Despite our best efforts, the following misprints and mistakes slipped into the game.

<table>
<thead>
<tr>
<th>“First edition” Base box (corrected in the “Upgrade pack”)</th>
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</table>

**Action card “Sixth sense” (ID: A0083) – front**

Should read: “Look at the top 2 cards of the Action Deck, then put them back in any order either both on top of it or both on the bottom of it. **Discard this.**”

**Green Adventure card no. 028 (ID: A0349) – back**

The number in the “thumbs up” box should be 008, instead of 023.

**Green Adventure card no. 048 (ID: A0374) – back**

Should have 2 “thumbs up” box with number 127 and number 164 on it.

**Green Adventure card no. 170 (ID: A0585) – front**

ENE: add +1 to current value

**Green Adventure card no. 235 (ID: A0673) – back**

Should read: “If any one involved character has a [violet flag symbol] card in their inventory, you may apply…”

**Green Adventure card no. 240 (ID: A0679) – front**

The flavor text in the black section (failed action) should read:

*Opening the chest a little too brutally, you accidentally activate a protection system that destroys whatever was inside.*

**Green Adventure card no. 331 (ID: A0810) – front**

To the South, should read “320” instead of “259”

**Green Adventure card no. 420 (ID: A0918) – front**

This card should be a **Quest Item** (notebook icon) and not a **Bonus** (green hand icon).

**Gold Adventure card no. 425 (ID: A0924) – back**
Should have a “thumb up” box with number 417 on it + fluff text should match both cases (failure in green 425 or new attempt after victory in 425).

**The Icy Maze (corrected in the “Upgrade pack”)**

Green Adventure card no. 456 (ID: B1014) – back

Should read: “If any one involved character has a [blue flag symbol] card in their inventory, you may apply…”

Green Adventure card no. 538 (ID: B1055) – back

Should read: “If any one involved character has a [blue flag symbol] card in their inventory, you may apply…”

**The Forbidden Sanctuary (corrected in the “Upgrade pack”)**

Green Adventure card no. 546 (ID: C1119) – front

There should be an arrow to the West [514] (IV)

Gold Adventure card no. 546 (ID: C1120) – front

There should be an arrow to the West [514] (IV)

Green Adventure card no. 558 (ID: C1130) – back

Should read: What looks like a mechanical golem is stomping in your direction. You can only imagine how it is able to move.

**Swamp of Madness (corrected in the “Upgrade pack”)**

Green Adventure card no. 609 (ID: D1185) – front

To the East, should read “602” instead of “601”

“What Goes Up, Must Come Down” white expansion box

Exploration card “Monotony” (ID: K1512) – front

The text in the white section (success action) should read:

You fall asleep. Meanwhile, the hot air balloon continues its course, blown by the wind… [000] & each character returns their tired state. Return all the cards on the Board and in the Past. Put a [680] card into play and put the balloon figure onto it, along with the figure of each character taking part in the adventure. Take a [700] card.

Green Adventure card no. 328 (ID: K1574) – front

The text in the black section (failed action) should read:

You are haggard and worn with fatigue when you finally emerge from the canyon. Put a [341] card or a [319] card into play in the space shown (unless it is already there). Each involved character moves their figure onto it and takes a [101] card.

Green Adventure card no. 678 (ID: K1630) – front

Typo: “that that had been…” instead of “that had been”.

Green Adventure card no. 688 (ID: K1642) – front


Typo: “that that had been...” instead of “that had been”.

**Gold Adventure card no. 764 (ID: K1747) – back**

The text should read “in your inventory” instead of “under the “Satchel & Journal” card”.

**Black Fate card (ID: K1926) – front**

Success block, typo: “Your are...” instead of “You are...”.