

FALLEN TREASURES

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In the Box:

- 18 Octopuses
- 60 Treasure cards #1-30
- 3 Bonus Treasures that can be a 0 or a 31

Each round, all players must play either a Treasure card or an Octopus card. The highest number Treasure card wins the round, but an Octopus beats all Treasure cards.

Treasure cards have 1-3 stars on the bottom of each card. The player with the most stars at the end of the game is the winner!



To start, select your favorite Octopus and take all 3 matching cards. Place them face up on their "awake" side.

Shuffle the Treasure cards and deal them out based on the number of players:

2-4 Players:	Each gets 8 Treasure cards.
5 Players:	Each gets 7 Treasure cards.
6 Players:	Each gets 5 Treasure cards.

The player with the longest arms goes first!

On your turn, you will play one card, either a Treasure card from your hand or an Octopus in front of you. If you play an Octopus, it flips over and goes to sleep at the end of the round. Use them wisely, you only get 3 per game!



Note: Octopuses don't give you any points at the end of the game so be sure to use them!

If everyone plays Treasure cards, the player with the highest number card wins the round and takes all of the cards. If two Treasure cards share the same number, the one with more stars wins.



If only one player uses an Octopus, they win all cards from that round! Treasures won are collected and set aside to be scored at the end of the game.



After each round, the first player rotates one spot clockwise (to the left).

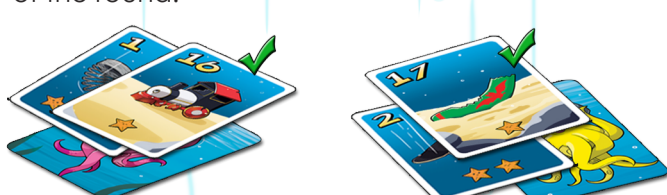
If two or more players played Octopus cards, it creates a Tentacle Tangle!

Each player who used an Octopus this round chooses one of their low number cards and puts it down on top of their Octopus.



Optional: Put the low number card face down, then all players flip them over at once.

After all players in the Tangle put a card down, the player with the lowest number card draws off the top of the deck. If the card they draw is higher than the card they played, they're still in. If the Treasure card drawn is lower, that player is out of the round!



Note: You must draw at least 1 card if you Tangle.

The Tangle continues to the player with the next lowest numbered card. If multiple players are still in after the first draw, they have a choice to make:

1. They can press their luck and try for another Treasure card. The new card must be higher than their most recent one.



or

2. They can take the card they started with as well as any cards they've drawn from the Tangle so far and leave.



The last player remaining in the Tangle gets all Treasures that are left!

If the first player chooses to draw another card, each other player still in the Tangle must also make the choice to take their cards and leave, or press their luck and draw again.

Note: The player who put the lowest number Treasure on their Octopus to start the Tangle will always be the first player to decide to draw again or take their cards each round of that Tangle.

Empty Draw Pile: In the rare event that the deck runs out, the game ends immediately and the player with the most stars wins.

If all players in a Tangle draw lower numbered cards than their starting Treasure card, they're all out, and the player with the highest number Treasure card who **wasn't** part of the Tangle wins all of the cards!



Note: If all players joined the Tangle, the Treasure cards are lost at sea and no one gets them.

After 8 rounds (7 in a 5-player game or 5 in a 6-player game) all players count their stars and the player with the most stars wins!



In the event of a tie at the end of the game, the player with the highest number card with the most stars is the winner.

Advanced Tip: If you're the last person in a Tangle, you can still press your luck for more Treasures, but be careful, a lower number Treasure card means you lose everything!

Scoring Tip: Any cards left in hand after all rounds are scored just like Treasures won, so keep your high star value cards for last!

3-Player Scoring Scenario: Players 1 & 2 are in a Tentacle Tangle. Player 1 chooses to push his luck for a second card and fails, getting a lower number. Player 2 chooses to take her cards and leave. Player 3 who was not part of the Tangle would win all of Player 1's Treasure cards.

In a 2-player game, each player takes 3 Octopus cards like normal. When dealing out 8 Treasure cards to each player, also deal 8 to a third pile, the Ghost Fish.



Treat the Ghost Fish as if it were a 3rd player, flipping a card over each round and rotating the first player between all three players.

The Ghost Fish doesn't get to play Octopus cards, but it can still win with high numbers or if both players go out during a Tangle!

Note: The Ghost Fish can be used in higher player counts as well, and adds another dynamic to the game!

