

SHARDS of the Jaguar

Errata and FAQ 1.1.

Base game

Page 04-05 - 11. step of the setup

In the illustration the token is wrong, there must be a **level-up token** (as it is stated in the text) instead of the minor ritual which is represented.

Page 07 - Earthquake

In the illustration the text is wrong, the right text is "3 different columns".

Page 07 - Flood

In the example for the order of the activation is wrong, first the player who activated the Flood moves, and then all the other players.

Page 10 - Being Cursed

In the rare case when you are cursed and you would level-up with a level-up token (not with a ritual), to indicate that you did not get the benefit of the level-up yet, place the level-up token upside down (with the arrow pointing downwards).

Page 13 - Objectives

Missing text: You cannot have more than one Objective marker on one Objective.

Page 15 - Fenn's ability

Although the icons of the ability makes it clear, it is not stated in the text: you can do this once per round.

Page 20 - Setup guide - 2-/3-player game

You place (maximum) 5 rituals next to the #1 game board tile (not 6 as it is indicated).

Solo game

Page 16 - Setup - 4. step

Shuffle only **one** from each of the mentioned tokens (2/3/4/5).

Page 17 - At the beginning of the game, 2. step

In the third section you have to setup the third and fourth traps, not the second, as the text states.

Page 18 - Moving the Jaguar

Additional info: The jaguar does not stop your movement when you step on a space where it stands.

Moreover the correct version of the last sentence on the bottom of the page: After you moved the Jaguar, place both movement tokens aside.

Page 19 - Character abilities

This text is missing: Keela's (the yellow character) third level ability is stronger than the others' in solo mode. Still, you can use the original ability, but if you would like to have a more balanced game, don't take the additional 2 yellow amulets when you reach the third level.

Page 19 - Taming check

Additional info: You can only tame if there is no wall between you and the jaguar.

The Second Trial

Page 02 - 5. point of the setup

If you play the 1st level, place the green and purple crystals onto the '6' and '16' value (not '18').

Page 02 - Cooperative Setup

Special rules for 2 players text missing: If you play the game with 2 players, choose one quarter of the Jaguar (from the quarters which need 3 crystals) and fill it with green or blue crystals. That quarter is already rebuilt and you get the belonging **constant ability**.

Page 02 - Victory conditions

Under the condition of "staying alive" we mean that you have to have more than 0 health.

Page 03 - Action phase

Flip: You choose from the two tokens which will not be activated in that round (from those that are below the trap).

Page 04 - Trap activation phase

Missing text: If the glory marker ever reaches 0, the game is over.

Page 04 - Use of the Amulets (this block is missing)

The amulets work the same as in the normal game with one exception:

Yellow amulets: you can place it onto any "damaging trap" during you action phase. If that trap hits anybody, it takes one less glory on the glory track. It cannot be placed more than one yellow amulet onto one trap.

Page 05 - Fulfilling Objectives

Text missing: There can be more than one Objective marker on each Objective (place them onto each other).

Page 06 - Alternative character abilities

On Fenn's alterantive ability token the white amulet has a wrong shape, but it is meant to represent the white amulet (as its color indicates it).

FAQ

Can I take ritual tokens without performing them?

No, you can only take a ritual token if you can perform it. So, you have to stand on the same space with the ritual, and for one 'take action' you can perform it, to place it into your character board's level slot.

What happens if I reached 0 curse, got the level-up token, and later my curse increases? Do I have to place back that level-up token?

No, you don't have to place it back, it stays in your character board's level-slot.

When I use a blue amulet for activating the Flood for a second time, can I choose a different direction, than before?

Yes, as it is a new activation, you can choose any direction (but don't forget, it moves only you).

On the #4 game board tile there are major pedestals, which contain two crystals. Can I take them for one action?

No, taking an item is always one action. So, if you want to take both of them, you need to spend two actions.

If you have any more question, feel free to write to us: info@clevergreengames.hu