

**Final Rule Changes:**

- Removed "End of Round" section and combined it into **Turn**
  - Added a new special rule for the starting player for moving the dial.
- Added a step for how to set up the dial in the **Setup** phase.
- Increased 7 six-sided dice to 8 six-sided dice.
  - Board has 1 more Coral Base, so I had to increase the dice count to accomodate 4 players.
- Shifted sections around for readability and clarifications

## Treasure Hunting: Kraken

### Overview

A massive whirlpool has appeared in the middle of the ocean with an extremely valuable, one-of-a-kind, spectacularly, shinningly, rare, never-before-seen gem in the center of it. You are one of the first voyagers to go after the gem, but it won't be easy. For one, you're sailing into the center of a gigantic whirlpool. Oh, and there's a giant Kraken in there protecting it. Also, don't forget about other voyagers who are going after it, too.

It won't be too bad, though. You have an extremely wealthy sponsor who has supplied you with a ship equipped with a magic barrier to deal with the currents of the whirlpool. It can also sustain heavy damage from the Kraken and other ships's cannons.

### Objective

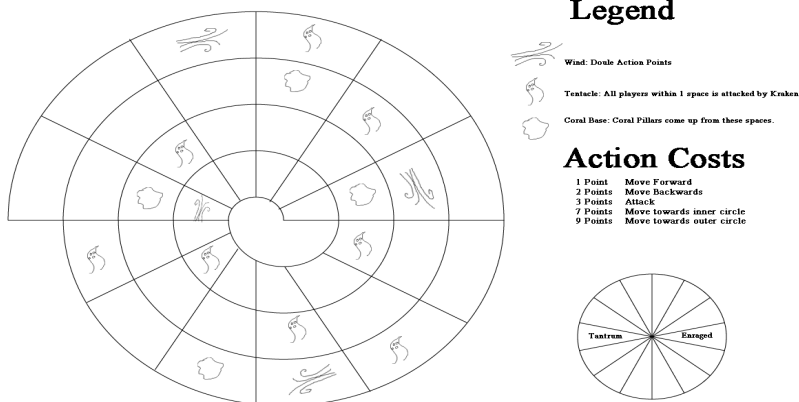
Get to the center of the whirlpool to get the treasure and escape with it.

### End Game

The game ends when a player returns to the starting space with the treasure and becomes the winner.

### Components

- 2 – 4 players
- Game Board



- 4 Player Tokens
  - Red, Yellow, Green, and Orange pawns
- 1 Treasure Token
  - Large Yellow Token
- 1 Dial

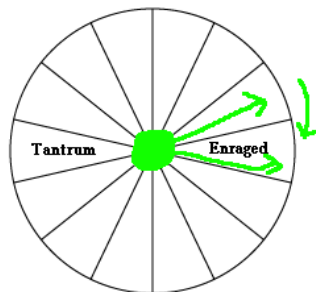
- 8 six-sided dice
- 2 ten-sided dice

### Setup

1. Each player takes a player token and a six-sided die.
2. All players start from the same space marked "Start" on the game board.
3. Players decide who will go first, and turn order will go clockwise.
4. The starting player places the dial on the Kraken mood circle at the bottom right of the board.
  1. The dial's initial position is pointing toward "Tantrum".

### Turn

1. If you are the starting player, move the dial on the Kraken clockwise to the next segment. If the dial is moving into Tantrum or Enraged, perform its corresponding action. *(See Kraken Actions)*  
*Example: The last player moves the dial into "Enraged". This will make the Kraken perform its action for when it is Enraged, so any players within 1 space from a tentacle will be attacked by the Kraken.*



2. Roll your six-sided die. This is your total action points for your current turn.
  1. If you are on a wind space, your total action points will be doubled for the turn.
    - *Example: P1 is on a wind space, so when he rolls a 4, he will have 8 action points to spend on his turn. P2 is not on a wind space, so when he rolls a 4, he will only get 4 action points to spend.*

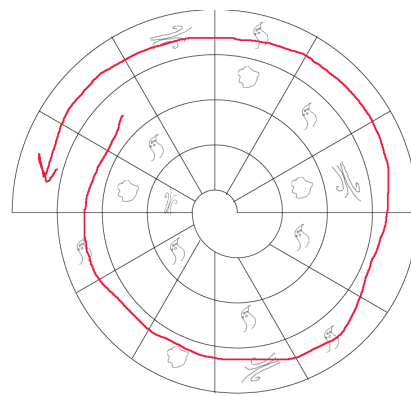
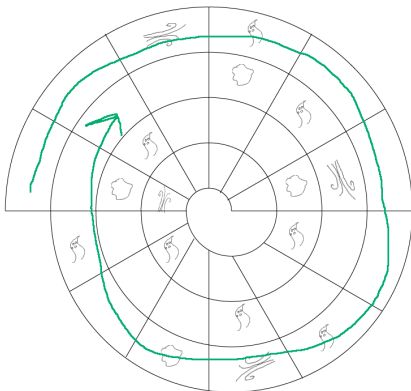


3. Perform as many actions as you want as long as you have enough action points to do so
  1. Players can move into the same space as other players. Players cannot move into a Coral Pillar if it is raised on a Coral Base.
  2. Each action listed below will consume points:

Move 1 Space forward      **Cost 1 point**

Move 1 Space backwards      **Cost 2 points**

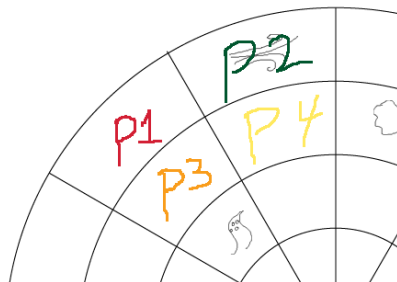
*Examples: Green path shows forward direction and Red path shows backwards direction.*



Attack a player      **Cost 3 points**

1. Select a player within 1 space away to attack. Both players will roll their die.
  1. If there is a tie, both players will reroll.
  2. The player with the higher number wins.
    1. If the attacker wins, the defender will have 2 points deducted from their total action points on their next turn. The player cannot start with less than 1 action point.
      1. If the defender is holding the treasure, then the attacker will steal the treasure.

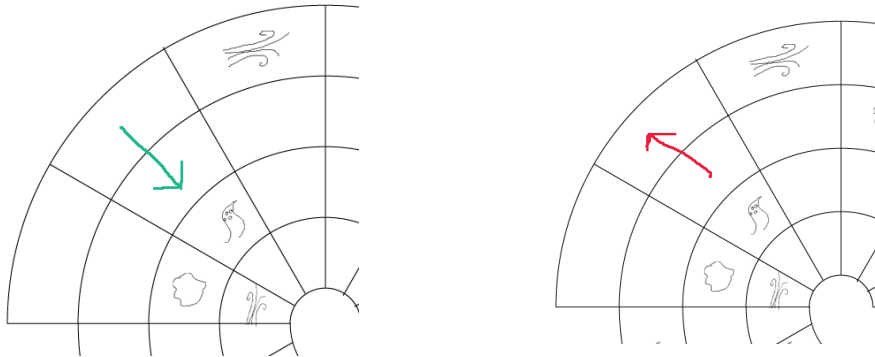
*Example: Player 1 (P1) can attack P2 and P3 because they are within 1 space from him/herself, but cannot attack P4 because he/she is 2 spaces away.*



Move towards inner ring      **Cost 7 points**

Move towards outer ring      **Cost 9 points**

*Examples: Green arrow shows moving towards an inner ring and Red arrow shows moving towards an outer ring.*

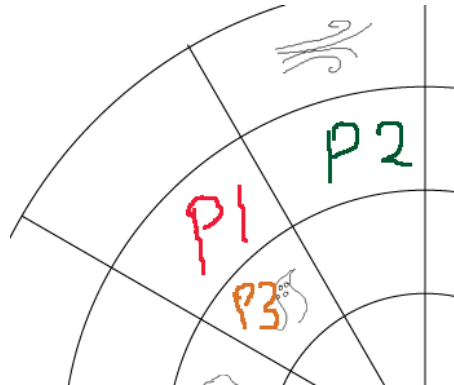


4. If you are moving your pawn into the center space where the treasure is at, you can take the treasure and put it in front of yourself.
5. Any unused action points are lost at the end of your turn.
6. End your turn.

### **Kraken Actions**

1. Perform the action listed below based on what segment the dial is moving into.
  - **Dormant**
    - Any segment other than **Enraged** or **Tantrum**.
    - The Kraken does nothing.
  - **Enraged**
    - All of the Kraken's tentacles have surfaced and are flailing around.
    - Any ships within 1 space of a tentacle are attacked
      - Any players being attacked by a Kraken tentacle must roll their die. The value of the roll will be the players' defense value.
      - The player who moved the dial will roll 2 ten-sided dice for the Kraken.
      - If a defending player's roll is higher than the Kraken's roll, then that player successfully defends against the Kraken attack.
        - If a player fails to defend against the Kraken, then that player can only use up to 1 action point on their next turn.

*Example: P1 and P3 will get attacked by the Tentacle, but P2 is safe because he is 2 spaces away from the tentacle. The Kraken rolls a 3, so P1 and P2 have a chance to defend against it. P1 rolled a 4, so he is safe. P2 rolls a 3, which is not higher than what the Kraken rolled, so P2 can only use up to 1 Action Point on his next turn.*



• **Tantrum**

- The Kraken raises several giant Coral Pillars from the whirlpool.
  - Place a 6-sided die with the 6 facing up on each Coral Base on the map. This dice represents the hit points of the Coral Pillar.
- If a player ship is on a space that a Coral Pillar rises from, that player's ship will be moved backwards 1 space.
- Player ships cannot move into the spaces with coral pillars until they are destroyed.
  - A player can use an attack action against the coral if it is within 1 space of the player.
  - The value the player rolls against the Coral Pillar will be the amount of hit points the Coral Pillar will lose.
  - If the Coral Pillar has no more hit points, then it is removed from the board.

*Example: P1 and P2 can attack the new Coral Pillar at 6 hit points, but P3 cannot because he is 2 spaces away.*



*P1 uses an attack roll of 4, leaving the Coral Pillar with 2 points left:*



*P2 uses an attack roll of 6 against the pillar on his turn, destroying the pillar:*

