CARL ROBINSON

WEBERSON SANTIAGO

SHARK VS. OCTOPUS

KELP



RULEBOOK

V. 1.3

wonderbow



BENEATH the glistening surface, sunlight dances through the water as kelp sways with the tide. In shadows below, an elusive Octopus moves stealthily, its watchful eyes scanning, delicate tentacles probing for food.

SLIPPING between rocks, it avoids spiky sea-urchins, hoping to capture its prey. Survival is paramount.

SUDDENLY, a blue-gray blur appears – the Pyjama Shark. A predator with one goal: attacking the Octopus. A fight for existence unfolds.

WHO will win? The Octopus or the Shark?

Objective of the game

In *Kelp*, players take on the role of either a Shark, trying to hunt an Octopus, or an Octopus trying to survive.

Both players have different goals and paths to victory: for the Octopus, you win by surviving until the end of the game or by eating all of the food blocks. The Shark has only one way to win: by successfully attacking the Octopus and beating them in the final confrontation.

Kelp is a 2-player game with intense asymmetric gameplay. Each player uses different components and does different things in the game. The Octopus plays cards to move around the board, trying to stay hidden while setting traps for the shark, eating their own prey, and improving their abilities by adding new cards to their deck. The Shark rolls dice, patrols their territory, and unleashes unique abilities to track down the elusive Octopus.



Components

SHARK



1 Shark Miniature



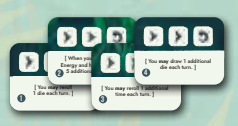
2 Player Aids



15 Blue Dice, 10 Yellow Dice, 10 Red Dice



23 Shark Cards



4 Growth Tiles



3 Shark Confrontation Cards



1 Dice Bag



1 Double-sided Board

OCTOPUS



18 Blocks (1 Octopus, 4 Food, 4 Traps, 1 Double Shell, 8 Shells)



1 Hand Size Token



24 Octopus Cards



2 Player Aids



3 Octopus Confrontation Cards



1 Bag

Anatomy of the board

The board represents a Kelp forest and is divided into different zones.

On the back of the board is an alternative night board with rearranged zones and Shark dens (see p. 19). We recommend playing with it once you are familiar with the game.

Zones
The **Center Zone** is exposed. The Shark has an easier time searching in this area.

The cardinal zones are **Kelp Zones**.

The **Corner Zones** are rocky.

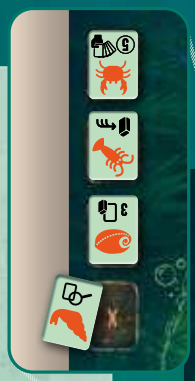
Shark Dens
The Rocky Zones include the Shark Dens. **The Shark starts the game on one of these Current spaces,** and may be returned to them due to certain in-game actions.

Block Space
Each zone has a space for the Octopus blocks.

Zone Value
Each zone has a value, which represents the visibility in that part of the Kelp forest.

Shark Movement Path
The lines represent the paths the Shark can follow as they move.

Current Space
The blue squares represent Current Spaces. The Shark moves on these spaces and can place Currents dice on them.



Food Track

Food blocks are placed here whenever the Octopus eats them.

Octopus side

Hunger Track

Dice are placed here whenever the Shark uses Energy or strikes.



Shark side

 Giant kelp can grow up to 2 feet per day and reach heights of up to 150 feet (45 meters) or more.

Setup



1. Place the board in the middle of the table. The Octopus player sits on the Octopus side and the Shark player on the Shark side.

2. Fill the Shark's dice bag with 7 blue Currents dice, 3 yellow Search dice, and 1 red Strike die, as indicated on the Shark's player aid. Place the remaining dice within reach of the Shark, to form the supply.

3. Shuffle the Shark deck, deal 4 cards face-up to the designated row, and place the rest of the deck face-down in the space to the left.

4. Place the 4 Growth tiles with the sides showing the spaces for the dice face-up, in the corresponding numbered slots.

5. Place the 3 Shark and the 3 Octopus Confrontation cards face-down next to the board.

For quick reference, you may use the player aids and the back of this rulebook.

6. From the Octopus cards, remove all starter cards with the symbols and and set them aside. Separate the remaining Octopus cards by color and form 4 piles: Move (yellow), Hide (purple), Learn (blue), Eat (orange). Shuffle the four Eat cards and turn the pile face-down. Flip the top card of this pile face-up. Shuffle the remaining piles individually and place them face-up on the Octopus player's side of the table.

7. Place the matching food block on the top Eat card. Place the other 3 food blocks, 1 shell, 1 double shell, and these 3 traps next to the card piles.



8. Put the remaining 9 blocks (1 Octopus, 1 trap and 7 shells) into the Octopus bag.



9. The Octopus shuffles the blocks in the bag and draws one block at a time, placing them standing upright in the block spaces (starting from top to bottom, left to right). Only the Octopus should see the block symbols. Once all blocks have been placed, put the bag to the side.

10. Take the card **Fast learning** and set it aside. Shuffle the remaining starter cards and place them face-down to form the draw pile. The Octopus takes the starting card Fast Learning and draws 3 additional cards from the draw pile to form their opening hand.

11. Place the hand size token with the number 4 facing up on the space above the draw pile.

12. The Octopus places the Shark on 1 of the 4 dens, on a Current space, pointing at the center of the board.

The game begins. The Octopus takes the first turn.

Gameplay

The players will alternate taking turns, starting with the Octopus. The way each player acts during their turn is different, as you will see below. Turns continue until one player achieves their victory conditions.

The Octopus

As the Octopus, you play cards that allow you to move stealthily and manipulate the position of the blocks on the board. Most of the cards you can play come at the cost of revealing blocks, but other cards allow you to hide them again. For the Octopus, the goal is to survive. You can win by either outlasting the Shark until it's exhausted or by feasting on all 4 food blocks.

Anatomy of Octopus cards

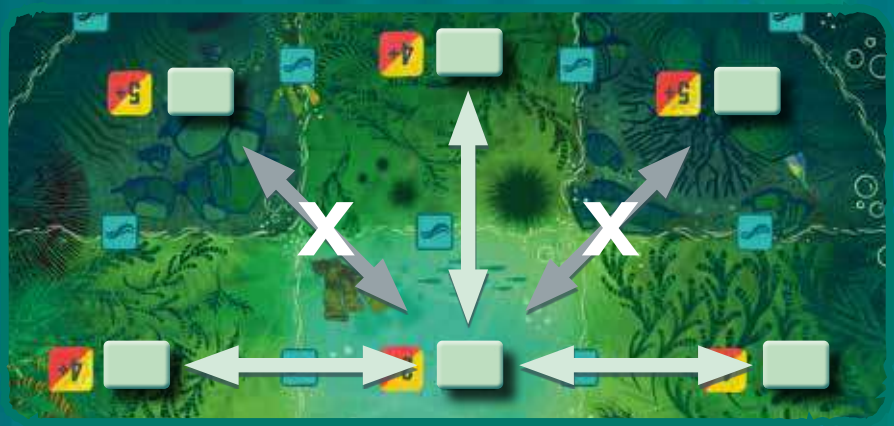




Playing the Octopus is generally more of a strategic role. It requires managing the available actions and balancing the need to move, hide, and even bluff to confuse the Shark.

Adjacency

Blocks are considered adjacent when they are orthogonally next to each other. Not diagonally.



Revealed



Blocks are considered **revealed** when they lie horizontally with the icon facing up. Both players can see the icons.

Hidden



Blocks are considered **hidden** when they stand vertically with the icon facing the Octopus. The Shark must not be able to see the icons on hidden blocks.

Octopus vulgaris or the "common octopus" is one of the most intelligent octopuses and has around 500 million neurons in its body.

Actions

On your turn, you must take two actions. You may perform the same action twice, and there are three possible actions you can choose from.

– Play a card

To play a card, you must first pay its cost 2 by revealing the number of hidden blocks indicated on that card.
The cost varies between 0-3, and must always be paid in full. Each block you reveal counts as 1, except the double-shell block (see p. 11).
You can reveal any of your blocks, including food, traps, and the Octopus.
After paying the cost, perform the effect on the card. You must be able to complete the full effect to use it. Otherwise, you can't play the card.
After resolving the card, place it in the matching action slot at the bottom of the board.

– Draw back up to the size of your hand

You may choose this action if you have fewer cards than your hand size.
If your hand is empty, you **must** perform this action.
Whenever you need to draw a card but your draw pile is empty, shuffle your discard pile to form a new draw pile. You always draw up to your hand size. At the beginning of the game your hand size is 4 cards.

– Discard 1 card from your hand, then hide 1 block.

Put the discarded card on the discard pile, ignoring its cost and effect. Then you may hide one of your revealed blocks.

At the end of your turn, move any cards you played to the discard pile.



*The Octopus does **not** automatically draw at the end of their turn. Drawing cards is an action.*



At the start of the game, your maximum hand size is 4.

The action spaces at the bottom of the board help you track your actions on your turn. For example, if you draw for your first action, leave the 1st action space empty or place the hand size token as a reminder. If you then play a card, place it in the 2nd action space.

As an action, you draw up to your hand size from your **draw pile.**

To play cards, you place them either on your **1st or 2nd action slot.**

After they have been played, move the cards to the **discard pile.**

Whenever you need to draw a card but your **draw pile is empty, shuffle your discard pile to form a new draw pile.**

Octopuses are the ultimate escape artists. They can squeeze through tiny openings with ease. Also, they can learn to unscrew jars to find food.

Card effects

There are 4 types of Octopus cards:



Move

Move cards allow you to move the blocks around the board. There are 2 ways to do this: by **swapping** or by **shuffling**.

Swapping means exchanging two orthogonally adjacent blocks with each other. They must be swapped in the same state they were in before: a hidden block remains hidden, a revealed block remains revealed.



Before swapping



After swapping

Shuffling means taking a certain number of hidden blocks from the board and placing them into the Octopus bag. Then shake the bag and, without looking, pull out the first block. Be careful not to reveal it to your opponent. The Shark must indicate an empty spot on the board where you have to place the block you pulled. Repeat this until all the blocks are placed back on the board.



Before shuffling → *Bag* *After shuffling*



Hide

Hide cards allow you to stand your blocks back up to hide them again. Hide cards can be played at no cost.



*Some **Move** cards come at a high cost, so you'll have to reveal more blocks. It is important that you find a good balance between moving and hiding blocks.*



Shuffling randomizes the blocks. They may end up in the same zone as before, but the Shark doesn't know this ...

 Octopuses can taste with their skin, which helps them quickly distinguish food from rocks or poisonous prey.



Learn

Learn cards allow you to improve your skills, which means improving your deck by gaining **better cards** and new blocks from beside the board. For example, a card with **Learn 2** will allow you to gain either 2 new cards, 2 new blocks, or 1 card and 1 block. You may choose any top card from the 4 piles. You must not look through the piles. If you learn an Eat card, you also get the matching food block for free. However, you may **only learn 1 Eat card** per turn. At the end of your turn, if you learned an Eat card, flip the next card in the Eat pile face-up, making it available to learn on a future turn.

When you gain a **new card**, you place it face-up **on your discard pile**, unless otherwise stated on the card you played.

Cards placed on the discard pile will come into play later in the game, so plan your turns carefully.

When you gain any **block, you must exchange it with a revealed block** on the board. **New blocks enter the game revealed.** Exchanged blocks are put to the side of the board and can be put back in play with future learn actions. The Octopus and food blocks cannot be removed from the board in this way.

You can only gain blocks if you have the required number of revealed blocks on the board.

Find descriptions of all blocks on page 11.

*Some card effects allow you to **trash** cards, which means they are removed from the game. This helps to make your deck more efficient.*







Eat

One way for the Octopus to win is to play **all 4 Eat** cards and eat all the food blocks. In order to eat a food block, it must first be in play on the board (see Learn). Then you must:

- have the Octopus block orthogonally adjacent to the food block

- have the matching Eat card in your hand

As an action, play the **Eat** card, then **reveal the matching food block and the Octopus** (if they aren't already). Now you have eaten. Replace the food block with a spare shell (revealed) and place the food block face-up on the lowest available space on the Food Track. **Trash the used Eat card.** The Octopus remains revealed until you play another card to hide.
Each food block you eat rewards you with a one-time effect (see p. 11). The food effect is "free"—it does not count as one of your two actions during your turn. You can use food effects before, after, or between your two actions. When you use a food effect, flip the block face-down to show that it has been used.

See an example for eating on the next page.

*An **Eat** card and the matching food block count as 1 when playing Learn. Yummy!*



Example: Eat



The Octopus has in hand 1 **Nimble Dodge** *and 1* **Eat** *card.*





They use their first action to play Nimble Dodge, which allows them to swap 2 adjacent blocks. They reveal the food block to pay the reveal cost, then swap the hidden Octopus with a shell. Now the Octopus and the food are orthogonally adjacent to each other.



If you, as the Octopus, place a food block on the last spot on the Food Track, you win the game immediately.











For their second action, they play the Eat card, and reveal the Octopus. The Octopus replaces the food with a spare shell, then places the food in the next available spot on the Food Track. Now they have eaten.





They trash the used Eat card. They can decide to immediately use the food block's effect (hide all of their blocks) or save it for use on a later turn. All food effects are explained on the next page.

Blocks

Food effects, when activated by the Octopus

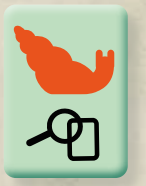
You can use food effects before, after, or between your two actions. When you use a food effect, flip the block face-down to show that it has been used.

Red Rock Crab



Flip the hand size token to 5. Your maximum hand size is now 5 for the rest of the game. In addition, you immediately draw up to your hand size.

Sea Snail



Search your draw and/or discard pile for a specific card and add it to your hand, ignoring the maximum hand size for that turn. After searching the draw pile, you must shuffle it.

Cape Rock Lobster



Immediately hide all your revealed blocks.

South African Abalone



Learn up to 3 for free. Gained cards go to the discard pile, gained blocks must be exchanged with already revealed blocks on the board.

Trap effects, when triggered by the Shark

Traps are blocks that can be placed by the Octopus, but only **triggered by the Shark** by revealing them through searching or striking. They have this symbol ▲▲▲▲▲▲ . When triggered, they usually have negative consequences for the Shark.



Hide 2 blocks



The Octopus can immediately hide up to 2 blocks. This trap block cannot be hidden with this effect.

Discard 1 Current



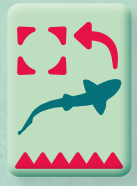
The Octopus can remove 1 Current from the board. It goes back into the Shark's dice bag.

Discard 2 Currents



The Octopus can remove up to 2 Currents from the board. They go back into the Shark's dice bag.

Move the Shark to a den



The Octopus moves the Shark to any free den space on the board, positioned like in the Shark's starting position. If all dens are covered with Currents, remove one of them and place it back into the Shark's dice bag, and place the Shark there.

If you choose the night board, take note that the Shark Dens are positioned along the inner Shark movement paths.



Place the Shark at a 90° angle to the Shark's path, so the Shark can choose to go left or right.

Shell



Shells can be found scattered throughout the Kelp forest. They have no specific function.

Double Shell



The double shell allows you to play a card for a cheaper cost. Revealing the double shell is equivalent to revealing any 2 other blocks.

Octopus



This block represents you, the Octopus. It can never be removed from the game.

The Shark

As the Shark, you swim around the Kelp forest from one Current Space to the next. You roll different dice to move, search, and strike. With each turn, you can become stronger, improving your dice bag and learning new skills as you chase the Octopus. However, as your skill level increases, so does your hunger for victory—pushing yourself too hard may exhaust you prematurely. The only way to win is by successfully striking the Octopus and beating them in the final confrontation.



Playing the Shark is generally more of a tactical role, trying to mitigate the luck of the dice. It requires some memory and deduction to keep track of the different blocks as they move around the board.

Turn of the Shark

The Shark's turn has several steps.
Only "Draw & Roll" and "Move" **must** be performed every turn.

- **Draw & Roll**
- **May place Currents**
- **Move**
- **Search/Strike**
- **Growth**
- **Energy**

You will not perform every step on every turn. But keep the order in mind.

Draw & Roll

On your turn, first draw 2 dice from your bag and roll them once. The rolled dice form your pool of dice, which you will place in later steps.

Later in the game, you may be able to draw more than 2 dice.

Types of dice:

Currents

Blue dice allow you to place Currents so you can swim faster across the board.

Search

Yellow dice allow you to search for the Octopus by revealing blocks.

Strike

Red dice allow you to strike, which means attacking a block where the Octopus might be.

The Hunger Track

Every time you strike or use stored Energy, you get hungrier and hungrier. If you place the 7th die on the Hunger Track, you are exhausted. The game ends immediately and the Octopus wins.



 Pyjama sharks are small enough to be able to hunt in the narrow kelp forests.

Place Currents

Currents allow you to swim across the board faster. You may place Currents on any empty Current space, regardless of the proximity to the Shark. You may also choose to keep Current dice in your pool to place them in stored Energy later (see p. 16).



You may place Currents on any Current space on the board.

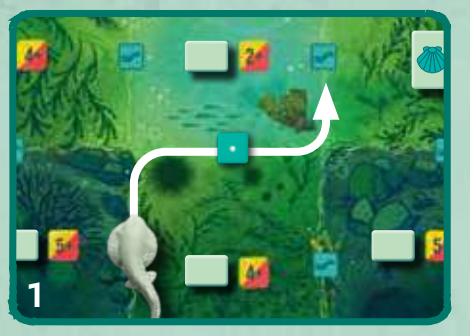
Move

The Shark must move each turn. The Shark must move along the lines in the direction the miniature is facing, and always end its movement in an empty Current space. You can't turn 180° before moving, move backwards, or stand still. If the miniature is facing at a 90° angle to the Shark's path (as it is at the beginning of the game), you may turn it in either direction before moving. Normally, the Shark may only **move 1 space each turn.**

Currents may allow you to swim further: the **Shark skips spaces that have Current dice on them.** You can use a single Current or follow a chain of Currents. A chain of Currents consists of several blue dice in connected spaces. However, you can only use a chain of Currents if the values on those dice run from higher to lower numbers. The numbers don't have to be consecutive, but **each die you swim over must be lower than the previous one.** If the Shark swims over Currents, regardless of how many dice you swim over, you must **remove ONLY the first Current die you swam over and place it in the next empty space on the Growth Track**. If there are no empty spaces on the last Growth tile, put the die back in the dice bag.

*By using card effects (**Energy**, p. 16), you may move more than one space a turn, or even swim in the opposite direction.*

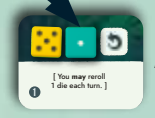
Example 1: Using 1 Current



The Shark skips 1 space by using a Current.



The 1st used Current always goes to the Growth Track.



More about Growth on p. 15.

Example 2: Using 2 Currents



The Shark skips 2 spaces by using a chain of 2 Currents with decreasing numbers.



Only the 1st used Current goes to the Growth Track.



Search/Strike

If you have rolled yellow and/or red dice, you may choose to search and/or strike in 1 or 2 zones to which the shark is **orthogonally** adjacent.

Placement

- **The value of each die you place must be equal to or greater than the zone value**, otherwise you can't place it and it remains in your pool.
- **Only 1 die** can be placed on a single empty zone value space.
- If you have **more than 1** Search and/or Strike dice you want to place, you must first place both dice and then decide which block will be revealed first. The Octopus must then reveal it.
- You can also **choose** to keep the dice in your pool and place them on stored Energy later (see p. 16).

Search

Searching **reveals** the block.

- To search, use a **yellow** die.
- You can only search zones with **hidden blocks**.
- Any **used yellow dice** are placed on the next empty spaces **on the Growth tiles**. If there are no empty spaces left, return the dice to the dice bag.

Strike

Striking **reveals** the block (if it isn't already) and you **attack** it.

- To strike, use a **red** die.
- You can strike **hidden blocks** or, of course, the **Octopus, if it is already revealed.**
- If you strike the Octopus, immediately proceed to a **confrontation** (see p. 17).
- After a lost confrontation or a strike against another block, any **used red dice are** placed on the bottom empty space **on the Hunger Track** immediately. All dice placed on the Hunger Track remain there until the end of the game.

Additional effects for Strike and Search

- If you trigger a **trap**, its effect comes into play (see traps p. 11).
- If you find shells or food, there is no effect.
- If you find the Octopus with a Search die, you now know their position. Apart from that, there is no effect.
- In any case, the blocks **remain revealed**.

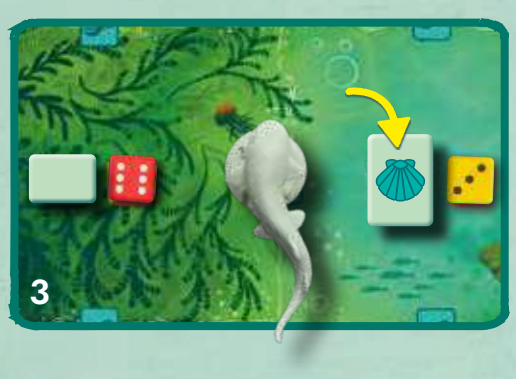
Example Search/Strike:



The Shark ends their move with a Kelp Zone (4+) on the left and the Center Zone (2+) on the right. They could strike in either of the zones, but can only search in the Center Zone, because they only rolled a yellow 3.



The Shark decides to use both dice. They put the Search die on the right, and the Strike die on the left. They have a good feeling that the Octopus might be there.



The Shark wants to **search** *first. It's a shell.*



Now they **strike***: It's the Octopus! Time for a* **confrontation**.
If the Octopus survives, remember to put the red die on the Hunger Track and the yellow die on the Growth Track.

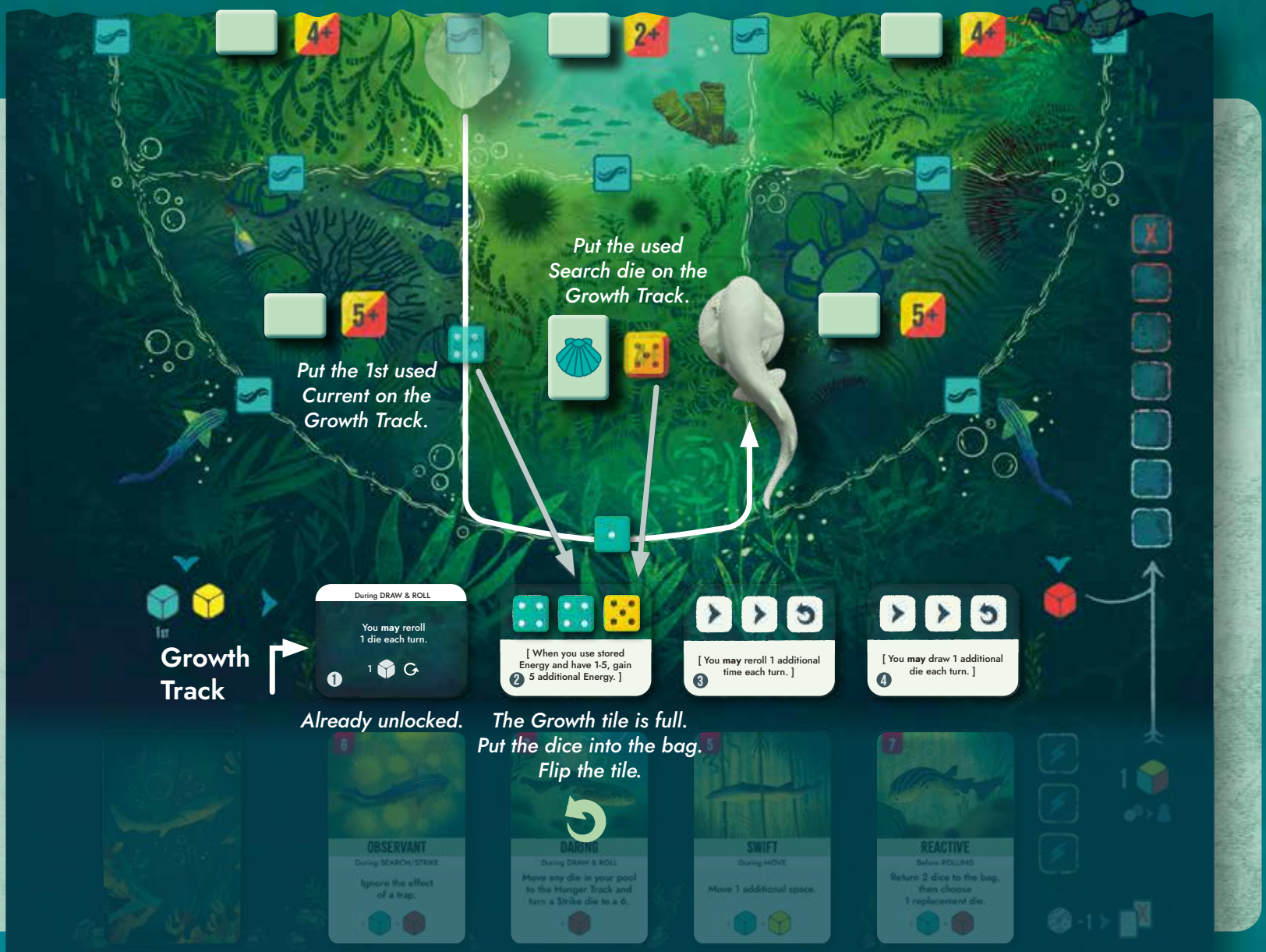
 Poroderma africanum, commonly known as "pyjama sharks" have specialized barbels near their mouths to detect prey on the ocean floor.

Growth

The Growth Track grants you permanent abilities.
Following the Move and Search steps, place the **1st used Current** **and all used Search dice on the next empty space(s) on the Growth tiles**, proceeding from left to right.
Once you have placed 3 dice on a tile, return them to the dice bag and flip the tile. The ability stated on the tile is now active for the rest of the game. After activating all 4 tiles, used Currents and Search dice are put back in the bag at the end of the Move and Search steps.



Red Strike dice never go on the Growth Track.



Energy

In this step, you must place any remaining dice from your pool into the stored Energy area. Then, if you have 1 or 2 dice in stored Energy, you **may buy new cards**; if you have 3 dice there, you **must** buy new cards. The sum of the pips on all your Energy dice, regardless of color, can be used to buy face-up cards from the board. These cards grant you **additional dice,** and special **one-time effects** to use in future rounds.

Anatomy of Shark cards



You may use the card on your turn during the indicated step. After an effect is used, **trash** the card.

When you get a new card, you must **immediately add the dice** shown on the card to your bag.

If you have filled all spots in stored Energy but can't afford any of the available cards return all dice to the bag without moving a die to the Hunger Track.



You have 10 Energy stored, so you could buy 1 or even 2 cards that cost 10 or less total. 1 die of your choice goes up on the Hunger Track.



Spending stored Energy to get cards is the only way of getting new red dice, which you need to strike and win the game. Remember that when you spend stored Energy, you always have to place a die on the Hunger Track.

You may buy any number of cards on your turn, as long as the total cost is equal to or less than the sum of the pips on your stored Energy dice.
Each time you take a card, you place it face up in front of you and immediately refill the empty spot with a new card from the deck. If you have enough Energy pips left, you may buy another card, if you wish. Any of the sum which is not spent on cards is lost at the end of this step. Spending Energy, however, makes you hungrier: If you spend stored Energy, **you must choose 1 of the stored Energy dice and move it to the next empty space on the Hunger Track**. The other dice (if any) go in the **dice bag**.
If you place a die on the last space on the Hunger Track, you are exhausted and the Octopus wins the game.
If you do not like the cards that are available, you may reduce 1 single stored Energy die by 1 pip to discard any 1 face-up card from the board and replace it with the top card from the deck. **You may only do this when you buy. You may not reduce a die below 1 or discard the only card you can afford.**



After spending Stored Energy, 1 die goes up on the Hunger Track, the rest in the bag.

Confrontation

When the Shark strikes the Octopus block with a red die, it triggers a confrontation. During the confrontation, the Octopus tries to escape using the Confrontation cards. The Octopus has 3 survival strategies to choose from, indicated by the colors yellow, red, and turquoise. The Shark has 3 cards of its own with the same colors that counter each strategy.

The Octopus and the Shark secretly choose 1 Confrontation card and place it face-down on the table. Then both reveal their chosen card simultaneously.

- If the Shark has chosen the **Counter** card that matches the Octopus's card, **the Shark successfully attacks and immediately wins the game.**

- If the Shark did **not** choose the color-matching card, **the Octopus escapes** and can perform the survival strategy described on the card.

After a successful escape, discard the used Octopus Confrontation card and the matching Shark card from the game.
On the next confrontation, there is a 50-50 chance that the Octopus will escape. On the third confrontation, the Shark definitely succeeds and wins the game.



End of game

There are 3 ways the game can end. The Octopus has 2 possibilities to win, the Shark has 1.

Octopus victory

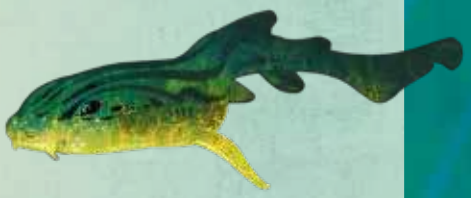
- By eating all the food. The game immediately ends when the Octopus places the 4th food block on the Food Track.

- By hiding long enough until the shark is exhausted. The game immediately ends when the Shark places the 7th die on the Hunger Track.



Shark victory

- By successfully striking the Octopus with a red die and beating them in the confrontation.





Step 1



Both players take their Confrontation cards.



Step 2



Both players secretly choose and play a Confrontation card.



Step 3



Both players reveal. In this case, the Shark did not counter the card of the Octopus. The Octopus can now perform its effect, and play continues. Both red "Fight" cards are trashed.



FAQ

Discard and trash piles: The Octopus's discard pile and both player's trash piles are public knowledge, if players wish to look through them at any time. The order of cards in the Octopus's discard pile should not be changed if a player looks through it.

SHARK

Dens: At the beginning of the game, and whenever you are returned to a den (either by a Confrontation, or a trap effect) you are considered to already be on the Current space in front of the den, pointing at the center of the board. On your turn, you will choose which direction to head in when leaving the den.

Dice Bag: You may look into the dice bag at any time, but must always shake the bag before drawing any dice. The Octopus may never look into your bag.

Draw & Roll: If you ever need to draw dice but your bag is empty, remove Current dice of your choice from the board until you have 2 dice to roll.

Search/Strike: If you search and/or strike in 2 zones in the same turn and, after revealing the 1st block, you are no longer adjacent to the zone with the 2nd die (e.g., due to a trap effect), return the 2nd die to the dice bag without further effect.

Move: In the unlikely event that you can't make a legal movement (due to ascending Currents or otherwise), return the closest Current die to the bag and move into that space. In the case of 2 dice being closest, you choose which one to return to the bag.

Growth: *Tile 2:* You can only use it if you have at least 1 die in your stored Energy. *Tile 1 & 3:* You may reroll any die. It can be the same die twice or two different ones.

Placing dice into stored Energy: If you choose to or are forced to place more dice into stored Energy than there are free spaces, choose which dice to place and any others are returned to the bag.

Not enough stored Energy: In the unlikely event that you have filled all spots in stored Energy but can't afford any of the available cards, return all dice to the bag without moving a die to the Hunger Track.

Replacing Shark cards: You may reduce 1 stored Energy die by 1 to replace 1 card.You may not discard a card if it is the only one you can afford. You must buy at least 1 card after replacing.

KELP

THANK YOU

Ramona Robinson
Ragnar Wessels

Matthew Pierce, Umar Ahmed, Brian Schaffler, Shane Hebeisen, Nathan Berthelot-Frankard, Seán Mallié, Bram Craemer, Koen den Dekker, Carl van Ostrand, Matyas Bellagamba, Ryan and Heather Peatrowsky, Tyrel Newbill, Sven Job, Gummi Hoskuldsson, André Henry, Matt & Aiden Fron, Sean Tabares, Graydon James, Effrossyni Anestis, Liam Tonoian, Alex Klersy, Gunnar Frahm, Philippe Gerstner-Riewer, Daniel Krull, Christian Hildenbrand

and many more kind-hearted individuals.

Credits

Designer: Carl Robinson
Illustrations: Weberson Santiago
Editor: Laia Gonzalez, Sönke Schmidt
Development: Carl Robinson, Sönke Schmidt
Graphic Designer: Sönke Schmidt
Proofreader: William Niebling

Rules & FAQ

wonderbow

@WONDERBOWGAMES

© 2024 Wonderbow®, All rights reserved.



Card clarifications

SHARK

Shark cards have **one-time use** effects. When a previously acquired card has been used for its effect, flip it face-down. It is out of the game.

Aggressive: Has no effect other than giving you red dice.

Agile: Before moving, make a double-back (180°) turn.

Daring: Before moving, move any other die in your pool to the Hunger Track and immediately turn a red Strike die that is also in your pool to a 6.

Hostile: Shuffle the remaining Octopus Confrontation cards face-down. Reveal one of them randomly, and trash it. Take the matching Shark Confrontation card and trash it as well.

Hungry: During the Draw & Roll step, draw an additional die and roll it once. This can be triggered after drawing and rolling the standard number of dice for that turn.

Observant: Ignore the effect of a trap. This effect takes place during the Search/Strike step, after a trap has been revealed.

Reactive: During the Draw & Roll step, return 2 dice to the bag, then choose a replacement die by looking in the bag. This effect takes place after drawing but before rolling.

Relentless: In the "Draw & Roll" phase, you can re-roll 1 or 2 dice once each. Combined with the abilities of the Growth tiles, you can also re-roll dice multiple times.

Ruthless: Before moving, increase the value of a die in your pool. Add the value to the chosen die by rotating it to the new number.

Swift: During the Move step, move the Shark an additional space. This extra movement can be used before or after moving into a Current.

Vigilant: After rolling, save a die to use on a later turn in addition to your regular dice. To use this effect, place the die you have chosen to save onto the face-down Vigilant card. On a subsequent turn, you may retrieve this die and place it during that turn. You may not change the die value during this action and this die is not considered to be part of the pool.

OCTOPUS

Trash: Trashed cards are taken out of the game. You can't use the trash effect of a card to trash the card itself.

Move cards

Taking Chances: The block in the Center Zone can be hidden or revealed before the shuffle. All 3 blocks are placed back on the board hidden.

Cloud Of Ink: It is possible to reveal the Octopus as part of the reveal cost.

Sudden Evasion: It is possible to include the same block in both of these swaps.

Learn cards

Sharp Senses: It is possible to gain 1 Eat card with Sharp Senses as part of your Learn 2, but it can't be added to your hand. It goes on your discard pile.

Night board zones

The night board offers rearranged zones and Shark dens for experienced players.

1. **Exposed Zones**
2. **Center Zone**
3. **Kelp Zones**
4. **Rocky Zones**
5. **Narrow Rocky Zone**
6. **Shark Dens**



Summary

OCTOPUS

On your turn, you must take two actions. You may do the same action twice, and there are three possible actions you can choose from.

– Play a card
Pay its cost by revealing block(s).

– Draw back up to the size of your hand

– Discard 1 card from your hand. Then hide 1 block, if possible

Put the discarded card on the discard pile.

At the end of your turn, move any cards you played to the discard pile.

Adjacency is orthogonal, not diagonal.

Swapping: Exchange two adjacent blocks.
A hidden block remains hidden, a revealed block remains revealed.

Shuffling: Take a number of hidden blocks, shuffle them in the Octopus bag. The Shark chooses where they go, without seeing them.

Hide: Stand the block up, so that the Shark can't see what's on it.

Learn: Gain cards or blocks in any combination. Cards usually go to the discard pile. Blocks have to be exchanged with revealed blocks and enter the game revealed. You may only learn 1 Eat card per turn.

Eat:
1. Octopus must be adjacent to food.
2. Play Eat card from hand. Reveal Octopus and food.
3. Replace food with spare shell, then move food to Food Track.
4. Trash Eat card.
5. Food's one-time effect is now ready to use. Rotate the food face-down to use it.

If the Food Track is full, Octopus wins.

Trash a card: Remove the card from the game.

Overview of all traps and blocks: p. 11

SHARK

Draw & Roll
Draw 2 dice from your bag and roll them once.

Currents
May place Currents on any empty Current space. May keep them for stored Energy.

Move
Moving is mandatory. Usually to the next empty Current space.
May swim over Current(s) to skip space(s).
May only swim over multiple Currents if the pips on the dice are decreasing. May not swim against increasing numbers on Currents.

Search
Reveal an adjacent block.
Value of the die you place must be ≥ the zone value.
Used Search dice go to the Growth Track.
Instead of using Search dice, may keep them for stored Energy.
If you can't use a Search die, you must put it in stored Energy.

Strike
Attack an adjacent block. Reveal it, if it isn't already.
If it's the Octopus, proceed to confrontation.
Used Strike dice go to the Hunger Track.
Instead of using Strike dice, may keep them for stored Energy.
If you can't use a Strike die, you must put it in stored Energy.

Growth
Fill the Growth Track from left to right with dice used on the board: all used Search and the 1st Current you swam over.
If a tile is full, flip it and permanently gain its ability. The dice go back in your bag. If all tiles are flipped, dice go directly in the bag. Red dice never go on the Growth Track.

Energy
If you have 3 dice stored, you must spend stored Energy.
If you have less, you may spend them.
May get multiple cards, if you have enough stored Energy.
If you spend stored Energy, you must select one of the stored Energy dice and move it to the next empty space on the Hunger Track. The remaining dice (if any) go in the dice bag. Before buying, you may reduce 1 die by 1 to discard 1 card from the 4 available and replace it with the top card from the deck.