



GOODIE • Wave #1



This goodie consists of 6 Surprise tiles. During setup, replace as many Coin tiles as you'd like with the Surprise tiles of your choice (though we recommend using no more than 3 per game). On the Surprise tiles, the Tentacle face is replaced by an Effect face (Surprise tiles are placed Effect face down during setup). During the game, when you perform the Score action, all Surprise tiles magnetized to your cube must be placed in your personal area, Effect side up.

Effect face



WILD OBJECT

What Triggers the Effect: When you perform the Score action.
Effect Description:

1. Choose and announce the object that this wild object represents.
2. Then proceed with immediate scoring, taking the chosen object into account.
3. Finally, place this tile on your player board, matching its background color, and the object you've declared. Once placed, it cannot be moved.
4. During endgame majority scoring, treat this tile as its column's object.

Effect face



WILD COLOR

What Triggers the Effect: When you perform the Score action.
Effect Description:

1. Proceed with immediate scoring.
2. Then place this tile in any row of your player board on the matching object. Once placed, it cannot be moved.
3. During endgame majority scoring, treat this tile as its row's color.

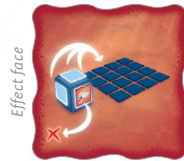
Effect face



TREASURE

What Triggers the Effect: When you perform the Score action.
Effect Description:

1. After collecting tiles from your cube, if you have two Coin tiles in your personal area, you may return them to any unoccupied stack(s) in the play area (each of which must already contain at least one Object or Coin tile), either on the same stack or two different ones. In exchange, you keep the Treasure tile, which will earn you 11 at the end of the game.
2. If you don't have two Coin tiles, return the Treasure tile to the play area, following the same rules.
3. Then, complete your Score action.



KRAKEN

Remark • This tile is worse than useless for immediate scoring: It prevents all immediate scoring!

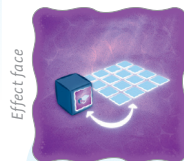
What Triggers the Effect: When you discover that the Kraken tile is magnetized to your cube (after performing the Roll or Score action).

Examples: You place your cube on a Surprise tile. → On the next turn, after performing the Roll action, the other side of the Surprise tile reveals the Kraken! → Alternatively, instead of performing the Roll action, you could have performed the Score action and also discovered the Kraken once your cube was in hand.

Effect Description:

1. If you chose the Roll action, immediately return your cube to your personal area. Either way, perform the rest of these steps.
2. Remove the Kraken tile from the game and place it back in the box.
3. Without being able to score immediately, return all other tiles magnetized to your cube back to any available stack(s) on the game board (each of which must already contain at least one Object or Coin tile), either on the same stack or different ones.
4. Keep your cube in front of you until your next turn.

Compatibility with Other Surprise Tiles: Resolve the Kraken effect first, before applying any other Surprise tile effects.

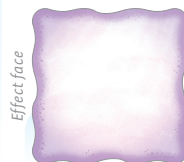


PERMUTATION

What Triggers the Effect: When you perform the Score action.

Effect Description:

1. Before proceeding with the immediate scoring, swap this tile with any Object or Coin tile on top of an unoccupied stack in the play area. Make sure you place this Surprise tile correctly (Effect face down). It can be taken again by an Octopus cube.
2. Then, proceed with the immediate scoring, including the object that came directly from the play area.



IMAGINATION

Let your imagination run wild; Create an effect on the blank face! And don't forget to share it with us....