

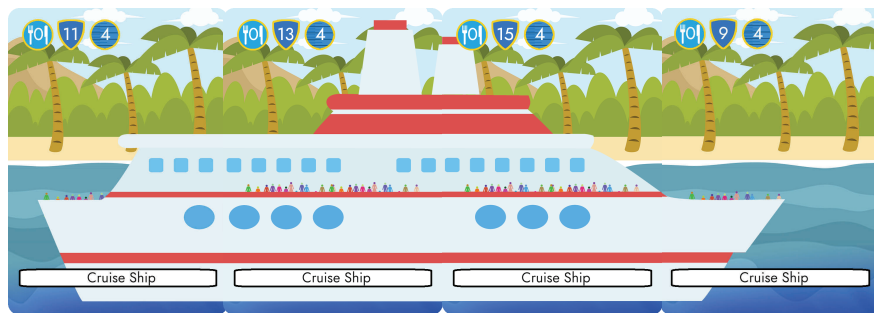
# KRAKEN UP

## Components

90 cards (62 fishing cards, 16 tentacle cards, 4 cruise ship cards, 4 kraken cards, 4 lair cards)

## Overview

Humans have been fishing for millennia, but now it's the Krakens' turn to angle for humans. Players will draft cards to grow their tentacles and reel in bounty to form scoring combinations. The player with the highest score at the end of 2 rounds is the winner.



Each turn, all players will do the following:

1. Select a card from their hand to keep and place it face down in front of them. When all players have chosen a card, turn them face up.
2. Either place the chosen card in front of them in the position shown on the card (see below), or discard it for its food value and take the corresponding number of tentacle cards.
3. Catch a piece of the cruise ship if able.
4. Pass their hand of cards to the left. This will continue until no one has any cards in their hand.

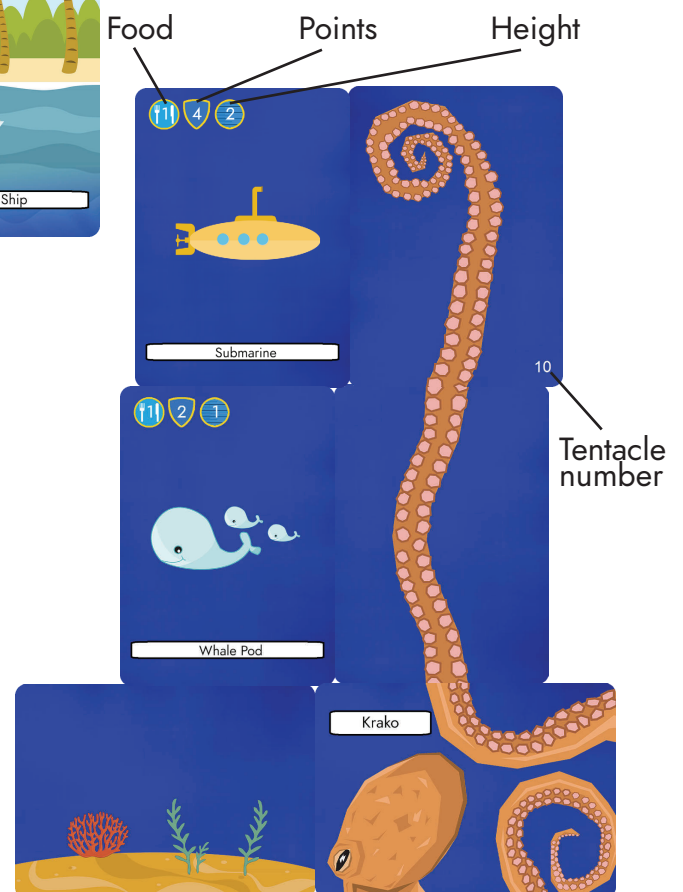
## Setup

Each player takes a kraken and a lair card. Place the 4 cruise ship cards together in the middle of the play area. Separate the tentacle and fishing cards. The tentacle cards should be "straight" side up.

## Play

Shuffle the fishing deck and deal cards to each player according to the table below:

2 players	14 cards each
3 players	9 cards each
4 players	7 cards each



## Placing Cards

Players will arrange cards in front of them according to height above their lair. The height at which a card must be played is indicated on the card. Multiple cards may be placed at the same height. Cards showing an 'L' are placed directly in the player's lair.

## Growing Tentacles

Some cards have a food value. Instead of playing the card in front of them, a player may discard it to take a number of tentacle cards equal to the food value of the card. Tentacle cards must be added to the top of your kraken immediately.

## Tentacles and Fishing

When a tentacle grows, it extends upwards. When it retracts, it catches all of the fishing cards in front of a player up to the height of the tentacle and moves them all to the player's lair. Cards in the lair will ultimately score points.

## Cruise Ship

The cruise ship is a height of 4 above all the players. Any tentacle that reaches a height of 4 grabs the highest value cruise ship card and their tentacle retracts immediately (collecting other cards in reach as well).

If more than 1 player reaches the cruise ship at the same time, priority is determined by the lowest numbered tentacle.

## End of a Round

When all of the cards have been played, the round is over and all tentacles retract (collecting all cards within reach). Return these tentacles to the tentacle deck. Any cards that are out of reach of tentacles are discarded.

Games are played over 2 rounds. **Note that cruise ship cards are not replaced.**

## Scoring Notes

When scoring baby kraken cards, tied players split the points rounded down. If there is a tie for most baby krakens, no second place points are awarded. When scoring mermaids, the maximum size of a set is 3; any additional mermaids begin a new set.

## End of the Game

After 2 rounds have been played, add up the points from cards in each player's lair. The player with the most points wins.

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