tokens and add up the Risk values on them. Each player who has the highest total Risk value scores a penalty of -5 points.

If no Penalty Outcast tokens are revealed, the Judge did not find out about your black market activities, and there is no other penalty for any player.

If one Penalty Outcast token is revealed, no matter who revealed it, each normal Outcast token scores a penalty of -1 point.

If two Penalty Outcast tokens are revealed, each normal Outcast token now scores a penalty of -2 points.

## OUTCAST TOKEN SCORING

Marta has three Outcast tokens with Risk values of 2, 3, and 4, for a total of 9 Risk. **1**

Enzo has one Penalty Outcast token with a Risk value of 1, and two normal Outcast tokens valued at 3 each, for a total of 7 Risk. **2**

Sia has one Penalty Outcast token with a Risk value of 1, and normal Outcast tokens with Risk values of 1, 2, and 3, for a total of 7 Risk. **3**

Because two Penalty Outcast tokens were revealed, all Outcast tokens now score a penalty of -2 points.

Marta has three Outcast tokens and scores -6 points. Marta also has the highest total Risk value, and scores an additional penalty of -5 points, for a total of -11 points in penalties.

Enzo has three Outcast tokens and scores -6 points.

Sia has four Outcast tokens and scores -8 points.

*Note:* Penalty Outcast tokens count as Outcast tokens for all purposes. They can be discarded just like regular Outcast tokens, and if discarded, they have no effect.



# ANGLER'S COVE DEFINITIONS

## ANGLER'S COVE ISLAND BONUS

When you visit Angler's Cove, you must draw one Outcast token. While at Angler's Cove, you may attempt a Challenge that belongs to any Arena (Lamara Stadium, Droska Ring, or Chronosseum).

The rules for attempting a Challenge at Angler's Cove are the same as if you were at the Arena, with one exception. Since the Judge is not at Angler's Cove, you will not move on the Champion board even if the Judge is at the Arena that matches the Challenge you completed.

## ACTION SPACES

### CORAL MINE

Gain a Novice die, 2 Shells, and 2 Fruit.

The coral reefs provide abundant resources, but the harvesting is illegal under Naviri law as the reefs are an important food source for many local fish.



*Coral Mine at Angler's Cove*

### ENTANGLERS' HIDEOUT

Choose any face-up card from the Droska Ring Market without paying its cost, and Refresh dice equal to your Resilience Trait level.

The Entanglers work to create black market goods, specializing in illicit Shells and Challenge cards.



*Entanglers' Hideout at Angler's Cove*

### THE BATTLE PIT

Choose a Challenge card from the Citadel of Time and draw a Stunt card.

Angler runs illegal competitions as a way to bring in revenue. This battle pit makes a mockery of the Tournament of Heroes, but there is no denying it offers a great way to compete and learn from some fearsome opponents.



*The Battle Pit at Angler's Cove*



## MARKET CARDS

These Market cards offer great deals, but not without risk.

### MARKET CARD TYPES

#### TAKE THE RISK

Any Market card with an Outcast token as part of the cost requires you to draw an Outcast token.



#### MITIGATE RISK

This Market card lets you discard any Outcast token, including Penalty Outcast tokens.



#### NOBODY LIKES A GOSSIP

All other players draw an Outcast token.



## MONSTER CARDS

These Monster Poachers have been sent by Angler to capture creatures from the depths of The Fold. This is directly contrary to Citadel Law stating that it is illegal to capture Monsters, as it aggravates them and raises the danger for all of Naviri. You must help stop these illicit hunters, or you may be seen as helping them.

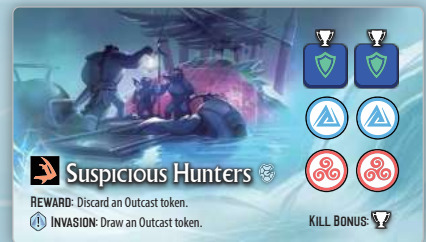
### OUTCAST MONSTERS

#### SUSPICIOUS HUNTERS

##### Easy Monster

If **Suspicious Hunters** is killed and you helped fight it, discard an Outcast token.

If **Suspicious Hunters** Invades and you did not hit it, draw an Outcast token.



#### ANGLER'S THUGS

##### Hard Monster

If **Angler's Thugs** is killed and you helped fight it, discard an Outcast token and move +1 on the Champion board.

If **Angler's Thugs** Invades, move -1 on the Champion board for each Outcast token you currently have.





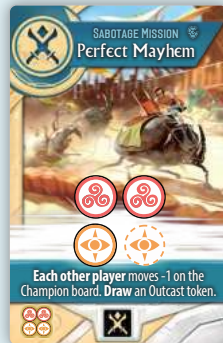
## OUTCAST CHALLENGES & STUNTS

Three new types of Legendary Challenge are available to contestants when playing with the Angler's Cove expansion.

### OUTCAST CHALLENGES

#### SABOTAGE MISSION

You didn't know quite what would happen, but when you received a message from Angler saying that participating in this Challenge would help your standing with the Judge, you made sure to sign up. The event went so off the rails that you ended up looking like the hero, and all the other contestants looked a little foolish.



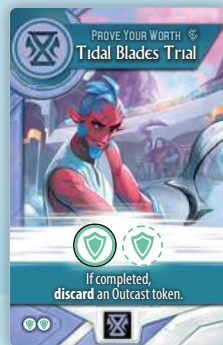
#### SNEAK AFTER DARK

By mingling with the Outcasts you find out about secret night-time races being held at Lamara Stadium. These Challenges will test your skills in new ways, but are not technically allowed in the Tournament. Each time you complete a Sneak After Dark Challenge, you gain double the Trait advancements, but you also draw an Outcast token.



#### PROVE YOUR WORTH

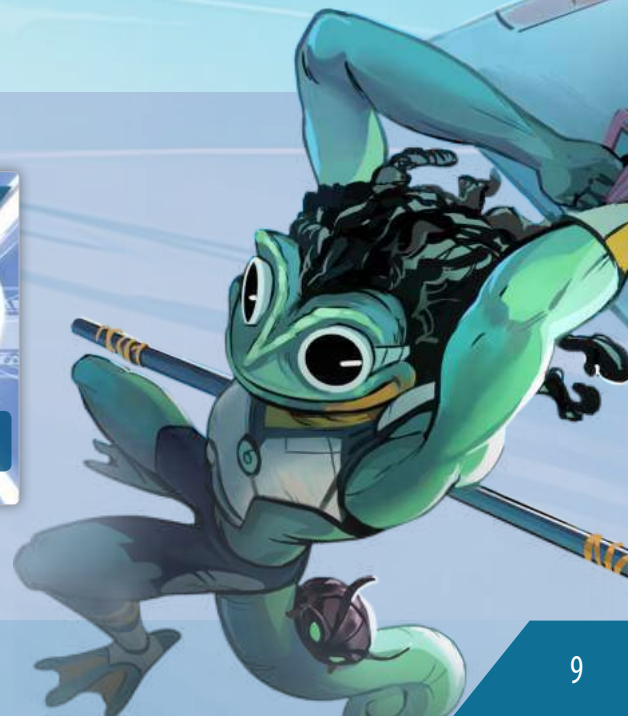
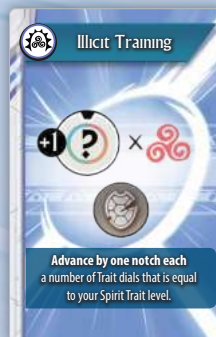
These Challenges, held at the Chronosseum, allow you to improve your reputation by competing in perfect accordance with Tournament regulations.



### OUTCAST STUNT


#### ILLICIT TRAINING

Angler has powerful tools at his disposal to enhance your competitive edge, but training with him comes at a cost. When you play this card, advance a number of different Trait dials equal to your Spirit Trait level by one notch each and draw an Outcast token.




# SAGASHI'S CHARACTER CARDS

## TRUE-SIGHT GOGGLES


"For one  used in a Challenge, you may advance any Trait dial.


**DISCARD:** Gain a die of level equal to your lowest Trait."

For example, if you used a  to fulfill a Focus symbol on a Challenge, you could instead advance any other Trait by one notch.



## FLAMBOYANT CONTESTANT

"After attempting a Challenge or fighting a Monster, gain 1 Shell if you rolled at least one .

You only gain 1 Shell for each Challenge or Monster battle, no matter how many extra  you roll.



## DRU'S PRESCIENCE

"Before fighting a Monster, Upgrade one die."

When you fight the Monster, you are not required to use the die that you Upgrade.



## GLIDER AEROBATICS

"When you complete a mixed Trait Challenge, you may pay 1 Shell to draw a Stunt card."

A mixed Trait Challenge is any Challenge with at least two different Trait symbols.



## SWEEPING REVELATIONS

"When this card is played, each other player reveals the top card of their Character deck. Choose one and play it."

You gain the power of that Character card for the rest of the game as if it was your own. Put the Character cards not chosen on the bottom of their Character decks.



## SOCIAL LIZARD

"When you complete a Challenge while on the same Island as another Character, Refresh one die."



## DISARMING CONFIDENCE


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

You must succeed in the Challenge to gain the bonus.






## FORMIDABLE DUO


"When you use two or more  to complete a Challenge, you may take your Island Bonus again."

"Use" means that a die fulfills a symbol on the Challenge.



## FOLD TRAVELER

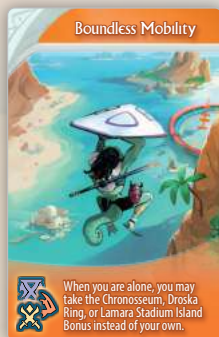
"You may use  and blanks to hit Armored spots on Monsters with any level of die."

This does **not** allow you to use  against Creatures of the Void.



## BOUNDLESS MOBILITY

"When you are alone, you may take the Chronosseum, Droska Ring, or Lamara Stadium Island Bonus instead of your own."



## CREDITS

**CONCEPT:** Mr. Cuddington

**DESIGN:** Tim & Ben Eisner

**ART & WORLDBUILDING:** Mr. Cuddington

**LEAD DEVELOPER:** James Hudson

**ADDITIONAL DEVELOPMENT:**  
Matthew Gould, Mac Nelson, Derek Funkhouser, Aris Bionat, Ben Kepner

**RULEBOOK:** Tim & Ben Eisner,  
Joel Finch, Kate Finch

**EDITOR:** Ari Yarwood

**PRODUCTION:** Kate Finch

**PUBLISHER:** Druid City Games, Skybound

**PLAYTESTERS:** Ana Alexandrescu, Aris Bionat, Ben Kepner, Ben Walker, Brooke Kratz, Chase Van Epps, Christian Kang, Dan Fain, Derek Funkhouser, Dewey Tran, Doug Butler, Estefania Baluyot, Evan Halbert, Ian Moss, Jess Braeuninger, Jon Gilmour, Joseph Owens, Joseph Sturgis, Keith Eisner, Lizzy Funkhouser, Mac Nelson, Matt Rodrigues, Matt Smith, Matthew Gould, Michael Kness, Michelle Marino, Mike Confino, Mike Vander Veen, Mohammad Ali, Mr. Cuddington, Natalie Rodrigues, Raeyn Kratz, Ryan Falls, Ryan Mauk, Ryan Spangler, Ryan Swisher, Scott Biersdorf, Svetlana Nelson, Taran Kratz, Tekela Fisher, Vince Vergonjeanne.

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