

how to play

POSEYDON'S KINGDOM

TAKE A DEEP BREATH!

DISCLAIMER

Game Salute and the Lamont Brothers take no responsibility for any injury caused by the poor quality of punning you may encounter in these rules. If injury occurs, please seek advice from a qualified sturgeon.

2-4 Players | 60 Minutes | Ages 12+

OBJECTIVE

The game is won by the player who most quickly releases their friends from the Kraken and finds the most treasure once the Kraken has been defeated. Freeing your friends early will earn you better scoring tiles and taking your opportunities to peek at the Kraken's coral will help you choose the best end-game bonuses.

COMPONENTS



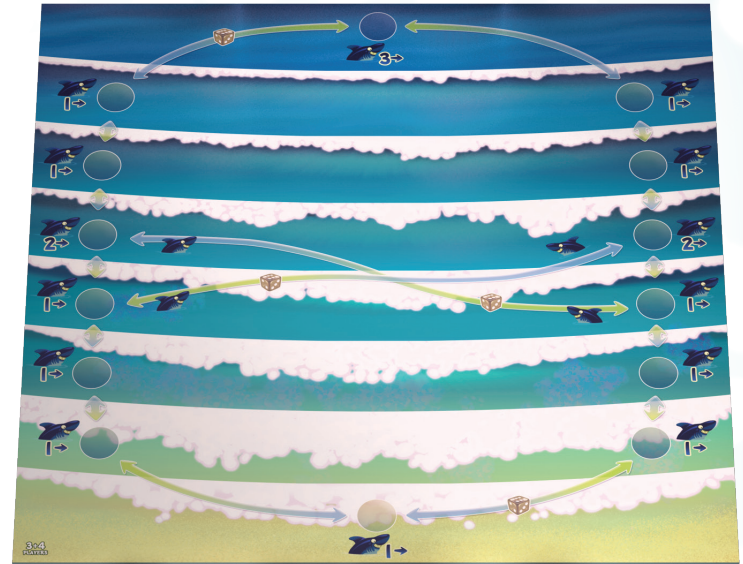
12 Creature Figures

(3 blue fish, 3 yellow clams, 3 green octopi, 3 orange starfish)



55 Dice

(10 blue, 10 yellow, 10 green, 10 orange, 15 smoke (neutral))



1 Ocean Board



1 Kraken Tracker

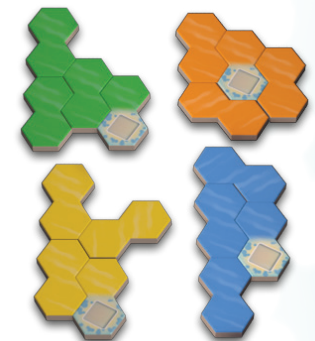


36 Skeleton Tokens



24 Friend Tokens

(6 of each type)

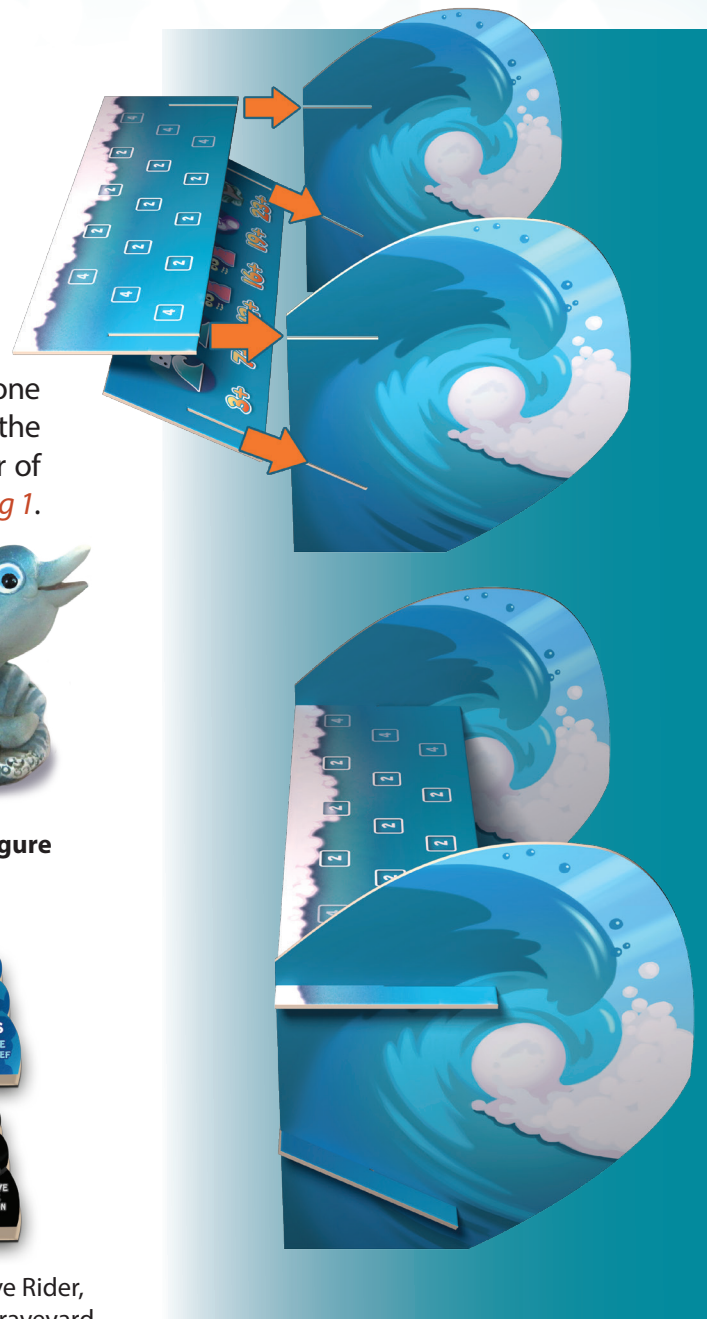


16 Starting Reef Tiles

(4 of each type)



1 Big Wave consisting of two sides, and two horizontal bars (one top and one bottom). Take the bottom bar and insert it, numbered side face-up into the bottom slot of each wave side. Then insert the top bar (with the number of players you are playing with face-up) into the top slots on the wave sides, *fig 1*.



26 Reef Tiles



1 Shark and 1 Dolphin figure



24 Safe Place Tiles



8 Kraken Coral (2 Speedy Fins, 2 Wave Rider, 2 Bigmouth, 1 Poseidon's Trident, 1 Graveyard, plus 2 spare blanks)

Fig. 1 - Building the wave

SETUP

Poseidon's Kingdom is a vast and wondrous environment with plenty of bits to play with and explore. It's time to dive in!

Don't Panic, refer to *fig. 4*.

Each player chooses a creature (octopus/green, fish/blue, starfish/orange and clam/yellow) and takes the following:

- 3 creature figures of that animal.
- 6 friend tokens of that creature/color.
- 10 dice of that color.
- A starting set of reef tiles in that color.

1. Place the board flat in the center of the table. Turn the board to the side with the higher shark numbers if playing 2 players.

2. Having built the big wave, *fig. 1*, place it touching the middle of the deep sea edge of the ocean board.

3. Each player places 2 of their creatures on each of the spaces at either end of the ocean board (deep sea end and beach end).

4. Place the shark on its starting space in the deep area facing the beach end.

5. The Dolphin, Skeleton counters and neutral dice are placed beside the board, ready when needed.

6. Each player takes the starting reef tiles in their color. In a 3-player game one of the tiles is not used (marked on the reverse of the tiles). Join these tiles together in any shape you want (without building up).

7. Separate the coral reef tiles into 5 stacks of each type of tile (e.g. the wave/dice tiles are all stacked in 1 stack of 4 tiles). You will end up with 3 stacks of 6 tiles and 2 stacks of 4 tiles. For a 3-player game remove 1 of each tile from the setup. For a 2-player game remove 2 of each tile from the setup.

8. The player who has been deepest under the ocean places 1 of their dice on the big wave. This continues clockwise until all players have placed 3 dice on the big wave. The dice can be placed anywhere indicated on the wave (in a 4-player game use the 4 and the 2-player spaces). In addition, 3 neutral dice (smoke) are placed on the wave in the remaining 3 spaces. Remember, the top side of the big wave being used depends on the number of players.

9. The big wave breaks onto the board! This is done by gently pushing directly behind the big wave until it overbalances and the dice fall onto the board, *fig. 2*. The big wave is placed back upright. In turn order, all dice which land completely off the board are placed back onto the big wave by their owner.

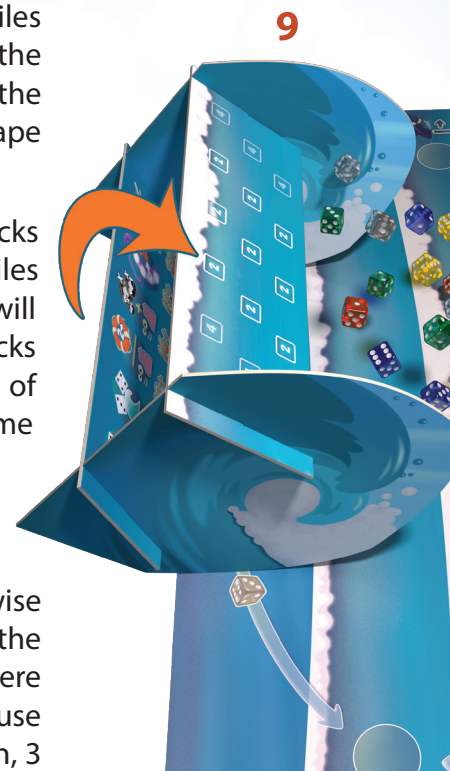


Fig. 2 - The Big Wave breaking

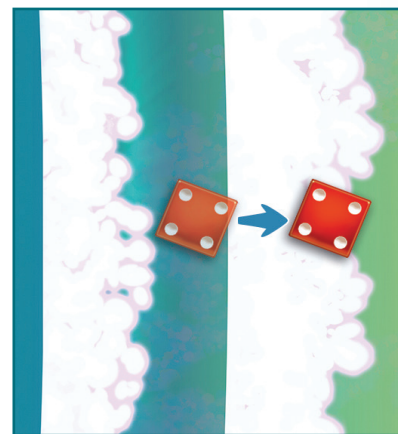


Fig. 3 - Move dice crossing a wave towards the beach.

They will remain there until the next big wave breaks. In the extremely unlikely event more than half the dice leave the board, place all dice back onto the big wave and choose a more subtle starting player to push the wave again. If a die straddles the spray between small waves on the board (just touching counts!) it is placed into the center of the small wave nearer the beach, *fig. 3*.

Note: In each small wave, dice can be moved from the sides towards the center to make it easier to see them (where the dice are within each wave is unimportant).

10. Each player adds up the numbers on their dice on the board – the player with the highest total will be the starting player. The dice remain on the board. If it is a draw, the tied player with a die closest to the beach begins. If a tie remains, the tied player with the highest individual die roll will start. After that, the tied player with the best shark impression begins!

11. Beginning with the starting player, each player takes 2 dice from their supply and places them onto the big wave. Note - there may already be dice on the wave from dice that left the board when the big wave crashed.

12. Place the Kraken Tracken near the beach end of the board. See page 6, *fig. 5* for details.



Fig 4. - Ocean board and player setup.

13. Shuffle the Kraken Coral, number side down, and place them randomly face-down beside the numbers 3 – 10 at the top of the Kraken Tracken board.

14. Each player takes their friend tokens and places one onto each of the Kraken's 6 tentacles. Players should note the example dice and wording shown beside the tentacle. Each tentacle has a different requirement to free your friend.

15. Each player places their one remaining creature figure on the shallow sandy space behind the Kraken's head.

16. Sort the Safe Place tiles face-up into their 6 stacks. Each stack should have the same dice example. In each stack, place the highest value on top, then the second highest and so on. Place them clockwise around the Kraken. In a 3-player game remove a 2 from each stack. In a 2-player game, remove all 2s and 4s from the first four stacks. Then remove the 2s and 8s from stacks five and six.

17. Head start - The player to the left of the starting player places their creature 2 spaces clockwise around the Kraken. The following player places their creature 4 spaces around, and the final player places their creature 6 spaces around, *fig.5*. The starting player remains on the head space.

- In a 2-player game, the non-player creatures are placed on the 4th and 6th spaces on the Kraken Tracken.
- In a 3-player game, the non-player creature is placed on the 6th space.

Almost there, refer to *fig. 5*.



Fig 5. - Kraken Tracken setup

YOU ARE NOW READY TO BEGIN PLAY.

ON YOUR TURN

The starting player begins the game. Thereafter, play continues in clockwise order. On their turn, unless indicated otherwise, a player **MUST** do the following in this order (take care and mullet over):

I) EITHER BUILD YOUR REEF OR LOAD THE WAVE

Build reef - A player takes a coral reef tile from the tile supply. They can choose any remaining tile. It is immediately used to build the player's reef. It can be built either:

a) touching the side of the reef; or

b) on top of 2 other reef tiles already on the reef, subject to the following restrictions:

- You **CANNOT** build **DIRECTLY** on top of another tile – it must always be on top of two separate tiles.
- You **CANNOT** build an overhang.
- You **CANNOT** build on top of any dice stored on your reef (see [fig.8](#) on page 9). You are NOT allowed to discard dice from your reef to free the space.
- You **CANNOT** build on top of a Skeleton token (see Move the Shark, on page 11).

Load the big wave - Take dice from your supply and place them directly onto the big wave. There are squares marked showing where dice can be placed. The number of dice you can place depends on your highest wave symbol visible on your reef (level 2 = 2 dice, level 3 = 3 dice and so on).



Note that it is only the single highest symbol visible that counts – it does not matter how many symbols you have.

You can ALWAYS place 1 die if you decide to load the wave whether you have a symbol or not. The maximum number of dice the big wave can take depends on the number of players : 2 = 9 dice, 3 = 12 dice and 4 = 15 dice.

In the 2-player game, the 4-player squares are ignored. In the 4-player game both the 2 and 4-player squares are used.

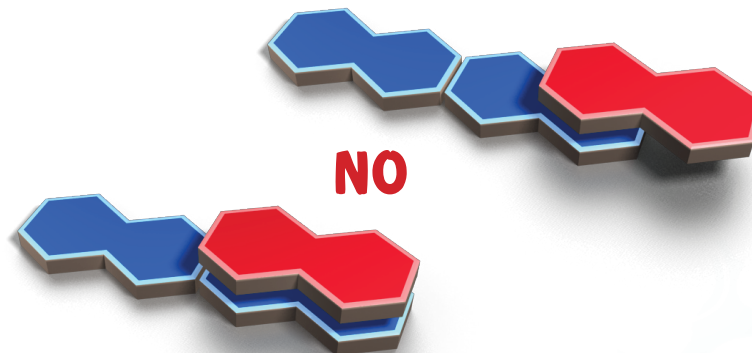
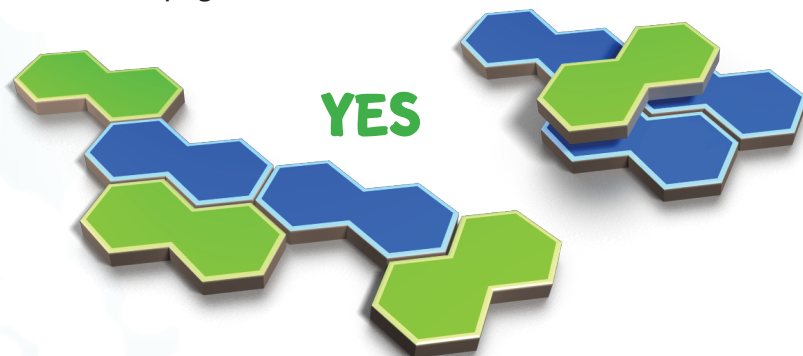


Fig 6. - Legal and illegal reef building

2) MOVE YOUR CREATURE



You must move one (and only one) of your 2 creatures on the ocean board. The creature's maximum movement depends on the highest arrow symbol visible on the player's reef (e.g. level 2 = max 2 spaces, level 3 = max 3 spaces and so on).

A creature can ALWAYS move 1 space regardless of whether there is a symbol present on the player's reef.

Creatures are able to move in the ocean from space to space following the arrows. In addition, in the center of the ocean board, there are 2 arrows which allow creatures to cross over to the other side of the board. You must follow the path you started on when crossing to the other side of the board (you cannot change direction in the center) *fig 7*.

Movement follows the following rules :

- A creature can move less than its maximum allowed movement. It must move at least one space.
- It must end up in a space different from the space it began its turn.
- Remember on your turn you only move one of your creatures on the ocean board.
- A creature can never finish on or pass through a space containing the shark (are you crazy ?!).
- A creature can move onto spaces containing other creatures (including your other creature).
- There is no limit to the number of creatures a space can hold.

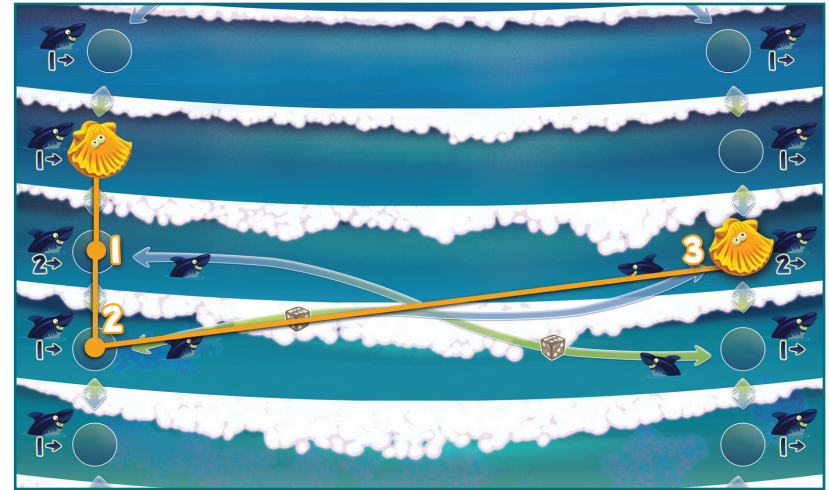


Fig. 7 - The clam moves 3 spaces, one of which crosses the board.

3) PICK UP DICE (EAT FOOD)

Who ordered the sea cucumber salad? **This step is optional.**

After movement, your creature may find itself in the same small wave as some dice (food). If so, you may choose to pick them up (note – you can **ONLY** pick up food with the creature you moved) *fig 10*. It does not matter which side of the small wave your creature is on.



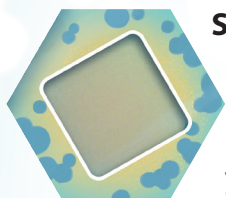
The number of dice you can pick up depends on the highest eat symbol visible on your reef (e.g. level 2 = up to 2, level 3 = up to 3). **A creature is ALWAYS able to pick up 1 die.**

A player may pick up their own and/or other players' dice.

Dice on the board that are picked up **MUST** either be

- stored for eating later, OR
- eaten immediately to free a friend.

You cannot do both. You cannot pick up dice that you cannot store or eat.



Storing food - Dice can be picked up and stored on your reef if you have sufficient storage spaces available, *fig. 8*. Each storage space holds only one die. You can remove any dice you already have in a storage area to make way for dice you have just picked up (those dice

go back into the relevant player's supply or the neutral dice supply).

Eating to free a friend - Instead of storing food you may eat it (munchity crunchity). Eating makes you strong and fast enough to wrestle a tentacle on the Kraken Tracken and free one (and only one!) of your friends. Each tentacle has a requirement marked on it (e.g. a high pair). You can eat any amount of food previously stored on your reef and/or food picked up from the board to make this requirement. The color of dice is not important and different combinations of colors may be used. Eaten dice are returned to the relevant player's supply (or the neutral dice supply).



Fig. 8 - Die stored in slot.

If you meet the requirement you take the topmost corresponding Safe Place tile available beside the tentacle and put it face down in front of you (see *example 1* on next page). You then remove your friend from the corresponding tentacle on the Kraken Tracken and put it gently and lovingly on the Safe Place tile.

Only one friend can be freed by eating during a player's turn. Any stored food on your reef that is not eaten remains stored on your reef.

7 in Total
The total of the dice used must equal 7. Any number of dice may be used to reach this total.

Low Double
A pair of ones, twos or threes.

High Double
A pair of fours, fives or sixes.

3 in a row
Three consecutively numbered dice, e.g. 4, 5 and 6.

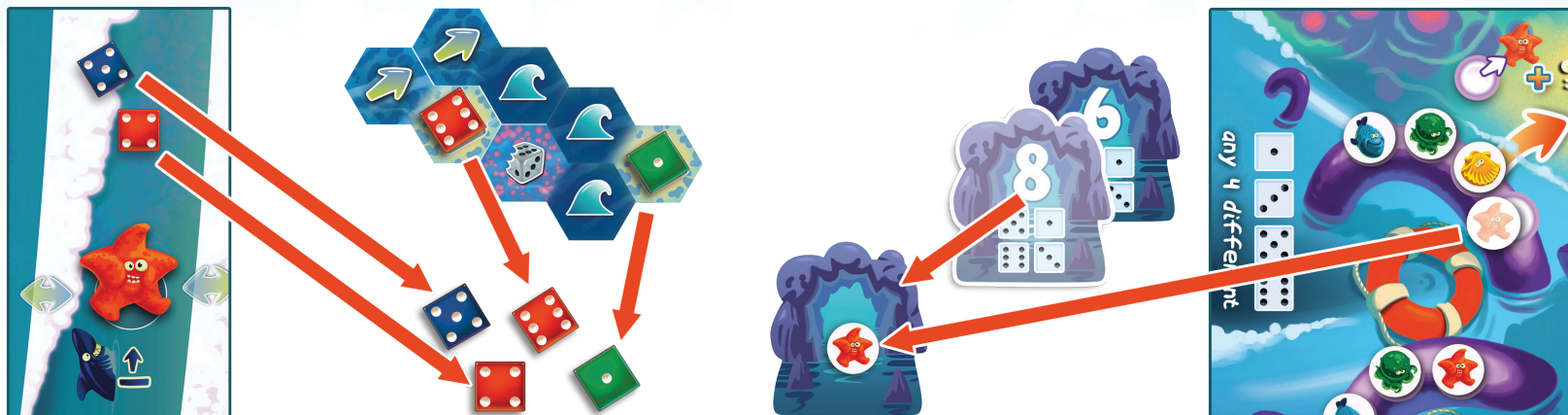
3 of a kind
Three dice that all have the same number.

4 different
Four dice that all have different numbers.

Fig. 9 - Dice requirements.



*Fig. 10 - The starfish finishes its movement on the same small wave as the blue 5, orange 4 and green 1 die. He may be able to pick them up. He would **not** have the option of picking up other dice as he **is not** on the same small wave.*



Example 1: Eating to free a friend. The starfish player has stored a 1 and a 6 on their reef. After moving their creature, they pick up a 4 and a 5 from the small wave it finished on and eat all 4 dice. This frees their friend held under the '4 different' tentacle. The player's friend token is removed from this tentacle. They also take the appropriate Safe Place tile e.g. 8 points. The eaten dice go back to their relevant owners' supplies (blue to the blue player, green to the green player, etc).

MEANWHILE... ON THE KRAKEN TRACKEN

If you picked up another player's color of dice this turn (ate or stored) then this player will gain a movement bonus on the Kraken Tracken (so pay attention during other players' turns!). Their creature will move 1 space around the Kraken's tentacles for each of their dice picked up.

If more than one player's dice was picked up, the active player chooses the order the creatures move on the Kraken Tracken (this may be important as the creatures jump over spaces occupied by other creatures).

Because of this, it's important to keep note of the color of dice just picked up from the ocean board! Creatures which move will jump over any spaces occupied by another creature. Non-player creatures (2 or 3-player games) never move but are still jumped over. Creatures end their movement for the turn if they enter the large space behind the Kraken's head. They lose any additional movement. They do not jump over other

creatures in this space. This large space is the only space on the Kraken Tracken that can have more than one creature in it at a time.

The movement bonus only applies on the turn the food is picked up. It does not apply to food that had been stored on a previous turn as the other player will already have had the bonus. Also, the bonus does not apply when a player picks up dice of their own color nor when neutral (smoke) dice are picked up.

Bonus when reaching the Kraken head space - (or running calamari rings round your opponent). The player can immediately free their nearest friend (looking in a clockwise direction around the tentacles) and take the corresponding Safe Place tile. They can also peek under one of the Kraken's coral tiles. This bonus is taken each time a player reaches the head space.



Example 2: Moving around the Kraken Tracken. On this turn, Yellow has picked up 2 green dice and 2 orange dice from the ocean board. He chooses to move green first. Green's creature moves one space and reaches the large space behind the Kraken's head (he ends his movement for this turn). Green now gets to free his next friend clockwise around the tentacles. He also gets to peek under one of the Kraken Coral tiles. Orange now moves two spaces (his first space jumps over yellow and blue).



Fig. 11 - The clam finishes here. The shark will move 1 space in its current direction.

4) MOVE THE SHARK

DUUM...DUM... DUUM..DUM.. DUUM.DUM. ETC

Back to the ocean board! At the end of each player's turn the shark moves. Each space has an adjacent shark number. Locate the shark number in the space your creature finished on this turn and move the shark this number of spaces, *fig 11*.

NOTE – remember shark movement has nothing to do with where the shark is – only where you have moved your creature to.

The shark moves in the direction it is facing (it only changes direction when the big wave breaks). It moves from space to space in a figure of 8 track around the board (it is hunting!). When it reaches near the halfway point of the board it always follows the route directly across to the other side of the board (there are shark routes marked on the board to help with this!) *fig 12*.

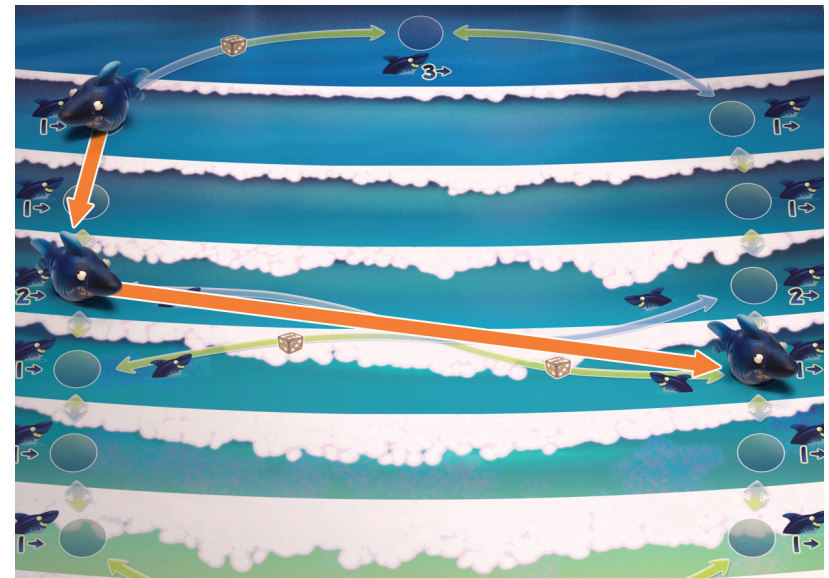


Fig. 12 - Once the shark reaches a shark route it follows this to the other side of the board.

If the shark encounters any of the player's creatures it simply eats them and continues its movement.

In this case:

- The shark still moves its full distance.

- A Skeleton token is placed on an empty space on the player's reef, *fig 13* (player's choice as to where). If you do not have any empty spaces remove a die from a storage space and place the Skeleton there. If you have no empty spaces left, disregard this step.

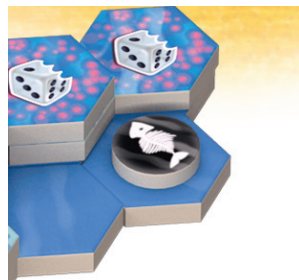


Fig. 13 - Skeleton on reef

- If both of a player's creatures are eaten they receive a Skeleton token for each creature (2 in total).
- The reef space with the Skeleton on it is now dead. Its symbol is no longer visible and it cannot be built on.
- The creature's long lost brother/sister then appears (err... the same creature piece just eaten) and is placed on the space at either end of the board (either the beach end or the deep sea end – player's choice).
- If the shark is in either of these end spaces then the new creature can still be placed in this space, but is considered to be behind the shark. Phew.

DICE SYMBOLS ON THE OCEAN BOARD

If the shark moves through a die symbol (one at the deep sea end, one at the beach end and one in each of the crossings) during its movement then a neutral die is placed on the big wave, *fig 14*. If there is no space available on the big wave, the die is simply not placed.

There is no effect if a player's creature moves through a die symbol. If there are no neutral dice left in the supply (unlikely but possible) then the player places one of their own dice on the big wave. It does not matter which direction a shark is moving when it crosses a die symbol.



Fig. 14 - If a shark moves through a die symbol on its movement a neutral die is placed onto the big wave.



THE WAVE BREAKS

Whenever the big wave reaches its limit it will crash onto the board at the end of the current player's turn.

The big wave is marked to show where the dice can be placed: 2 players = 9 spaces, 3 players = 12 spaces, 4 players = 15 spaces (use all).

The wave might fill up either because a) a player loads dice or b) if a neutral die has been loaded because of shark movement.

Note – if the wave is already full any excess dice are simply not loaded.

At the END of their turn (after shark movement in step 4), the current player crashes the full wave. This is done by gently pushing directly behind the wave until it overbalances and causes the dice to fall onto the board, *fig. 2*.

The following then occurs:

- The big wave is reset upright beside the board. Any dice that rolled completely off the board are now placed back onto the wave in current player order.
- If a die straddles 2 small waves on the board, it is moved into the small wave nearer the beach (even if it just touching the spray), *fig. 3*.
- The shark is turned around so it is now facing in the opposite direction. Gameplay tip - pay attention to this well before it happens!
- Players total the value of their dice on the board. They can choose one bonus up to the value of the total. They are free to choose a lower bonus if they prefer (note - there is no bonus during the setup wave). There is no bonus for scoring less than 3. The bonuses are shown in *fig 15*.



3 & OVER

Place 1 die on the big wave (from your supply).



7 & OVER

Place 2 dice on the big wave (from your supply).



12 & OVER

Move 2 spaces on the Kraken Tracken OR peek under 1 Kraken Coral.



16 & OVER

Remove all Skeletons from your reef AND peek under 1 Kraken Coral.



19 & OVER

Immediately free nearest friend (in a clockwise direction from the Kraken head space)

and take the corresponding Safe Place tile.



23 & OVER

Claim the Dolphin. Your creatures are immune to the Shark. Relinquish the Dolphin when the next Wave breaks.

Fig. 15 - Wave Bonuses.

For instance, on a roll of 18 the player could choose to take the bonus at 12+ (2 spaces on the Kraken) rather than removing their Skeletons (16+). The bonuses should be taken in player order, starting with the current player (the player who crashed the wave). This is important as movement on the Kraken Tracken can be dependent on where other creatures are placed. After all players have taken their bonus, the game continues. The turn passes to the next player in clockwise order as normal.

END OF GAME

Once a player has freed all of their friends, the Kraken has been defeated!

ALMOST FIN-ISHERD!

This may happen when a player eats food, immediately after a wave, or if a player has picked up dice from the board and caused another player's creature to reach the Kraken's head. After the active player has finished their turn, all players now get a final turn.

KRAKEN CORAL AND THE FINAL TURN

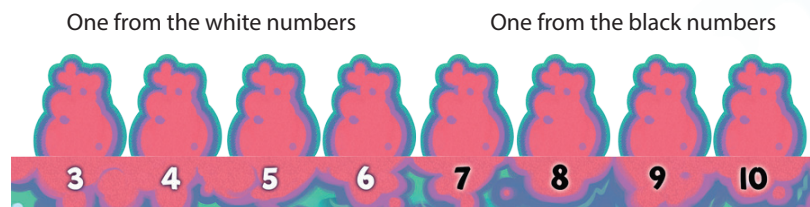
All players' creatures on the Kraken Tracken are lifted and placed next to the Kraken Coral tiles. All players will get 1 final turn (starting with the next player in normal turn order).

The players take their turns as normal (resolving a wave breaking as normal if this occurs). However, if they eat dice they may be able to gain Kraken Coral tiles. They may do this instead of freeing a friend (which they can still do if possible). There is no movement on the Kraken Tracken in the final turn.

On their final turn, players are allowed to pick up one tile from the white numbers (3-6) and one tile from the black numbers (7-10), see *example 3*. To do this they must eat the corresponding total of dice for each number (each number is treated separately). The tiles are picked up by the player and placed face-down in front of them.

They may look themselves, but cannot show to other players at this time (this increases the tench-un).

You may pick up



Example 3: Collecting Kraken Coral. Red eats two dice from the board and one from a storage tile on his final turn. The dice show 2, 3 and 6. His options for picking up two coral would be as follows: 2 and 9 (3+6) or 3 and 8 (6+2). If he just picked up a single coral, he would have a choice of 2,3,5(2+3),6,8(5+3) or 9(6+3).

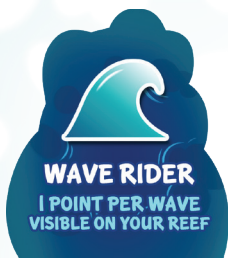
SCORING

Once all players have had a final turn, the game ends and the players count their points:

- a) Safe Place tiles = their printed value, PLUS
- b) Each Kraken Coral tile, *fig 16*. If a player has 2 of the same Kraken Coral tiles they still score for each of them.

The player with the highest points wins and may now do their victory squid dance. If you need to declare a sole winner, ties are broken in favor of the tied player in the following order:

1. The player with Poseidon's Trident
2. The player with the highest reef
3. The player with the fewest Skeletons
4. The highest value of Safe Place tiles
5. If this is still a tie then all non-tied players win for being bored out their minds while tied players try and work out the tiebreaker...



WAVE RIDER

1 point for each wave symbol visible on your reef (not built over and without a Skeleton token). The height of the symbol on the reef is irrelevant for this scoring.



SPEEDY FINS

1 point for each arrow symbol visible on your reef. The height of the symbol on the reef is irrelevant for this scoring.



BIG MOUTH

1 point for each eat symbol visible on your reef. The height of the symbol on the reef is irrelevant for this scoring.



GRAVEYARD

3 points if you have no Skeletons on your reef, otherwise -1 point for each Skeleton showing.



POSEIDON'S TRIDENT

A wild/joker. Choose to score as any of the other tiles.

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Rulebook The Lamont Brothers

Rulebook revision Dann May

Proofreading Jon Brunette

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Fragor Games

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Fig. 16 - Kraken Coral scoring

The Lamont Brothers

SUMMARY

ON YOUR TURN

1. You must build your reef OR load the wave.
2. You must move (only) one of your creatures.
3. You may pick up dice (and eat or store). Move other players on the Kraken Tracken if you picked up their dice.
4. Shark moves! Wave breaks if full.

Remember – you can ALWAYS move, eat and load wave at level 1 even if you do not have the appropriate symbol showing on your reef.

YOU CAN FREE A FRIEND IN 3 WAYS:

1. Eating dice (food).
2. Moving onto the Kraken head space on the Kraken Tracken.
3. Rolling 19+ when the wave crashes.

WHEN THE BIG WAVE BREAKS

1. Reset wave and put any dice that fell outside the board onto it.
2. Turn shark so it is facing the opposite direction.
3. Starting with the active player, take bonuses according to total of own dice on the ocean board.
4. Play continues with next player.

BIG WAVE BONUSES



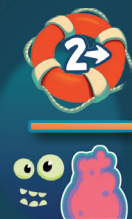
3 & OVER

Place 1 die on the big wave (from your supply).



7 & OVER

Place 2 dice on the big wave (from your supply).



12 & OVER

Move 2 spaces on the Kraken Tracken OR peek under 1 Kraken Coral.



16 & OVER

Remove all Skeletons from your reef AND peek under 1 Kraken Coral.



19 & OVER

Immediately free nearest friend (in a clockwise direction from the Kraken head space)

and take the corresponding Safe Place tile



23 & OVER

Claim the Dolphin. Your creatures are immune to the Shark. Relinquish the Dolphin when the next Wave breaks.

KRAKEN CORAL



WAVE RIDER

1 point for each wave symbol visible on your reef (not built over and no Skeleton token). Height irrelevant.



SPEEDY FINS

1 point for each arrow symbol visible on your reef. Height irrelevant.



BIG MOUTH

1 point for each eat symbol visible on your reef. Height irrelevant.



GRAVEYARD

3 points if you have no Skeletons on your reef, otherwise -1 point for each Skeleton showing.



POSEIDON'S TRIDENT

A wild/joker. Choose to score as any of the other tiles.