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SHARK VS. OCTOPUS

KELP

RULEBOOK

V. 0.9.2

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. Surviving 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?

Thank you for diving into the world of Kelp. This is not the final rulebook.
Components and rules may change in the final product.

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 only has 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, trying to eat 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

Player Aid

15 Blue Dice, 10 Yellow Dice, 10 Red Dice

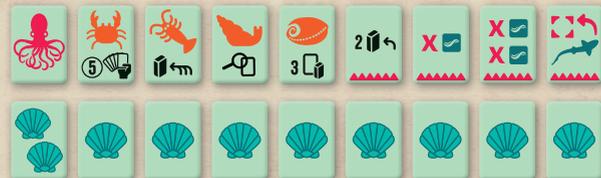20 Shark Cards

4 Growth Tiles

3 Shark Confrontation Cards

1 Dice Bag

OCTOPUS

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

1 Hand Size Token

21 Octopus Cards

Player Aid

3 Octopus Confrontation Cards

1 Bag

1 Board

Anatomy of the board

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

1 Zones
The **Exposed Zone** is in the center.

2
The **Kelp Zones** are adjacent to it.

3
The **Rocky Zones** are in the corners of the board.

4 Shark Den
The Rocky Zones include the Shark Dens. **On one of these Currents spaces, the Shark starts the game** and may also be returned there because of certain in-game actions.

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

6 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 path the Shark can follow when it moves.

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.

Growth Track

Energy

KELP

SWIFT
RELENTLESS
REACTIVE

Shark side

Setup

1 Fill the Shark 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.

2 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.

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

4 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: Learn (blue), Eat (orange), Hide (Purple), Move (yellow). Shuffle each pile individually and place it face-up on the Octopus player's side of the table.

5 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.

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

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

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 starting deck to form the opening hand.

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

The game begins. The Octopus takes the first turn.

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

Kelp provides habitat for countless species, making it a biodiversity hotspot. **5**

Gameplay

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 feasting on all 4 food blocks.

Anatomy of Octopus cards

This card is a starter card

Cost to play the card
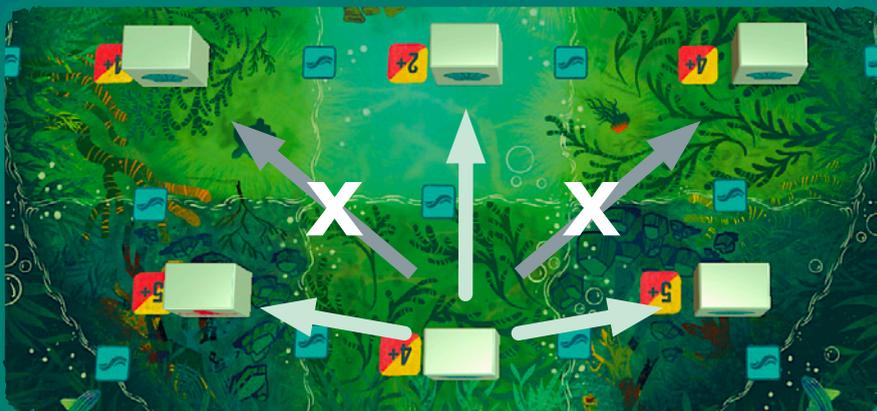
Effect

2 SNEAKING BY

Shuffle 2 hidden blocks.

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 being 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 should 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 ▢

After playing a card, you must first pay its cost `2 🔖` by revealing the amount of hidden blocks indicated on that card.
The cost varies between 0-3, and must always be paid in full. Each block that you reveal usually counts as 1.
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.

— Draw back 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, if possible

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.

| Draw pile | 1st action | 2nd action | Discard pile |

Keep track of your actions easily. For example, if you draw for your first action and then play a card for your second, play the card in action slot #2.
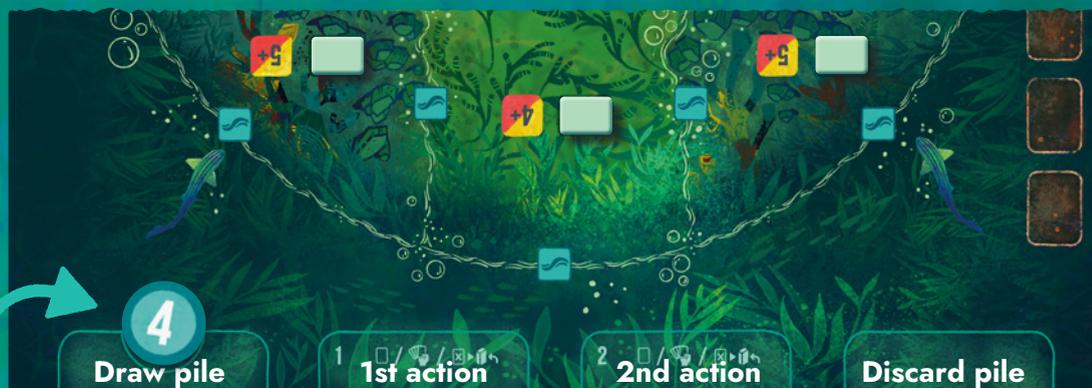
*As an action, you draw up to your hand size from your **draw pile.***

*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.***

Card effects

There are 4 types of cards:

Move

NIMBLE DODGE

Swap 2 adjacent blocks.

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. But 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*   *Shuffled*

Hide

IN PLAIN SIGHT

Hide 1 or 2 blocks.
You may then **draw a card**.

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**. 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. Though if you gain an Eat card, you also get the matching food block for free.

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

When you gain a **block, you must exchange it with a revealed block** on the board. **New blocks enter the game revealed.** Exchanged blocks are just put to the side of the board.

Find a description of all blocks on page 11.

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

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

*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 of the ways to win for the Octopus is to play all 4 **Eat** cards to eat all of the food blocks, thereby outsmarting the Shark. In order to eat a food block, it must first be in play on the board (see Learn above). 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 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.
Eaten food blocks reward you with one time additional free actions (see p. 11).
To activate a food block, turn the block face-down to indicate that its effect has been used. You can use them before, after, or in between your 2 actions.

See an example for eating on the next page.

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

Example: Eat

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

2. 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 one 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.

3. On the second action, they play the Eat card, and reveal the Octopus. Now they have eaten. The Octopus replaces the food with a revealed shell, then places the food in the next available spot on the Food Track.
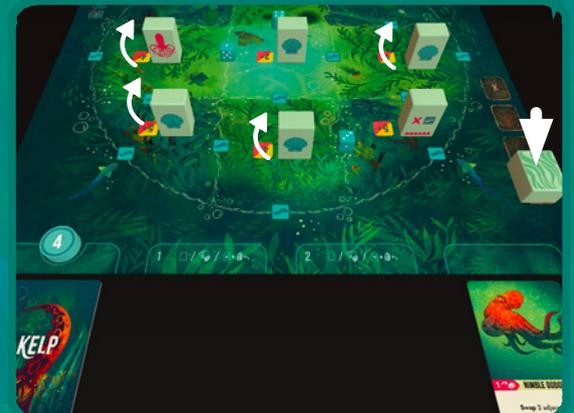
4. They trash the used Eat card. They can decide to immediately use the food block's effect and hide all of their blocks, or save it for use on a later turn. All food effects are explained on the next page.

Blocks

Food effects, when activated by the Octopus

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

You can 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

You can immediately hide all your revealed blocks.

South African Abalone

You may 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 Current from the board, back into the Shark's dice bag and place the Shark there.

Place the Shark in 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 other 2 blocks.
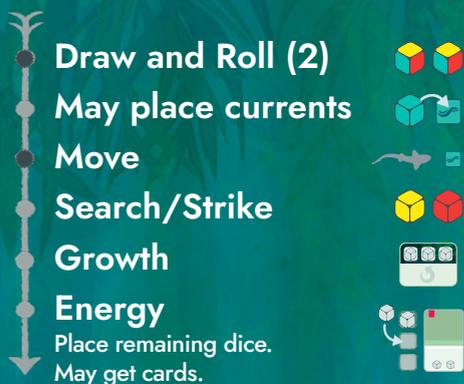
Octopus

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, improve your dice bag and learn 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.

Shark Gameplay

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

- **Draw and Roll (2)**
- **May place currents**
- **Move**
- **Search/Strike**
- **Growth**
- **Energy**
  Place remaining dice.
  May get cards.

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.

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.

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

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

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.

The Hunger Track

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

[You may draw 1 extra die each turn.]

Currents

Currents allow you to swim faster across the board. 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 later in stored Energy (see p. 16).

Move

Following the lines, you **must** move each turn. Usually to the next empty space. You can't move backwards, stand still, or turn 180° before moving. Also, you can't stop on a space with a placed Current.
By moving over Currents you can swim further, by skipping the spaces that have Current dice. You can use a **single Current or create chains of Currents** to swim even further around the board. A chain of Currents consists of several blue dice that are placed on connected spaces. **However, you can only use a chain of Currents 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.

After swimming down Currents, regardless of their length, **remove the first die you swam over and place it on the next empty space on the Growth Track.** If there are no empty spaces left on the last Growth tile, put the die back in the dice bag.

You may place Currents on any Current space on the board

*By using card effects (s. **Energy**, p. 16), you may move more than one space a turn, or even swim the opposite direction.*
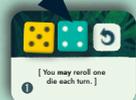
Example 1: Using 1 Current
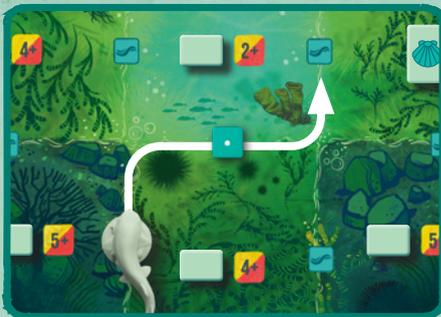
The Shark skips one space by using a Current.

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

More about Growth on p. 15.

Example 2: Using 2 Currents

The Shark skips two spaces by using a chain of two 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 you are **orthogonally** adjacent.

Placement

- **The value of each die you place must be equal to or greater than the indicated zone value**, otherwise you can't place it and it remains in your pool.
- **Only one die** can be placed on a single empty value space.
- If you have **more than one** 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 later on stored Energy (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 space **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 possible confrontation or a strike against another block, any **used red dice are** placed on the bottom empty space **on the Hunger Track** immediately after each strike. All dice placed on the Hunger Track remain on 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 Exposed zone (2+) on the right. They could strike in either of the zones, but can only search in the Exposed 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 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 step, place the **1st used Current** and **all used search dice on the next empty space 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 always active.
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.

Put the 1st used Current on the Growth Track.

Put the used search die on the Growth Track.

Growth Track

Before MOVE
You **may** reroll one die each turn.
1 ↻
①

Already unlocked.

[When you use stored energy but have 5 or less, gain 5 additional energy.]
②

The Growth tile is full. Put the dice into the bag. Flip the tile.

[You **may** reroll an additional time each turn.]
③

[You **may** draw 1 extra die each turn.]
④

KELP

6
OBSERVANT
During SEARCH/STRIKE
Ignore the effect of a trap.

DARING
Before MOVE
Move any die in your pool to the hunger track and turn a strike die to a 6.

4
SWIFT
During MOVE
Move 1 additional space.

7
REACTIVE
Before ROLLING
Return 2 dice to the bag, then choose 1 replacement die.
-1 ▸

Energy

In this step, you must place all remaining dice from your pool in the Energy slots. They are your stored Energy. If you have 1 or 2 dice in stored Energy, you **can** get new cards. **If you have 3 dice stored, you must spend stored Energy to get one or more new cards this round.**

The sum of the pips, regardless of color, on all your dice in the Energy slots can be used to obtain cards that give you one-time special effects and additional dice to use in future rounds.

Anatomy of Shark cards

Cost → **7**

Name → **VIGILANT**

Phase to use → Before MOVE

Effect → Save 1 die to use in addition to a later turn.

Dice you get →

You may use the card effect in future rounds, 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.

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 can get any number of the available cards that have a total cost equal to or less than the sum of the pips. Each time you get a card, you **immediately** refill the empty spot with a new card from the deck. Any of the sum which is not spent is lost at the end of this step.

Additionally, once per turn you may reduce a single die by 1 to discard any card from the 4 available and replace it with the top card from the deck. A die may never be reduced below 1.

Getting cards, therefore getting new one-time effects and new dice, costs you Energy and makes you hungry. **Every time you spend stored Energy, you must select one of the stored Energy dice and move it to the next free space on the Hunger Track.** The remaining dice (if any) go in the dice bag. If you place a die on the last available space on the Hunger Track by using stored Energy (or striking), you are exhausted and the Octopus wins the game.

Before MOVE
You may reroll one die each turn.

During ENERGY
When you use stored energy but have 5 or less, gain 5 additional energy.
≤5 ▶ +5

[You may reroll an additional time each turn.]

[You may draw 1 extra die each turn.]

10 Stored Energy

KELP

OBSERVANT
During SEARCH/STRIKE
Ignore the effect of a trap.

DARING
Before MOVE
Move any die in your pool to the hunger track and turn a strike die to a 6.

SWIFT
During MOVE
Move 1 additional space.

REACTIVE
Before ROLLING
Return 2 dice to the bag, then choose 1 replacement die.
-1 ▶

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

You have 10 Energy stored, so you could buy 1 or even 2 cards that cost 10 or less total.

Confrontation

When the Shark strikes a block with a red die and it's the Octopus, you immediately start a confrontation. During a confrontation, the Octopus has 3 survival strategy cards, represented by the colors yellow, red, and gray. Some strategies are better than others. The Shark has 3 cards of the same color that counter each survival strategy.

The Octopus and the Shark secretly choose one 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 how the game can end. The Octopus has 2 possibilities to win, the Shark has 1.
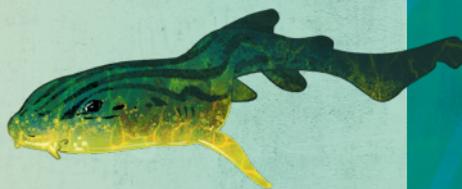
Octopus victory

-   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 dice on the Hunger Track.

Shark's 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

The Bathroom Break rule: If a player wishes to leave the table in the middle of a game, it is recommended that all hidden blocks be placed face-down during the break. This way, the Octopus is not at risk of being discovered.

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.

A spare shell block is included in the game in case an eaten food block needs to be replaced but all the other shells are already in play.

SHARK

Dens: At the beginning of the game, and whenever you are returned to a den (either by a confrontation card, 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 and Roll: If you ever need to draw dice but your bag is empty, remove Current dice from the board until you have 2 dice to roll.

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 two dice being closest, you choose which one to return to the bag.

Growth: After activating the second tile, you can only use it if you have at least 1 die in the Energy slots.

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.

Energy step: In the case that you have all spots filled in stored Energy but can't afford any cards from those available and can't reduce the dice any lower, return all dice to their bag, without moving a die to the Hunger Track.

KELP
THANK YOU

Credits

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Card clarifications

SHARK

Shark cards have one-time use effects. When a previously acquired card has been used for its effect, place it face-down and trash it.

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 and 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 and 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: reroll 1 or 2 dice, before moving. This effect can be used in conjunction with the rerolls available on the Growth tiles, to reroll a die twice for example, or to reroll more than 1 die.

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 it in addition to a later turn. 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 effects: You can't use the trash effect of a card to trash the card itself.

Move cards

Taking Chances: The Exposed Zone is the zone in the centre of the board with the 2+ zone value. The block in the Exposed Zone can be hidden or revealed before the shuffle.

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 theses swaps.

Learn cards

Sharp Senses: It is possible to gain Eat cards with Sharp Senses, but they can't be added to your hand. Eat cards go on your discard pile.

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 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.

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 power 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.

SHARK

Draw and Roll (2)
draw 2 dice from your bag and roll them once.

May place Currents
on any free Current space. May keep them for Stored Energy.

Move
Moving is mandatory. Usually to one of the next empty Current spaces.
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 a block.
Value of the die you place must ≥ 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 a 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.
Every time you spend stored Energy, you must select one of the stored Energy dice and move it to the next free space on the Hunger Track.
The remaining dice (if any) go in the dice bag. Once per turn you may reduce any die by 1 to discard any card from the 4 available and replace it with the top card from the deck.