



Playing with "Pink Pirate"

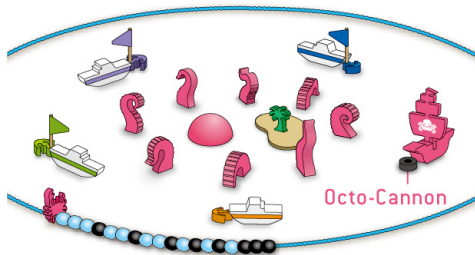
When playing with 5 players, use the additional treasure types. Refer to "When playing with 5 players."

(Components)



Order of Play

1. One player will play as the pink pirate. Set up the pirate ship as shown in the illustration. The "Octo-Cannon" should be placed adjacent to the pirate ship.
2. During the set up phase, place sets of ship + anchor (including the Pirate + Octopus Cannon) surrounding the tentacles, keeping an equal distance from one another. The rest of the setup is the same as the base rules, with the "Nameless Island" added.



The ships—including the Pirate ship—should be spaced evenly from one another during setup.

3. The non-pirate players decide playing order and choose ships according to the basic rules—the pirate player is always last in playing order.

The winning condition for the Pirate is similar—to collect 5 types of treasure—but their possible actions will be different.

What the Pink Pirate can do during a turn

Before flicking, move the Octo-Cannon.

The only action the Pirate can take during their turn is to flick the Octo-Cannon. They may move the Octo-Cannon to any location before flicking it, as long as it's adjacent to the pirate ship.

Once they've flicked the Octo-Cannon, they must move the pirate ship so that it's adjacent to the Octo-Cannon's new location. (As long as it's adjacent to the Octo-Cannon the pirate ship can be placed anywhere, and at any angle.)

Hit the Octopus Head with the Octo-Cannon

If the Pirate can hit the Octopus Head with the Octo-Cannon, they must move the ship and then play a single solo "Octopus Attack" (per the normal rules, without other players).

Note! Steal the Treasure!

When their Octopus Attack is successful, the Pirate can steal all of the toppled treasure and load it on the pirate ship. (If a toppled treasure type is already loaded on the pirate ship, the Pirate cannot steal that treasure—it should be left where it is in the ocean.)

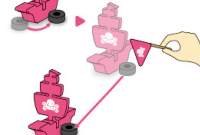
In addition to the Octopus Attack that the Pirate carries out during their own turn, they also participate in the normal "Octopus Attack" triggered by the Octo-Counter. In either case, the Pirate may steal treasure from a ship when an Attack is successful.

Caution! Don't move the Octo-Counter when the pirate steals a treasure

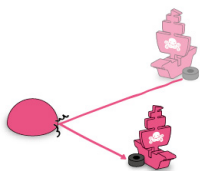
Don't move the Octo-Counter even if the pirate successfully steals a treasure (or when the pirate collects an island treasure). The Octo-Counter is only moved when a ship other than the pirate collects a treasure.

Move the Octo-Cannon

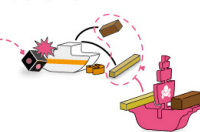
Flick the Octo-Cannon



Move the Ship

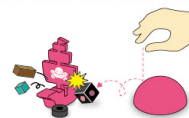


Load all the toppled treasure



The Pirate Can Also be Attacked!

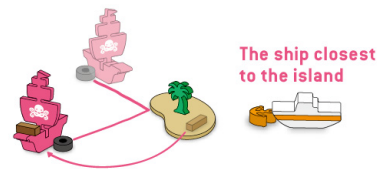
The Pirate also risks being attacked by the Octopus during an "Octopus Attack." The Pirate who has been attacked and had its treasure toppled will lose them like any other player, and must continue with whatever remains.



The Pirate May Collect Island Treasure

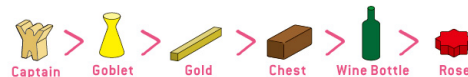
Like any other player, the Pirate may collect a treasure on the island if they are able to successfully hit it with the Octo-Cannon. However, if the Octo-Cannon is closest to the island compared to the other anchors, you may not collect the island treasure (it is okay to move the pirate ship only). There are no changes to the "Nameless Island" rules.

*When measuring the distance from the Octo-Cannon to the island, always measure it before you move the Octo-Cannon during a turn.



When Playing with 5 Players

When playing with 5 players (including the Pink Pirate), add the extra treasure types. Remove the "gem" type, and add the "rose" and "wine bottle" types, playing with 6 treasure types (24 pieces in total). The hierarchy of value will be as follows in this case.

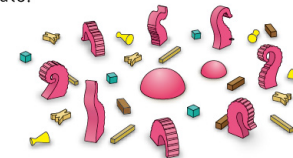


Other Rules about "Pink Pirate"

- ▶ If the flicked Octo-Cannon hits any ship (including the Pirate's) and topples its treasure, it should be placed back on that ship by whoever it belongs to.
- ▶ If the flicked Octo-Cannon hits the Octopus Head and then the Nameless Island, the Pirate may do both an Octopus Attack and collect the island treasure. The same is true in the reverse order (in which case the pirate collects the island treasure, and then plays an Octopus Attack).
- ▶ If the flicked Octo-Cannon goes out of the ocean area, the Pirate's navigation has failed. Keep the ship where it is, put the Octo-Cannon in its original location, and end the turn. Even if the Octo-Cannon hits the Octopus Head before going out, the turn ends without an Octopus Attack.
- ▶ If the flicked Octo-Cannon lands on the Nameless Island, collect the island treasure but keep the Octo-Cannon there, and move the pirate ship anywhere adjacent to the island. On the Pirate's next turn, they must flick it from where it is on the island.

Playing with "Small Octopus"

By adding the "Small Octopus" you can enjoy a more strategic version of the game, and the "Octopus Attacks" will be more intimidating moments. It is recommended to add this when playing with 2 players. You may also add it to the game along with the "Nameless Island" and the "Pink Pirate."



During setup, place the "Small Octopus" alongside the Octopus Head (aside from that the basic rules are the same as the base game).

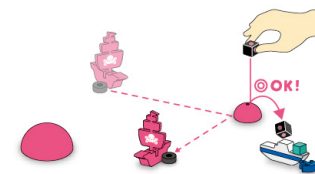
Drop the Ink Die during an "Octopus Attack"
You may drop it on either the Giant Octopus or the Small Octopus!

Move the Octopus Head!
You may move the Giant Octopus or the Small Octopus regardless of which Octopus Head you dropped the Ink Die onto.

When Playing with the Pink Pirate

If the Pirate hits the Octopus Head with the Octo Cannon, they must play a single solo "Octopus Attack" (Pg. 7). The Pirate may target either the Giant Octopus or the Small Octopus with their Cannon, but they may only drop the Ink Die onto whichever Octopus Head that was hit.

*If the Ink Die shows red, you may move either Octopus Head.



Other Rule about "Small Octopus"

- ▶ When returning treasure that went out of the ocean area, or a treasure invalidly flicked by a player, you may drop it onto either Octopus Head.

Game Design: Naotaka Shimamoto
Art Work: Yoshiaki Tomioka
Project Coordination: Nozomi Obinata
Game Development: Naotaka Shimamoto, Yoshiaki Tomioka, Nozomi Obinata, Masayuki Ikegami
English Rules Translation: Nozomi Obinata
English Rules Copyediting: Nick Suttner

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