



TENTACULA

Escape the terrible tentacles

A cooperative family game for
2 to 4 players aged 8 and over



moses.

Embark on a perilous journey together! Your mission? To get the fish to the finish and the gemstones safely to the stash. Danger lurks deep in the ocean though. Are you ready for an adventure? And will you manage to escape the terrible tentacles?

Dive into the magical underwater world together!

YOUR PLAYING MATERIALS:



4 animal chips



8 shells



1 colored die



3 hats (plus 6 spare hats)



3 fish



6 magical gates



16 gamestones (1x purple, 1x yellow, 2x red, 3x green, 4x blue, 5x transparent)



1 playing board



6 stashes, each with a treasure chest on the back



12 reef tiles

WHAT'S THE GAME ALL ABOUT?

You can only win or lose the game together. Your task is to get the three fish safely to the finish and the precious gemstones to the stash along the way. Because Tentacula is after those sparkling rocks. As long as you stick to the safety of the reef, nothing can happen to you. Dare to venture out and Tentacula will strike – and steal your gemstones.

HOW TO SET UP THE GAME:

Before you play the game for the very first time, carefully remove all of the playing pieces from the punchboards. Take three of the hats (bowler hat, top hat, and sombrero). You won't need the other hats – these are spares. Now put a hat on each of the three fish. Insert the hat into the corresponding slot:



The **yellow fish** wears the **sombrero**.

The **green fish** wears the **top hat**.

The **red fish** wears the **bowler hat**.

Unfold the **playing board** completely and place it in the middle of the table with the side showing the fearsome octopus Tentacula facing up. Then fold the left side of the playing board closed to conceal the octopus. Now you can only see his eyes peeking out and the **starting squares**. You cannot see the green **finish squares** on the back yet.

Place the three **fish wearing hats** on any of the three starting squares. Place the **colored die** in the window that Tentacula is peeking out of. This is **Tentacula's underwater cave**.

Decide on a **stash** together and place it on the starfish at the center of the playing board. Now take another stash and turn it over to the side showing a **treasure chest**. Place it in the large window that is free on the right side of the playing board. Return any spare stashes to the box.



Take **all 16 gemstones** and place them on the treasure chest.

Now each choose one **animal chip** (jellyfish, seahorse, turtle, or crab) and take the corresponding chip. Playing with just two or three people? Then return the remaining animal chips to the box.

Shuffle the six **magical gates** without looking at them and place them face-down next to the playing board in a pile. Draw the top magical gate from the **pile**. Place it on the first reef arch at the bottom right of the playing board with the gate side facing up.



Place all of the **shells** ready next to the playing board as a **supply pile**. Depending on your desired difficulty level, take one or two shells from the supply pile and place them in front of you. These are **your shells**. For your very first game, start with just one shell (difficulty level 1 – The First Voyage):

Difficulty level	Your shells
1. The First Voyage	2
2. The Grand Adventure	1
3. The Big Challenge	1



Take the **reef tiles**. Depending on the difficulty level, you will need the following amount:

Difficulty level	Reef tiles
1. The First Voyage	12
2. The Grand Adventure	12
3. The Big Challenge	11*



** Have you chosen the highest difficulty level (3 – The Big Challenge)? Then take one of the two reef tiles showing a snail at the top left and return it to the box.*



Shuffle the **reef tiles** and create a **draw pile**. Place this pile on the sandbank at the bottom left of your playing board. Now draw two reef tiles from the draw pile. Turn them over and place them on the **first reef squares inside and outside the reef**.

Be sure to position the reef tiles correctly: only the lower half of a reef tile should match the path.

Position it so that the sand on the reef tile is next to the sand on the path.



Each of you should then take **one reef tile** from the draw pile, turn it over, and place it in front of you.

HOW TO PLAY:

The game involves a series of rounds. Each of you has **exactly one turn per round**. There is **no fixed order of play**. You always decide together who should play next.

THE ROUTE:

Take a look at the playing board. At the start of the game, the fish are on the three starting squares. A route leads from here all around the playing board to the finish squares. You cannot see these yet though. They are located on the back of the playing board. Alternating animal squares (turtle, seahorse, jellyfish, and crab) appear along the way. The **starting squares** and the **first four animal squares** are on the **reef** and therefore **protected**. The animal squares that come after these are **out in the ocean** and **unprotected**. **Reef squares** can be found all along the route, both inside and outside the reef. They always include three consecutive animal squares.

You already placed two reef tiles on the playing board when you set up the game. You gradually add more reef tiles over the course of the game. The reef tiles move with the fish and offer protection from Tentacula. **Careful though:** some reef tiles have gaps and so do not protect the fish entirely. Can you see one or more places on a reef tile showing **water**? Then the reef offers no protection for these animal squares and Tentacula can steal your gemstones.

When is an animal square protected?

★ **Protected:** There are reef tiles on the squares inside and outside the reef. You cannot see any water on either of the two reef tiles at this point.

★ **Unprotected:**

- There is no or only one reef tile (on the square inside or outside the reef) next to the animal square.
- There are reef tiles on the squares inside and outside the reef. But you can see water on at least one of the reef tiles. Then all of the animal squares where you can see water are unprotected.



Protected
animal square

Unprotected
animal square

PLAYING A ROUND:

You must complete **two tasks** during the game: get the fish to the finish and the gemstones to the stash. There are a total of six different stashes. You need different gemstones for each. Careful though: some gemstones are only available once or twice! Each turn involves **three steps**:

1. PLACE A REEF TILE
2. MOVE A FISH
3. CHECK WHETHER TENTACULA CAN STEAL FROM YOU



1. PLACE A REEF TILE

Is it your turn? Then take a look at your reef tile. It shows one of the four sea creatures that also appear on your animal chips and indicates which animal square you may move any one of the fish to. Place the reef tile on the **next free** reef square. You can choose whether to put it inside or outside the reef. Remember though:

- ★ You must always place a reef tile next to the next reef tile. You **cannot leave any reef squares free**.
- ★ And don't forget: you must always position the reef tiles so that **sand borders on sand!**



2. MOVE A FISH

There must not be any gaps here.

Have you placed your reef tile? Then you now need to move **any of the fish** forward. Select one of the three fish and move it to the next unoccupied animal square matching the sea creature pictured on your reef tile. The following applies:

- ★ You may only move one fish forward.
- ★ Only **one fish** may occupy each animal square.
- ★ Skip occupied animal squares and move to the **next unoccupied matching animal square**.

Shell move: Don't want to move to the animal square indicated on the reef tile? Then you can move to the **next unoccupied animal square** showing the sea creature on **your** animal chip. It'll cost you though: you must return **one of your shells** to the supply pile in return.

What do the special squares mean?

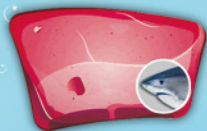
Did you end your turn on one of the special squares? Then here's what happens:



Found a shell: Did your turn end on an animal square showing a shell? That's good. Take a shell from the supply pile and add it to your other shells. The next player can use it immediately. You can have a **maximum of six shells**.



Dolphin express: Did your turn end on a special square showing a dolphin? Then you can use the dolphin express: he can bring a gemstone from the treasure chest directly to your stash. Want to do this? Then return one of your shells to the supply pile in return for his help, take any gemstone from the treasure chest, and place it in the stash. The gemstone is now safe from Tentacula.



The shark steals for you: Did your turn end on a special square showing a shark? And are there gemstones in Tentacula's underwater cave that you need for the stash? Then the shark can help you. He can get back any gemstone for you. Want to accept his help? Then return one of your shells to the supply pile, take a gemstone from Tentacula's underwater cave, and place it in your treasure chest.

Important: You may only use the special squares **once** during your turn – even if you have several shells.

3. CHECK WHETHER TENTACULA CAN STEAL FROM YOU

Did you move a fish forward? Then you must check whether it is still protected. Take a look at the animal square where you ended your turn. There are two possibilities:

- ★ **The reef still protects the fish. Great!** Tentacula cannot see him and swims on past.
- ★ **The reef doesn't protect the fish anymore.** Oh no! Tentacula is going to steal a gemstone from you. Roll the colored die, then take a gemstone from the treasure chest matching the color you rolled. Place the gemstone in Tentacula's underwater cave. Is there no gemstone in the matching color left in the treasure chest? Then choose a different color.

Finished your turn? Then it's now the next player's turn. Decide together who should play next.

END OF THE ROUND:

Has each of you moved now? Then here's what to do next:

- ★ **Draw a reef tile:** Were you the last to move? Then you will be the first to draw a reef tile from the draw pile. Turn it over and place it in front of you. Take it in turns to each draw a reef tile (clockwise direction).

Are there no more reef tiles left in the draw pile? Then take the reef tile that is furthest back on the playing board, either inside or outside the reef. Turn it over and place it in front of you.

Important: You must always take the reef tiles from furthest back, never from the middle or front of your route.

Note for the last round: Run out of reef tiles? Are they all in the box? Then you don't get any in this round. You can still advise your fellow players in the last round though.



★ Tentacula steals: Are one or more fish on an unprotected animal square? Then Tentacula will steal from each of these fish! Were you the last to move? Then roll the colored die once for each unprotected fish. After each roll, place the corresponding gemstone in Tentacula's underwater cave. Is there no gemstone in the color you rolled left in the treasure chest? Then take a gemstone of any color.

Note: Were you the last to move? And you have the seahorse? Great timing! You can use your superpower here (see *The sea creatures' superpowers*).

★ Check whether you need to fold the playing board: Have all of the fish passed through the magical gate in this round? Then you must now fold the playing board open or closed – as described in *The playing board opens and closes*.

Then the next round begins.

THE SEA CREATURES' SUPERPOWERS:

Each sea creature on your animal chips has a **superpower** that you can use **during your turn**. Take a look what superpower each sea creature has:

Seahorse: Did you move a fish forward and it now occupies an unprotected square? Then Tentacula will steal a gemstone from you. Your seahorse's superpower is being able to **roll the die a second time** – should you wish. Maybe you will get lucky the second time and roll a gemstone that you don't need for your stash. Place the gemstone matching your last die roll in Tentacula's underwater cave. Is this color no longer available in the treasure chest? Then select any gemstone.



Crab: Want to use the **shell move**? Or will your chosen fish land on a **red special square (Dolphin express or The shark steals for you)** that you want to use? Then you should return one of your shells to the supply pile. Well, *normally* you should. But your crab's superpower is **agility**: make a fist with your hand and place your thumb under your index finger. Take the shell and place it on top of your index finger and thumb. Flip the shell with your thumb – like you would a coin – and let it fall on the table. Now you have two options:

- ★ **Wow, you're so agile:** Did the shell land shell side up? Then you can keep it. You don't have to return it to the supply pile.
- ★ **Not so agile after all:** Did the shell land water side up? Then you must return it to the supply pile.



Turtle: You normally have to draw a reef tile, turn it over, and place it in front of you. This does not apply for the turtle though. It can use its superpower first to decide whether to use the animal pictured on the **front or back of the reef tile**. Place the reef tile so that you can see the desired animal.



Jellyfish: Is it your turn and you want to move to an animal square other than the one shown on your reef tile? The jellyfish has the superpower of a **special shell move**: you can move to the **next available animal square of your choice**. So you can also use the seahorse, crab, or turtle animal square. The jellyfish's superpower is rather powerful. Would you like to use the jellyfish's superpower? Then this **special shell move** will always cost you one of your shells. Return it to the supply pile.

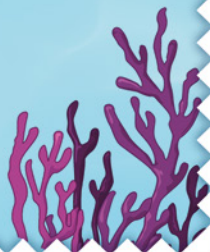
WHAT HAPPENS AT THE MAGICAL GATES?

The playing board has a special feature: it folds open and closed **twice** during the game. This always happens at the end of the round, after you have moved all three fish through a **magical gateway**. A magical gate is always located on a reef arch. As the game progresses, you will have to move the fish through a total of **three magical gates in a specific order**. There are six different gates:

- ★ **It's the hat that matters:** For these two magical gates, note the fishes' **hats**. Move the fish through the reef arch **according to their hat**:



- 1) First the bowler hat, then the sombrero, and lastly the top hat.





- 2) First the top hat, then the sombrero, and lastly the bowler hat.

★ **It's the color that matters:** For these two magical gates, note the fishes' color. Move the fish through the reef arch **according to their color:**



- 1) First green, then red, and lastly yellow.



- 2) First yellow, then red, and lastly green.

★ **It's the size that matters:** For these two magical gates, note the fishes' size. Move the fish through the reef arch **according to their size:**



- 1) First the big fish, then the medium-sized fish, and lastly the small fish.



- 2) First the small fish, then the medium-sized fish, and lastly the big fish.

Note: No overtaking allowed! You must remain in the **exact order**. It may be that you cannot move certain fish during your turn because you are not allowed to move them through the magical gate just yet – and therefore to the next available animal square.

THE PLAYING BOARD OPENS AND CLOSES:

Have you moved all of the fish through the magical gate in the correct order? Then **complete the round**. Remove the magical gate from the playing board afterwards and return it to the box. Here's what happens next:

★ Magical gate at the first reef arch:

Have you passed through the magical gate at the first reef arch? Then fold the left side of the playing board open.

Your starting squares will disappear and your journey can continue. Now draw a new magical gate from the pile and place it face-up on the second reef arch.



Note: Are there still reef tiles left in the draw pile? There are? Oh dear, then you lose these reef tiles. Return them to the box.

★ Magical gate at the second reef arch:

Have you passed through the magical gate at the second reef arch? Then fold the right side of the playing board closed. You can now see the finish squares. Draw another magical gate from the pile and place it face-up on the third reef arch.



Note: Are there reef tiles on the right side of the playing board when it is folded closed? Or on the side with the stash? There are? Oh dear, then you lose these reef tiles. Return them to the box.

No more reef squares free?

Shortly before the playing board is folded or the game ends, it may be that there are no more reef squares free and you cannot place any more reef tiles. In this case, do not place your reef tile on the route. Instead, return it to the box at the end of your turn. Play your turn as usual before that.

★ Magical gate at the third reef arch:

The third magical gate marks the entrance to the finish squares. You can reach each of the three finish squares with **any sea creature**. Have all of the fish passed through the third magical gate in the corresponding order? Then you don't need to fold the playing board open or closed again. The game then ends.



END OF THE GAME:

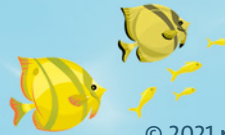
The game can end in one of **five different ways**:

- 1) **You made it:** Did you get all of the fish to the finish? Excellent work! Then you have already completed part of your mission. Are there still gemstones in the treasure chest that you need for your stash? Fantastic! Place all of the gemstones in the corresponding colors in the stash. You have **won!**
- 2) **So close:** Did you get all of the fish to the finish? But there are a few gemstones for your stash missing on the treasure chest? Oh, that's too bad! At least you were able to save some of the gemstones from Tentacula's terrible tentacles. You **almost won.**
- 3) **The reef is gone:** Your fish did not make it to the finish. And you don't have any more reef tiles to draw? That's not good. The reef has gone and can no longer protect you from Tentacula. Unfortunately, you have all **lost.**
- 4) **You treasure chest is bare:** Is your treasure chest empty and your fish didn't make it to the finish? Well, that's it unfortunately. You have **lost.**
- 5) **Fish food:** Have you managed to put all of the corresponding gemstones in your stash? But your fish aren't going to make it to the finish? What a shame: you have all **lost.**

FOR TENTACULA PROS:



Are the three difficulty levels too easy for you? Then start **without any shells** and **remove** the two reef tiles showing a **snail** from the game. Play as described above otherwise.



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