FEED THE KRAKEN

Sailors' favorite deduction game



Captains Log, October 8th, 1695:
Due to a series of unlucky events, I already lost half of my crew on the way here. The other half believed our ship to be cursed and left me as soon as we landed in a tiny harbor to get fresh water. I needed to hire a resourceful crew to complete this journey and I actually found one in the local tavern–but some of these folks seem to have other plans with my ship...

Game idea and goal

In Feed the Kraken each player secretly receives the role of either Sailor, Pirate or Cult Leader and uses all available means to plot the course of the ship towards their faction's destination. Every turn the ship will sail in one of the three possible directions—but which one will it be?
Players will take turns as *captain*, *lieutenant* or *navigator*. Each having the chance to manipulate the course of the ship. Players will use and witness cabin searches, experience ruthless mutinies, the silencing of threatening adversaries and even sacrifices to the ancient Kraken God.

All players will have to use their deduction skills to find out whom to trust during this doomed adventure.

Learn to play: funtails.de/kraken



Rulebook 1.0

Contents



1 Game Board
Double-sided - Quick Journey & Long Journey



1 “The Instabil” Ship



1 Captain’s Logbook



40 Guns



4 Crew Overview Cards



22 Character Cards



7 Map Action Tokens
4 Cabin Search, 2 Flogging,
1 Off with the Tongue



5 Cult Ritual Cards
3 Conversion to Cult,
1 The cult‘s guns stash,
1 Cult cabin search



4 Flogging Cards
“I am not a...“ Card, Pirate Card,
Sailor Card, Cult Card



23 Navigation Cards
4 Blue Drunk, 2 Blue
Disarmed, 6 Yellow Cult
Uprising, 5 Red Drunk,
2 Red Mermaid, 2 Red
Telescope, 2 Red Armed



3 Off-Duty Signs

Contents

These rules reference the deluxe components. If you have the basic version, take the same actions with the respective basic components. For example, when you are instructed to do something with the faction chips in bags take the action with the faction cards instead.

Deluxe Edition



1 Deluxe Lieutenant Badge



1 Deluxe Navigator Badge

Basic Edition



1 Lieutenant & 1 Navigator Badge Token



11 Seabags



11 Faction Chips
5 Sailor (blue), 4 Pirate (red), 1 Cult Leader (yellow), 1 Cultist (green)



11 Faction Cards

Navigation Cards Storage Box



Map Archive
Draw Pile

Deep Sea
Discard Pile



1 Discard Pile Card



3 Kraken Miniatures



3 Map Action Tokens
Feed the Kraken

Setting up the game - Quick Journey

Use the *quick journey* map for 5, 6 and 7 player games. Regardless of player count, you should play your first game on this map, just to get a feeling for the game. Once you feel familiar with the game, you may switch to the *long journey* map with all the components for games with 7+ players.



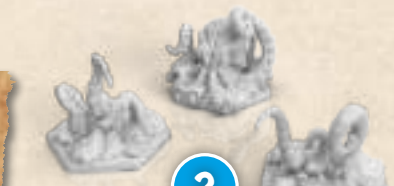
PREPARING THE MAP

1. Place the *ship* on the starting area in the south.
2. Place the *map action tokens/miniatures* on the corresponding areas on the map: *3x Cabin Search, 2x Feed the Kraken*.
3. Shuffle the 5 *cult ritual* cards and place them face down and spread out on the edge of the game board.
4. Depending on the number of players, set aside the appropriate number of *off-duty signs* next to the map:

Number of players	5-6	7-8	9-11
Number of off-duty signs	1	2	3



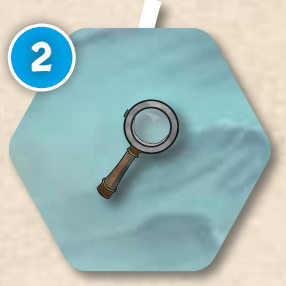






5. Remove 1x Cult Uprising (yellow), 1x Drunk (blue), 2x Armed (red) from the *navigation* deck. These 4 *navigation* cards won't be used on the *quick journey map*. Shuffle only the following **19** *navigation* cards and place them face down as the draw pile on the *map archive*:

Direction	Amount	Total
North (yellow)	5x Cult Uprising	5
East (blue)	3x Drunk 2x Disarmed	5
West (red)	5x Drunk 2x Mermaid 2x Telescope	9



6. Each player receives 3 *guns*.

(5-7 players and first game)











DISTRIBUTION OF THE SECRET TEAMS

7 Depending on the number of players, place the corresponding *The Crew* card next to the map.

8 Find the right number of Sailor, Pirate and Cult Leader chips and put each one in a separate bag.

9 Shuffle the bags and distribute **one** to each player. Each player **secretly** checks their *seabag*. Their chip determines their team membership.

TEAM COMPOSITIONS OVERVIEW

Players:		5	6	7	8	9	10	11
	Sailor:	3 or 2	3	4	4	5	5	5
	Pirates:	1 or 2	2	2	3	3	4	4
	Cult Leader:	1	1	1	1	1	1	1
	Cultist:	-	-	-	-	-	-	1

5 PLAYER RULES

When playing with 5 players, the team composition can vary: There are either

3 Sailors, 1 Pirate and 1 Cult Leader or
2 Sailors, 2 Pirates and 1 Cult Leader in the game.

To realize this, prepare bags with 3 Sailor and 2 Pirate faction chips and shuffle the bags carefully. Now remove a random bag without revealing the content. Then add the bag with the Cult Leader chip and shuffle the bags again. Each player receives one bag as usual. During the **secret pirate gathering** the Pirates will realize how many they actually are. All other players try to find out the actual team constellation on the ship during the game.

Setting up the game - Long Journey

Use the *long journey* map for games with 7 or more players.

1. Place the *ship* on the starting area in the south.
2. Place the *map action tokens* on the corresponding areas on the map: 4x Cabin Search, 2x Flogging, 1x Off with the Tongue, 3x Feed the Kraken.
3. Shuffle the 5 *cult ritual* cards and place them face down and spread out on the edge of the game board.
4. Depending on the number of players, set aside the appropriate number of *off-duty signs* next to the map:

Number of players	**7-8**	**9-11**
Number of off-duty signs	2	3

5. To prepare for navigation, shuffle **all 23** *navigation* cards and place them face down on the *draw pile*:

Direction	**Amount**	**Total**
North (yellow)	6x Cult Uprising	6
East (blue)	4x Drunk 2x Disarmed	6
West (red)	5x Drunk 2x Mermaid 2x Telescope 2x Armed	11

6. Each player receives 3 *guns*.
7. Place the “I am not a...“ card and the 3 small *flogging cards* next to the map.







(7-11 players)





DISTRIBUTION OF THE SECRET TEAMS

8 Depending on the number of players, place the corresponding *The Crew* card next to the map.

9 Find the right number of Sailor, Pirate and Cult Leader chips and put each one in a separate bag.

10 Shuffle the bags and distribute **one** to each player. Each player **secretly** checks their *seabag*. Their chip determines their team membership.

TEAM COMPOSITIONS OVERVIEW

Players:	5	6	7	8	9	10	11
Sailor:	3 or 2	3	4	4	5	5	5
Pirates:	1 or 2	2	2	3	3	4	4
Cult Leader:	1	1	1	1	1	1	1
Cultist:	-	-	-	-	-	-	1



Victory Conditions



The following victory conditions apply to the teams:

Sailors

All Sailors win as a team if the ship reaches Bluewater Bay, the blue area in the east.

Pirates

All Pirates win as a team if the ship reaches Crimson Cove, the red area in the west.

Cult Leader & Cultists

The Cult wins (as a team) if the ship reaches the enormous Kraken in the north (Cult Victory) or when the Cult Leader is sacrificed to the Kraken on one of the Feed the Kraken spaces.

Players always win together with their team - even if they went overboard before the end of the game.

The Secret Gathering of the Pirates

Before the game begins, the Pirates will secretly and silently find out who their Pirate teammates are. For this, one player notes the following text and delivers it to the players with eyes closed:

- "All players close their eyes."
- "Pirates, open your eyes and memorize your team members."
- *The Pirates have about 20 seconds to find each other ...*
- "Pirates, close your eyes."
- "All players now open their eyes." - The journey begins!

There is **no secret gathering of the cult**. In a game with 11 players, the Cult Leader and the first Cultist do **not** know each other's identity at the start of the game. They have to find each other during the game, just like the Sailors.

After that the players receive their character cards:

- Set aside the "Captain" card, then shuffle all the other character cards and set aside one card less than your number of players. Add the "Captain" card to them and shuffle those cards facedown.
- Deal one card to each player face down. Players look at their own card without revealing it.
- The player with the "Captain" card reveals it immediately. They are the first *captain* in this game and receive a random new character card.
- The *captain* places the *captain's logbook* in front of them, as well as the *lieutenant* badge and *navigator* badge.

Gameplay

The game is divided into the following recurring phases:

1. **Appointing the navigation team**
2. **A question of loyalty**
3. **The navigation**
4. **Off-duty**

1. Appointing the Navigation Team

The *captain* cannot navigate the ship alone. He needs the support of two crew members. After potentially discussing with the crew whom to appoint:

- The *captain* chooses a player and hands them the *lieutenant* badge.
- The *captain* chooses a second player and hands them the *navigator* badge.

The following exceptions must be noted:

- The *captain* can **not** appoint himself.
- *Off-duty* players can **not** be appointed.
- *Lieutenant* and *navigator* can **not** be the same person.

2. A Question of Loyalty

The *crew* does not have to accept the *captain's* choices. If the crew doesn't trust the *captain's* chosen team, they can **mutiny** against them with their guns.

The *captain* has to ask the *crew* about their loyalty: *"If you are not satisfied with my decision, let your guns speak!"*

Then following steps are carried out:

- Each crew member (except the *captain*) secretly places 0 or more of their guns in one fist. The unused guns remain hidden in their other hand.
- All crew members hold their closed fist visibly over the table to show that they have decided.
- The *captain* counts to 3: "Show me your loyalty! 1, ... 2, ... 3!"
- All players open their fists and potentially reveal their guns.
- The *captain* counts the **total amount of revealed guns** and checks the *The Crew* card to see if the mutiny is successful.



The following table shows whether a mutiny is successful:

Players	Required sum of guns for a successful mutiny
5-7	3 or more guns
8-9	4 or more guns
10-11	5 or more guns

- You can also find the required number of guns (for a successful mutiny) on *The Crew* card.
- The number of guns each player has is **secret** information **during** the mutiny.
  Outside of the mutiny, however, this is a **public** information and all players must keep their guns visibly on the table at all times.

RESOLVING A MUTINY

If a mutiny is successful, a new *captain* must be determined. Whoever revealed the **most** guns **wins** the mutiny and becomes the new *captain*.

In the case of a tie, all players tied for revealing the most guns raise their hands and the following steps are carried out:

- The *captain* still in office selects one of the tied winners who has to lower their hand. The selected player won't become *captain* in this mutiny.
- If there still are two or more winners in the tie, then the selected player selects another *winner*, who in turn lowers their hand. That player won't become *captain* either.
- This process is repeated until there is only one player left in the tie.
- The last remaining *winner* of the mutiny becomes the new *captain*.



All players involved in a **successful mutiny** must **discard all their revealed guns** (including the player who has just become *captain*).

The current round ends herewith and the new *captain* starts a new round beginning with the phase **"Appointing the navigation team"**.
The new *captain* can also be mutinied against after he announced his navigation team.

> You can become *captain* while you are *off-duty*. If the new *captain* is *off-duty*, then the off-duty sign has no effect (for further rules, see chapter **"Off-Duty"**).

If there is **no mutiny** after a navigation team was appointed (because the total amount of revealed guns was not enough), **all players return their guns back to their personal supply** and the *captain* carries out the next phase of the game: **"The Navigation"**.

3. The Navigation

The *captain*, *lieutenant* and *navigator* must now navigate the ship together as a team. The navigation is carried out as follows:

- The *captain* draws the top **two** navigation cards **face down** from the draw pile.
- The *lieutenant* then draws the next **two** cards **face down** from the draw pile.
- Both players look at their cards and choose one of them to discard **face down** into the *deep sea* (the discard pile).
- Then they each place their other card face down and next to each other in the *captain's logbook*.



- Close and shake the *captain's logbook* to shuffle the two cards. The *captain's logbook* is then passed on to the *navigator*.
- The *navigator* secretly looks at the two cards in the *captain's logbook* and chooses a card, which they discard into the *deep sea* **face down**.



- The *navigator* leaves their preferred card in the *captain's logbook* and returns the *logbook* to the *captain*.
- The *captain* reveals the remaining card to his crew and takes the resulting actions.

> - During navigation, the selected players **must remain silent** and **may not give any signs** or signals. Shuffling your navigation cards and discarding a random card to "prove" that you had no choice is **not** allowed.
> - Only **after** the *captain* has revealed the last navigation card, the players can talk about the cards they allegedly drew and discarded.
> - Discussions about the drawn cards are an important part of the game, as they potentially help you gather information about other players' factions. Shy players should be encouraged to talk about the cards they saw and the choices they made.

EXCECUTING THE NAVIGATION CARD

The *captain* places the chosen card in front of them. This card (and any future cards) represents the *captain's* official **résumé**. The card remains openly visible in front of them until the end of the game. It will **never** get shuffled into the navigation pile.

The *captain* executes the effects of the navigation card in the following order:

I 

Move the ship in the direction of the colored arrow on the current map space, which corresponds to the color of the navigation card.

II 

If there is an icon on the space the ship moved to, take the map action next. For explanations of the icons read chapter **"Map Actions"**.

III 

At last take the action corresponding to the icon on the navigation card. See the inside of the *captain's logbook* or the chapter **"Navigation Card Actions"** for explanations.

4. Off-duty

After navigation, certain players have to take a break and receive an *off-duty* sign. The following table shows who gets an *off-duty* sign after navigation depending on the number of players at the start of the game.

Players	Off-duty-Signs	Captain	Lieutenant	Navigator
5-6	1			✓
7-8	2		✓	✓
9-11	3	✓	✓	✓

After navigation, carry out the following steps:

- Give the *off-duty* signs to the appropriate players. These are the corresponding players who were involved in the **current** navigation.
- The players who were previously *off-duty* are now available again for the next navigation.
- The *navigator* and *lieutenant* badges are handed over to the current *captain*.

- As long as an *off-duty* sign is in front of a player, they cannot be chosen as *navigator* or *lieutenant*.
- *Off-duty* signs are **only** passed on after a successful navigation, **not** after a mutiny.
- *Off-duty* players can participate in a mutiny and can become *captain*.
- If the *captain* has an off-duty sign, the sign won't be relevant as long as that player remains the *captain*.
- *Off-duty* signs are ignored if there aren't enough available players left for the *captain* to choose their navigation team.
- Players "leaving" the ship during the game doesn't change the amount of *off-duty* signs used.

THE NEXT GAME ROUND BEGINS

The current *captain* starts the next round by "**Appointing the navigation team**".

In the next and all further rounds, all phases are carried out again:

1. **Appointing the navigation team**
2. **A question of loyalty**
   - **2.1.** Resolving a mutiny
3. **The Navigation**
   - **3.1.** Executing the Navigation Card
4. **Off-duty**
   - **4.1.** The next game round begins



RESHUFFLE

If there are **fewer than 4 cards** on the draw pile **before** navigation:

- Combine the remaining draw pile with the discard pile. Keep all cards facedown in the process and shuffle them thoroughly.
- The shuffled cards become the new draw pile.

- The remaining cards may **not** be inspected when the discard pile and draw pile are combined and shuffled.
- The face up cards in front of the players (**captain's résumé**) are **never** shuffled back into the draw pile.
- The character cards *Archivist*, *Smuggler* and *Look-Out* can cause you to run out of cards during a navigation process - despite having at least 4 cards before. In that rare case you just reshuffle once the *draw pile* is empty.

Denial of Command

If the *navigator* doesn't want to execute the commands of the *captain* and the *lieutenant*, he can refuse to do so by jumping overboard.
Denial of command is allowed throughout the entire game and takes place during **"The Navigation"** after the *navigator* has seen both navigation cards.

Denial of command is carried out as follows:

- The *navigator* states: "I will not carry out these commands but jump overboard instead!".
- They place **both** navigation cards **face down** in the discard pile, instead of passing one back to the *captain*.
- The *navigator* is immediately eliminated from the game and must remain silent until the end of the game. The *navigator* may not reveal their faction nor any knowledge about the discarded navigation cards to the other players.
- Then an **"Emergency Navigation"** must be carried out.

The Cult Leader can **not** win by jumping overboard as the *navigator*, even if this happens on a *Feed the Kraken* space.

THE EMERGENCY NAVIGATION

After a *denial of command*, the following steps are performed:

- The *captain* must immediately designate an **emergency navigator**.
- Due to this exceptional situation, the *captain* can even choose an *off-duty* player.
- The crew can **not** mutiny against the chosen *emergency navigator* (there is **no "A Question of Loyalty"**).
- The *lieutenant* stays the same for the emergency navigation.
- The *captain*, the *lieutenant* and the *emergency navigator* immediately carry out another navigation.
- If the *emergency navigator* jumps ship as well, the *captain* keeps choosing *emergency navigators* until a navigation is successfully completed.

- After a successful emergency navigation, the game continues as normal, starting with the phase **"Appointing the Navigation Team"**.
- If the number of remaining players on the ship ever falls below three, any open position is resolved randomly by the *captain*. For example, if there is no *lieutenant* then the *captain* draws two cards facedown, shuffles them and randomly puts one into the *captain's logbook* while discarding the other to replace the *lieutenant's* decision.

Supply Line

The supply line only exists on the *long journey* map. As soon as the ship crosses the supply line, each player can **refill** their gun supply **up to** three guns. To do so players take the required number of guns from the general supply. If a player still has three or more guns at this point, they will **not** receive any additional guns.



The End of the Game

The navigation rounds are repeated until one of the victory conditions is met, see chapter **“Victory conditions”**.

Players reveal their faction at the end of the game by showing each other the faction chips from their sea bags.



Additional Rules

MAP ACTIONS

Every time the *ship* reaches a new space, check whether it shows one of the following icons. The corresponding action is then carried out during navigation, immediately after the *captain* has moved the ship, but before they perform the action of the navigation card. The *captain* may discuss their options with the crew, but the *captain* will always make the final decision.



Cabin Search

The *captain* chooses another player and hands them the *cabin search token*. The selected player must pass their sea bag to the *captain* for a secret inspection while everybody else closes their eyes. The *captain* may talk about their findings, but remember that they might also be lying.

Important: A player affected by the Cabin Search can **not** be turned into a **Cultist** anymore. A player who has already become a **Cultist** before the cabin search signals this to the captain with a tentacle gesture.



Off with the Tongue

The *captain* chooses another player and hands them the *off with the tongue token*. That player is no longer allowed to articulate words, but can make sounds and gesticulate. They can also no longer become *captain*.

The following rules apply:

- When a new *captain* is determined via the *Drunk* action on a navigation card, the player without tongue is ignored.
- The player continues to participate in mutinies. Their guns count normally for the total mutiny score, but while determining the next *captain* their gun count is always treated as 0 guns.



Flogging

The Flogging creates a public information for all players. It indicates one of the factions the selected player does **not** belong to.

Follow these steps:

- The *captain* chooses another player to undergo the Flogging and hands them the three small *flogging cards*.
- The player shuffles the cards facedown, then they look at the cards and choose the card with the colored icon that corresponds to their current faction and places it face down: Red as a Pirate, blue as a Sailor, yellow/green as a Cult Leader *or* Cultist.

- The flogged player shuffles the other two cards and places them face down on the table.
- The *captain* randomly picks one of the two cards and reveals it.
- The card indicates a faction to which the selected player does **not** belong. Place it on top of the "I am not a..." card in front of the flogged player.
- This information is public and the card remains in front of the player until the end of the game.
- The two cards that remained face down are shuffled face down and set aside.



Important: A player affected by the Flogging can **not** be turned into a **Cultist** anymore.



Feed the Kraken

When they have made up their mind, the *captain* chooses **another** player and places the *Feed the Kraken* token in front of them. That player is immediately eliminated from the game and must **not** speak anymore or reveal their faction.

Important: The *captain* must not choose themself.

If the Cult Leader is selected to be fed to the Kraken, the Cult Leader and all of their Cultists immediately win the game.

NAVIGATION CARD ACTIONS

The following symbols can be found on the navigation cards. The corresponding action is carried out during the navigation phase (immediately **after** the **map action**):



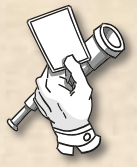
Drunk

The current *captain* loses their position. The *captain* role moves clockwise to the next player who has the fewest navigation cards (résumés) in front of them. Pass the *captain's logbook* to the new *captain*.



Mermaid

The *captain* chooses another player. That player shuffles the last three discarded navigation cards and secretly looks at them. They may (and should) talk about their findings, but they might be lying.



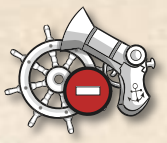
Telescope

The *captain* chooses another player. That player looks at the top navigation card of the draw pile. They may put the card back on the draw pile or discard it into the *Deep Sea*.



Armed

The *navigator* receives 1 gun from the general supply. (These cards are only used on the *long journey map*.)



Disarmed

The *navigator* must discard 1 gun from their personal supply (if they have any).



Cult Uprising

A cult ritual is carried out at the end of the navigation. To do this, the *captain* must reveal a **cult ritual card**.



Cult Ritual Cards

Every time a navigation card with “Cult Uprising“ has been played in the navigation, the *captain* must reveal a random facedown *cult ritual card* at the end of the navigation. Depending on the symbol, one of the following actions is carried out:



The Cult‘s Guns Stash

The Cult Leader secretly distributes three guns from the supply to any number of players. To do this, place three guns from the supply in the center of the table. Then all players close their eyes and extend their flat hand over the center of the table. If some players cannot reach the center of the table, all players should stand up to make this easier. The Cult Leader opens their eyes and puts the guns in the hands of up to three players. They can choose any player (including themselves), and they can choose to give more than one gun to a player.



Cult Cabin Search

The Cult Leader secretly learns about the factions of the current navigation team. To do this, all players close their eyes and the Cult Leader opens their eyes. Keeping their eyes closed, the current *captain*, *lieutenant* and *navigator* all reveal their faction chip. Make sure to give the Cult Leader 30 seconds to see the three players’ factions. The navigation team hides their faction chips again and the Cult Leader closes their eyes. Then everybody opens their eyes again.



Conversion to Cult

The Cult Leader converts another player to their Cult. From now on, the chosen player is not a Sailor or Pirate anymore, but a **Cultist** instead. They win or lose together with the Cult Leader.

See Chapter: “Becoming a Cultist”

BECOMING A CULTIST

When the *cult ritual card* “Conversion to Cult” is revealed, the *Cult Leader* will secretly add another player to their team by turning them into a Cultist.

- The Cult Leader can only convert **convertible** players.
- Every player **who has previously been examined** in a Cabin Search or Flogging counts as **unconvertible**.

The *captain* notes the following text and then recites it to the players:

- “Every convertible player puts a fist over the center of the table, so that each player could theoretically touch any other fist.”
- “All players close their eyes.” (including the *captain*)
- “Cult leader, open your eyes and choose a convertible player.”
- After approximately 15 seconds: “Touch your chosen player’s fist with your tentacle fingers.”
- “Selected player, you are now a **Cultist** instead of a Sailor or Pirate. Open your eyes and recognize your new master.”
- After approximately 15 seconds: “Cultist and Cult Leader, close your eyes now.”
- “All players open their eyes.”

The game continues normally.

- The new Cultist loses their previous team membership and is no longer a Pirate or Sailor. They can only win together with the Cult Leader by fulfilling one of the cult victory conditions.
- Any additional Cultists do **not** open their eyes during this process, **only** the Cult Leader and the **new** Cultist.

Character Cards

Each player receives a character card at the start of the game. These remain facedown in front of the players, until they are used. Players can reveal their character card strategically at any point in the game to receive a unique effect (timing restrictions may apply).

HOW TO ACTIVATE YOUR CHARACTER CARD

To activate your character card, flip and reveal the card. Only unflipped (facedown) character cards may be activated. After activation, your character card remains revealed in front of you. A character can only be activated once, unless it gets turned facedown by an effect.

Most character cards can only be used **once**, but **at any time**. Some have timing restrictions, and very few have recurring or ongoing effects. All exceptions are explained on the respective character cards.

Some characters work better with certain player numbers. For example, we suggest to avoid using Debt Collector, Minstrel and Mentor in games with 5-6 players.

NOTES ON SOME CHARACTER CARDS

Agitator
Choosing the *captain* or players chosen by the “Minstrel“ has no effect because they do not participate in a mutiny.

Chief Cook
The new *captain* appoints a new navigation team.

Instigator
You can not choose the *captain*, but you can choose a player chosen by the “Minstrel“.
Turning the “Instigator“ facedown means that it can be activated again later in the game.



Strategy Advice

- If you are a **Pirate**, always argue and behave like a Sailor. You can try to bluff being a Sailor at the beginning of the game by selecting blue cards while navigating. But don‘t be afraid to damage your cover or to give it up entirely to sail westwards at crucial moments.
- Unlike in other social deduction games, just staying under the radar doesn’t achieve enough in Feed the Kraken. You and your teammates need to actively collaborate with the Cult and influence the course of the ship westwards. If you stay too passive the Sailors will get where they want to go.
- If you are the **Cult Leader**, always try to balance the direction of travel towards the center of the map, so that you reach the *Feed the Kraken* spaces or your victory space. You may need to switch back and forth between helping the Pirates and helping the Sailors. The yellow navigation cards can grant you the opportunity to convert players into your Cult during the journey and thus significantly increase your chance of victory.
- When converting, consider which players are more likely to be trusted, who still has a lot of guns and their hidden character card, who is currently *captain*, etc. After a conversion, create distrust of players who might cause you problems.
- If you are a **Sailor**, stick to the truth and try to find out, who else is on your side. There is no reason to pretend to be a Pirate. Believe me!
- If you do try to tell a tricky lie to expose someone, explain your maneuver to the other players as soon as possible, regardless of whether you were successful or not. Otherwise, this lie can be your undoing later.



Credits & Special Thanks

Game Design:	Maikel Cheney, Dr. Hans Joachim Höh, Tobias Immich
Project Manager:	Andreas Geiermann
Creative Direction:	Maikel Cheney
Development:	Dr. Hans Joachim Höh
Production:	Nils Herzmann
Marketing:	Steffen Rühl
Art Direction:	Maikel Cheney, Tobias Immich, Daniel Müller
Graphics:	Maikel Cheney, Daniel Müller
Illustrations:	Hendrik Noack, James Churchill
3D-Artist:	Leonardo Peñaranda
Proof Readers:	Dr. Hans Joachim Höh, Leonie Pich
Quality Assurance:	Tobias Immich
Playtester:	Michail Alesinski, Diego Amplatz, Jan Brölsch, Christian Dickel, Jasmin Dickel, Damian Dufresne, Martin Gasse, Sergey Gerodes, Oliver Glasmacher, Robin Gude, Hilmi Güven, Melinda Hahn, Matthias Hennig, Till Jagodzinski, Meryem Kilinc, Robin Kirchmann, Michael Klaus, Norma Kolling, Julian Künkel, Colin Langley, Werner Lau, Saptarshi Mandal, Miguel Martinez Cacho, Giorgi Modebadze, Drew Navaroli, Susanne Oberndorfer, Tobias Oelenberg, Daniel Overwin, Benjamin Rott, Simone Statz, Rene Schirm, Stefan Steup, Chris Taube, Ralf Teusner, Christian von Nethen, Brad Watson, Torben Werneck, Sarah Wilkop, Jenny Yakar.

All other playtesters at ZAMgwürfelt Munich, Brettspiel Union Dortmund, Unperfekthaus Essen, Zu den vier Winden Bochum and the Online-Crew: Thomas, Frederik, Brian, Stephanie, Karyna, Franzi, Micky, Oskar, Giovanni, Ann, Matthias, Eddy, Anna, Tieu, Ansgar, Helle, Victoria, Tobias, Oscar, Dennis, Tom and all the other Pirates we fed to the Kraken!

We especially want to thank all our Kickstarter backers, who helped us finance the production of this boardgame. Your input and feedback has been incredibly helpful!

The Funtails team would like to thank Spiel Instabil for the confidence in our young publishing house and the great cooperation!

Maikel, Hans and Tobias from "Spiel Instabil" would like to thank:
Sieglinde Sterbling, Leonie Pich, Ellen Burdyna, Simone Statz, Colin Langley, Michael Klaus, Stylianos Kalaitzis, Florian Kumschier, Lola Merz Robinson, Marcel Kraatz, Karsten Schulmann, Thomas Zeug, the Munich-East-Crew, Helle Iversen, Boardgame Digger, BrettspielSuchties, PottGamer.

About the authors



MAIKEL CHENEY

Maikel spent his childhood in South Africa and enjoyed a creative multicultural education. He studied computer science in Germany and discovered a fascination for the art of expressing logical operations in source code.

How did he get into board games?

Maikel loves to get involved in all sorts of social games and can't stand a weekend without a board game night. That, combined with the urge of always wanting to create something new, led him to devote all of his free time to board game design.



DR. HANS JOACHIM HÖH

Hans studied computer science, but over time his interests shifted. Aiming to understand the human abilities for data analysis and problem solving, he subsequently studied philosophy, psychology and sociology. For his PhD thesis he specialized in logic, language processing, and brain research.

How did he get his brains?

Hans was a grandmaster of various Trading Card Games for more than a decade. Among many other titles he has won six national championships, a player of the year title and a world championship.
With his game ***Götterdämmerung*** he already pushed the limits of the social deduction genre, before he turned Feed the Kraken into a fantastically balanced and engaging experience.



TOBIAS IMMICH

After several years of helping people in distress while working as a nurse, Tobias decided to return to his childhood dream to be a computer engineer. Today Tobias is working as a Software Test Engineer in the IoT industry.

How did he get his beard?

Tobias grew up as a native computer, board and role-play gamer. One morning he woke up and suddenly realised that he had this massive beard.
At Spiel Instabil, Tobias is the master of quality control. He takes care of the quality of games, office business and social media.

MAP ACTIONS

Every time the ship reaches a new space, check whether it shows one of the following icons. The corresponding action is then carried out during navigation, immediately after the captain has moved the ship, but before they perform the action of the navigation card.



Cabin Search
The captain chooses another player and hands them the cabin search token. The selected player must pass their seabag to the captain for a secret inspection while everybody else closes their eyes. The captain may talk about their findings, but remember that they might also be lying.

Important: A player affected by the Cabin Search can not be turned into a Cultist anymore. A player who has already become a Cultist before the cabin search signals this to the captain with a tentacle gesture.



Off with the Tongue
The captain chooses another player and hands them the off with the tongue token. That player is no longer allowed to articulate words, but can make sounds and gesticulate. They can also no longer become captain.

The following rules apply:

- When a new captain is determined via the Drunk action on a navigation card, the player without tongue is ignored.
- The player continues to participate in mutinies. Their guns count normally for the total mutiny score, but while determining the next captain their gun count is always treated as 0 guns.



Flogging
The Flogging creates a public information for all players. It indicates one of the factions the selected player does not belong to.

Follow these steps:

- The captain chooses another player to undergo the Flogging and hands them the three small flogging cards.
- The player shuffles the cards facedown, then they choose the card with the colored icon that corresponds to their current faction and places it face down. Red as a Pirate, blue as a Sailor, yellow/green as a Cult Leader or Cultist.
- The flogged player shuffles the other two cards and places them face down on the table.
- The captain randomly picks one of the two cards and reveals it.
- The card indicates a faction to which the selected player does not belong. Place it on top of the "I am not a..." card in front of the flogged player.
- This information is public and the card remains in front of the player until the end of the game.
- The two cards that remained face down are shuffled face down and set aside.

Important: A player affected by the Flogging can not be turned into a Cultist anymore.



Feed the Kraken
When they have made up their mind, the captain chooses another player and places the feed the kraken token in front of them. That player is immediately eliminated from the game and must not speak anymore or reveal their faction.

Important: The captain must not chose themself.

If the Cult Leader is selected to be fed to the Kraken, the Cult Leader and all of their Cultists immediately win the game.

CULT RITUAL CARDS

Every time a navigation card with "Cult Uprising" has been played in the navigation, the captain must reveal a random facedown cult ritual card at the end of the navigation. Depending on the symbol, one of the following actions is carried out:



The Cult's Guns Stash
The Cult Leader secretly distributes three guns from the supply to any number of players. To do this, place three guns from the supply in the center of the table. Then all players close their eyes and extend their flat hand over the center of the table. If some players cannot reach the center of the table, all players should stand up to make this easier. The Cult Leader opens their eyes and puts the guns in the hands of up to three players. They can choose any player (including themselves), and they can choose to give more than one gun to a player.



Cult Cabin Search
The Cult Leader secretly learns about the factions of the current navigation team. To do this, all players close their eyes and the Cult Leader opens their eyes. Keeping their eyes closed, the current captain, lieutenant and navigator all reveal their faction chip. Make sure to give the Cult Leader 30 seconds to see the three players' factions. The navigation team hides their faction chips again and the Cult Leader closes their eyes. Then everybody opens their eyes again.



Conversion to Cult
The Cult Leader converts another player to their Cult. From now on, the chosen player is not a Sailor or Pirate anymore, but a Cultist instead. They win or lose together with the Cult Leader.

When the Cult Ritual card "Conversion to Cult" is revealed, the Cult Leader will secretly add another player to their team by turning them into a Cultist.

- The Cult Leader can only convert convertible players.
- Every player who has previously been examined in a Cabin Search or Flogging counts as unconvertible.

The captain notes the following text and then recites it to the players:

- "Every convertible player puts a fist over the center of the table, so that each player could theoretically touch any other fist."
- "All players close their eyes." (including the captain)
- "Cult leader, open your eyes and choose a convertible player."
- After 15 seconds: "Touch your chosen player's fist with your tentacle fingers."
- "Selected player, you are now a Cultist instead of a Sailor or Pirate. Open your eyes and recognize your new master."
- After 15 seconds: "Cultist and Cult Leader, close your eyes now."
- "All players open their eyes."
- The game continues normally.

- The new Cultist loses their previous team membership and is no longer a Pirate or Sailor. They can only win together with the Cult Leader by fulfilling one of the Cult victory conditions.
- Any additional Cultists do not open their eyes during this process, only the Cult Leader and the new Cultist.

