OCTOCUBE

2–4

25'

8+

CONTENTS

4 Octopus cubes

72 Object tiles

9 Diamond tiles, 12 Pearl tiles, 15 Sextant tiles, 17 Amphora tiles, 19 Starfish tiles

64 Victory Point tokens ( )

22 × 1 , 16 × 3 , 18 × 5 , 10 × 10 , 6 × 25

12 Coin tiles ( )

Front ( ): Basic game

Back ( ): Advanced version (see page 8)

8 Abyss tiles

Front: Basic game ( )

Back: Kids version ( ); See page 7

4 player boards

1 First Player token

SETUP

IMPORTANT

Place all Object tiles and Coin tiles **Tentacle side down**.

Mix the the Object and Coin together, then make stacks (see below) to prepare the play area ①.
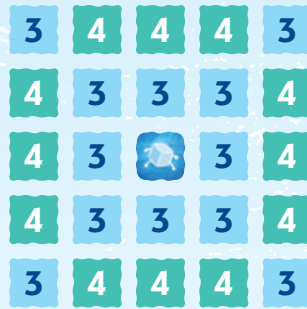
Example of an Object tile:

Front. *Back (Tentacle side).*

The two diagrams below indicate the number of stacks, the number of tiles in each stack, and their arrangement, according to the player count.

4	6	6	4
6	5	5	6
6	5	5	6
4	6	6	4

Object & Coin tile setup for a **2-player** game.

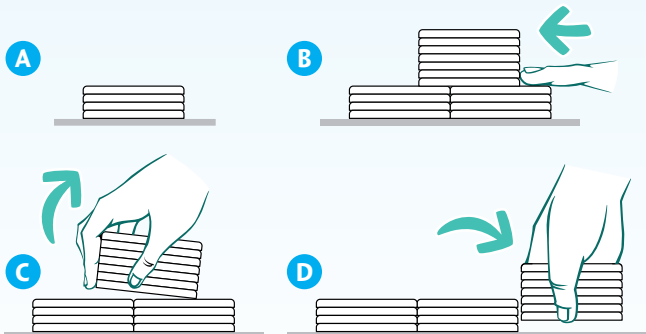| 3	4	4	4	3
4	3	3	3	4
4	3	🐢	3	4
4	3	3	3	4
3	4	4	4	3

Object & Coin tile setup for a **3- or 4-player** game. Put Abyss tile A (see page 8) in the middle.

Be sure to leave a gap of 4–5 cm between the stacks.

TIP

Speed up setup by creating a stack of a certain number of tiles, then use its height as a template.

Ⓐ Ⓑ Ⓒ Ⓓ

Place the 🪙 tokens beside the play area to form a **general supply** ②.

Place the Abyss tiles ③, 🟦 side up, in the **general supply**...

2-player game	3-player game	4-player game
5	**6**	**7**
Abyss tiles	Abyss tiles	Abyss tiles

Leave the unused Abyss tiles in the game box.

The space in front of you is your **personal area** ④, which contains your **player board** (☂ side up) and the **Octopus cube** of the same color ⑤. The first player, chosen randomly, also keeps the **First Player token** ⑥ there.

VOCABULARY

ADJACENT .... In this game, the concept of adjacency only applies **orthogonally**; never diagonally.

PLAY AREA .... The set of spaces where Octopus cubes will be moved to collect tiles.

SPACE .... Either the top of a stack or an Abyss tile in the play area.

**STACK** .... 1–6 Object, Coin, and/or Abyss tiles.

PLAYING THE GAME

Play in rounds until the end of the game is triggered. During a round, each player takes **one action** on their turn.
Turn order starts with the first player, then goes clockwise.

ON YOUR TURN...

IF YOUR OCTOPUS CUBE IS IN YOUR PERSONAL AREA

You **must** place it on an unoccupied space (one without a cube) on the **edge** of the play area, oriented however you wish.

*Example: All of the spaces in green here are valid to place your cube on because they are unoccupied **and** on the edge of the play area.*
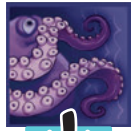
You are totally allowed to place your cube on a face that has already has a tile magnetized to it from a previous turn (this will all make sense in a moment).

IF YOUR OCTOPUS CUBE IS IN THE PLAY AREA

You **must** perform one of the following four actions:
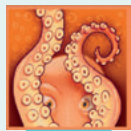
- Roll
- Pivot
- Score
- Pass

Roll

IMPORTANT

You can only choose the *Roll* action if there is an unoccupied space **adjacent** to your cube!

This action consists of rolling your cube like a wheel. Roll your cube from its current location to an adjacent unoccupied space. Your cube thus rolls 90°.

If your cube was on a space containing at least one Object or Coin tile before this action, the cube will take the topmost tile with it, via magnetism.

After a tile has become magnetized to your cube, the only way to remove it is to perform the *Score* action (see next page).

Each face of your cube can only gather one tile at a time.

You are totally allowed to roll your cube onto a face that already has a tile magnetized to it; however, this move won't add any tiles to your cube.

Example:

1
The blue tile is magnetized to your cube.

2
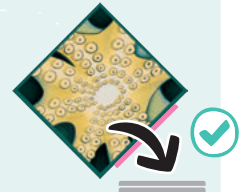*Lift your cube slightly, **then** "roll" it to an adjacent unoccupied space.*

3
Once your cube comes to rest on the new space, the orange tile also magnetizes to the cube.
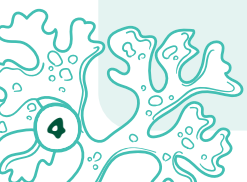
Abyss Tiles

If your cube has taken the final tile of a stack with it, select an Abyss tile and place it, 🧊 side up, on the empty space.

You can move your cube onto an Abyss tile, but there is nothing to collect there.

In a 3- or 4-player game, as soon as you move your cube onto Abyss tile A (in the middle of the play area), you can immediately perform a second *Roll* action.

Pivot

Rotate your cube where it sits, horizontally, either 90°, 180°, or 270°. Do not move your cube to another space, and its top face must still be the same.

Example: You pivot your cube 180°.

1 2 3

Score

This action consists of moving your cube from the play area to your personal area.

You can then collect the tiles of your choice from it: all, some, or none.

🐢 Place the **Coin tiles** you collect from your cube **beside** your player board; each will earn you **3 🪙 at the end of the game**.

🐢 Place the **Object tiles** you collect from your cube **beside** your player board. Then **immediately score** each **series of Object tiles** of the **same type** you just collected this way (regardless of their background color):

Number of tiles in the series just retrieved from your cube	1 🟦	2 🟦	3 🟦	4 🟦	5 🟦	6 🟦
🪙 earned	0 🪙	2 🪙	4 🪙	7 🪙	10 🪙	15 🪙

Take the earned 🪙 tokens from the general supply and keep them face down.

🐢 Now place the tiles on the spaces of your player board that depict the same object and background color. Stack identical tiles.

Keep your cube in your personal area until your next turn.
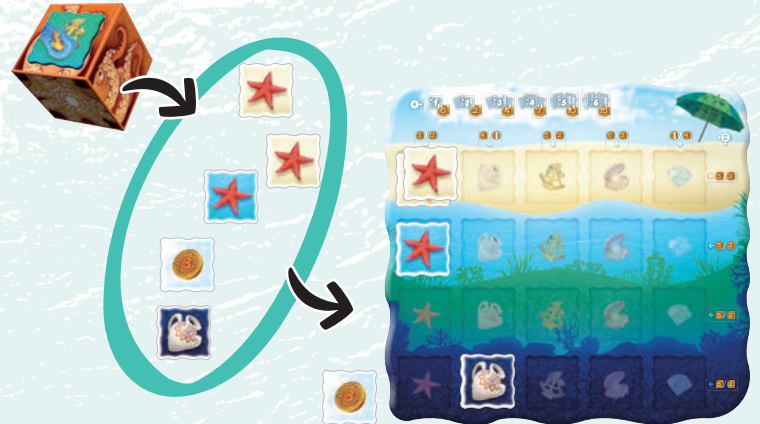
*Example: You collect 1 Coin tile that you place beside your board. You also collect 3 Starfish tiles & 1 Amphora tile, but decide to leave the Pearl tile on your cube. Score **4** 🪙 for the 3 Starfish tiles, and **0** 🪙 for the Amphora tile, then store these 4 Object tiles on your player board. Because you decided to collect the Pearl tile later, it remains stuck to your cube.*

Pass

You choose to do nothing this turn.

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END OF THE GAME

The game ends when all of the **Abyss tiles** have been placed:

2-player game	⇨	**5 tiles**
3-player game	⇨	**6 tiles**
4-player game	⇨	**7 tiles**

Finish the current round so that everyone has had the same number of turns.

Then perform one last *Score* action to collect all tiles from your cube.

Final Scoring

You score 🪙 in four different ways...

1 **By adding up your** 🪙 **tokens earned during the game.**

2 **Score 3** 🪙 **per** ⚪ **you have; ignore these tiles for the rest of this phase.**

For having collected the most in the 9 categories (5 object types and 4 background colors)...

3 **For each background color (row):**
The player with the most earns **5** 🪙; second place earns **2** 🪙.

4 **For each object type (column):**
First and second place earn 🪙 according to the object type, as follows...

	Starfish	*Amphora*	*Sextant*	*Pearl*	*Diamond*
FIRST PLACE	3 🪙	4 🪙	5 🪙	6 🪙	7 🪙
SECOND PLACE	0 🪙	1 🪙	2 🪙	3 🪙	4 🪙

TIES

Players tied for a position **all** receive the 🪙 for the contested spot.
However, in the case of a tie for first place, no 🪙 is awarded for second place.

Once final scoring is complete, the player with the most 🪙 wins.
In the event of a tie, the tied player with the most Object tiles wins.
If there's still a tie, you'll just have to play again....

NOTE The rules of the game are the same, with the following exceptions, which allow you to play the game with the youngsters.

Setup

Use the ◆ side of the player boards. The kids version doesn't use the 🪙 tokens.

On Your Turn

There are only two actions available: *Roll* and *Retrieve Your Cube*.

ROLL

If your cube is in your personal area

You must place your cube **on an unoccupied space** at the edge of the play area. **This ends your turn.**

If your cube is in the play area

Move your cube to an adjacent unoccupied space, turning it to face any direction you wish, but make sure you place one of its empty faces (without a tile stuck to it) on the bottom.

After you perform the *Roll* action, if all 6 faces of your cube have a tile, you **must** immediately perform the *Retrieve Your Cube* action (see next column).

IMPORTANT

If no adjacent space is unoccupied, you cannot perform the *Roll* action; instead, you must perform the Retrieve Your Cube action.

RETRIEVE YOUR CUBE

Retrieve your cube and remove **all** the tiles from it; then place them on valid spaces of your player board.

Each space of your player board can hold **only one valid tile**. A tile is valid if it matches the space:

- **A space depicting an object on a non-multicolored background:** The tile must have both the <u>same object</u> and <u>background color</u> as the space.

- **A space depicting an object on a multicolored background:** The tile must be the <u>same object</u> as the space, but its background color doesn't matter.

- **A non-multicolored space with no object:** The tile must have the <u>same background color</u> as the space, but the object on it doesn't matter.

Keep the Coin tiles beside your player board.
   Tiles you collected but couldn't place on your player board (because there are no longer valid spaces for them), go in a stack, tentacle side down, in any order you like. Then:
- **Replace** an Abyss tile of your choice in the play area with this stack. Return the Abyss tile to the general supply.
- If there are no Abyss tiles in the play area, stack your stack **atop** the shortest stack in the play area (your choice if there are several).

Your empty cube remains in your personal area until your next turn.

End of the Game

The end of the game is triggered when someone places their sixteenth and final tile on their player board.
1. Finish the current round so everyone gets the same number of turns.
2. Unlike in the standard game, **do not perform** one last *Score* action, and there is no Final Scoring.
3. The player whose player board is complete wins!

If several players completed their player board, the one of them with the most **Coin tiles** wins.

If it's still a tie, you'll just have to play again....

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ADVANCED VERSION

NOTE The advanced version is incompatible with the kids version.

The setup and gameplay are identical to the basic game, except for the following changes:

❄ In a 3- or 4-player game, place a random Abyss tile from the eight available, Power side up, in the middle.

❄ During the game, **place Abyss tiles** <u>Power side up</u>.

There are two ways to trigger an Abyss tile's power.

❄ You can trigger the effect of **one** face-up Abyss tile adjacent to your cube. In this case, you **do not perform another action** on your turn.

❄ If you just **rolled** your cube **onto** an Abyss tile, you can trigger its power.

Abyss Tile Powers

A. Perform the *Roll* action.

B. Swap the tile from the top face of your cube with a tile from your player board. The tile going to your player board must go on its matching space. If either your cube top or your player board has no tile, you can't use this power.

C. Take your cube without changing its orientation, and place it on an unoccupied space of your choice in the play area.

D. Take any visible collectible tile from the play area and add it to the **top** face of your cube. If there is already a tile on your cube top, you can't use this power.

E. Reorient your cube however you like, but without reorganizing its tiles, and without changing its space.

F. Swap any visible tile **adjacent to your cube** with a tile on your player board. The tile going to your player board must go on its matching space. If there are no collectible tiles adjacent to your cube, or no tiles on your player board, you can't use this power.

G. Swap the position of your cube with any opponent's cube. Each cube must remain in its initial orientation.

H. Swap two unoccupied **stacks** in the play area without peeking at their contents.

I. Swap the top tile of your cube with the top tile of an opponent's cube on the playing area. If either cube's top has no tile, you can't use this power.