

The Kraken's Lair

Destroy your enemies and escape the Kraken's Lair.

Number of players: 2-6

Ages: 10+

Play Time: 20-25 minutes

Components:

- Player Cards (6)
- Deck of Monster Cards (100)
- Deck of Mini boss Cards (8)
- Deck of Swordsman Cards (70)
- Deck of Gunsman Cards (70)
- Deck of Support Cards (70)
- Deck of Special Cards (70)
- Pebble Markers (3)

Story:

A crew of pirates are exploring new territory in the North Sea in search of lost treasure. When exploring, the pirate's ship was led into the Kraken's lair and the band of pirates got trapped. As they try to steal the treasure, the lair begins to collapse and flood. There are many enemies the crew will encounter, some of which have been thought to be myths.

Objective:

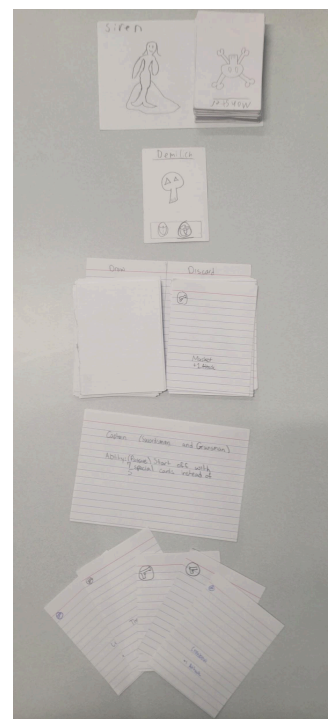
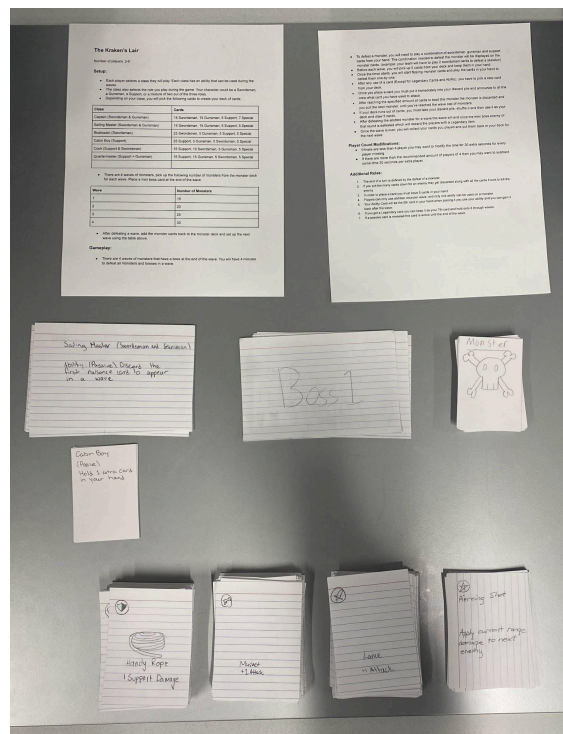
As a team defeat all the monsters in each wave within the time limit and make it to the kraken final boss.

Player Count Modifications:

- If there are less than 4 players, you may want to modify the time for 15 extra seconds for every player missing
- If there are more than the recommended amount of players of 4 then you may want to subtract 15 seconds per extra player

Setup:

- Each player selects a class. (Captain, Boatswain, Cook, etc) , this will select the role you play during the game. Your character could be a Swordsman, a Gunsman, a Support, or a mixture of two out of the three roles.
- Depending on your class, you will pick the following specified amount of cards **randomly** to create your deck:



Class	Cards	Abilities
Captain (Swordsman & Gunsman)	<ul style="list-style-type: none"> • Swordsman: 15 • Gunsman: 15 • Support: 5 • Special: 7 	(Passive) Captain's Cut: Start off with 7 special cards instead of 5
Cook (Support & Swordsman)	<ul style="list-style-type: none"> • Swordsman: 15 • Gunsman: 5 • Support: 15 • Special: 5 	(Active) Stinkpot: For a chosen damage type, each card of that damage type has +1 damage for the rest of the wave. (Two uses throughout the game)
Quartermaster (Support & Gunsman)	<ul style="list-style-type: none"> • Swordsman: 5 • Gunsman: 15 • Support: 15 • Special: 5 	(Active) Goodnights Rest: 15 seconds added to the timer, once per game, before the wave starts
Sailing Master (Gunsman)	<ul style="list-style-type: none"> • Swordsman: 5 • Gunsman: 25 • Support: 5 • Special: 5 	(Passive) Expert Sailing: Discard event card of choosing (Two uses throughout the game)
Boatswain (Swordsman)	<ul style="list-style-type: none"> • Swordsman: 25 • Gunsman: 5 • Support: 5 • Special: 5 	(Active) Strict Command: Gives x2 damage to a card played during the turn by either you or a teammate.
Cabin Boy (Support)	<ul style="list-style-type: none"> • Swordsman: 5 • Gunsman: 5 • Support: 25 • Special: 5 	(Passive) Extra Hand: Hold 2 extra card in your hand

(Player Card Instructions and advice)



Swordsman

Support



Special

Gunsman



Gameplay:

- Before each wave, you will shuffle your deck and pick up 5 cards from the top of your deck.
- You can place multiple cards at once but before attacking the next monster you must have 5 cards in your hand
- Once you place a card you must announce to the crew what card you have used to attack and then after the monster has been defeated, place your used cards into your specific discard pile.
- If in combat, the player can choose to discard cards if they don't have a desired one to use
- The player can discard and pick up as many cards during combat as they would like, but their hand can only have a maximum of 5 cards at a time (except for Cabin Boy)
- If your deck runs out of cards, you must take your discard pile, shuffle it and then use it as your deck and draw 5 cards
- Passive abilities will be active at all times. Active abilities can be used by the amount specified on the player card.
- Shuffle the monster deck before you reveal the first card and you can take the top of the monster deck and split it into the amount of cards needed for the wave.
- There are 4 waves of monsters that have a boss at the end of the wave. You will have 4 minutes to defeat all monsters and bosses in a wave. Each monster represents a turn in a wave.

Wave	Number of Monsters
1	15
2	20
3	25
4	30

***TIP:** To increase the difficulty, try adding 5 or 10 monsters to each wave!

- To defeat a monster, you will need to play a combination of swordsman, gunsman and support cards from your hand. The combination needed to defeat the monster will be displayed on the monster cards. If you put a surplus of cards down, they will get discarded along with all the cards it took to defeat the enemy.
- Inside the monster deck there are also event cards. These cards can affect the crew in many ways such as adding or subtracting the time. These effects will last the entire wave.
- Once the timer starts, you will start flipping monster cards and play the cards in your hand to defeat them one-by-one.
- After reaching the specified amount of cards to beat this monster, the monster is discarded and you pull the next monster until you've reached the wave cap of monsters.
- After defeating the allotted monsters for a wave the wave will end once the mini boss enemy of that round is defeated.
- To keep track of the damage done to the mini boss there will be 3 tokens used to track the health left on the mini boss.
- If the timer runs out, you lose and you must restart the game from wave 1.
- If the wave is successfully defeated, you will collect all (in both the deck and discard piles) of your cards and shuffle for the next wave.

- To move onto the next wave, reshuffle the monster deck and then select new cards from the monster deck and restart this process until you defeat the 4th wave

Kraken

- After defeating the 4 waves of enemies, you will face off against the Kraken. The Kraken has 5 pairs of tentacles (legs) and a head that you will fight against.
- You will fight each pair of tentacles one at a time, just like the enemy waves
- The time for the Kraken wave will be 4 minutes (follow the additional notes for monster waves if you are missing players)
- Each pair will have health similar to that of a miniboss
- After defeating the tentacles, you will fight against the head of the kraken which has a large amount of stats
- If the players run out of time, they lose and must restart from the beginning
- Once the Kraken is fully defeated, players win the game!

