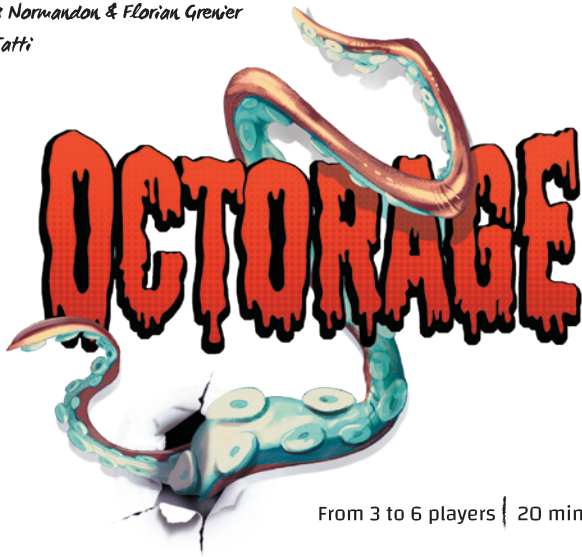




Nicolas Normandon & Florian Grenier



Bruno Tatti



From 3 to 6 players | 20 minutes

You play as mercenaries who came to plunder the jungle of its forgotten treasures. Refusing to believe local legends, you woke up the Octoman. Your treasure hunt then turns into a nightmare. Run for your life!

To survive this bloodthirsty monster, manage your weapons to the best of your abilities, give up your treasures if necessary and lure it onto your companions of misfortune!

Components list

A. 37 Weapon cards numbered from 1 to 12

14 Machete cards (values 1, 2, 3, 4, 5)

9 Gun cards (values 6, 7, 9)

5 Octopus Pheromone cards (Value 8)

6 Submachine gun cards (Values 10 and 11)

3 Dynamite cards (value 12)

B. 5 Dodge cards

C. 5 Cursed treasure cards

D. 6 Character cards (double-sided)

E. 30 Health tokens

F. 1 Rage board

G. 1 Rage marker

H. 1 Turn Direction card (double sided)

I. 1 Octoman card



Game Setup & how to play

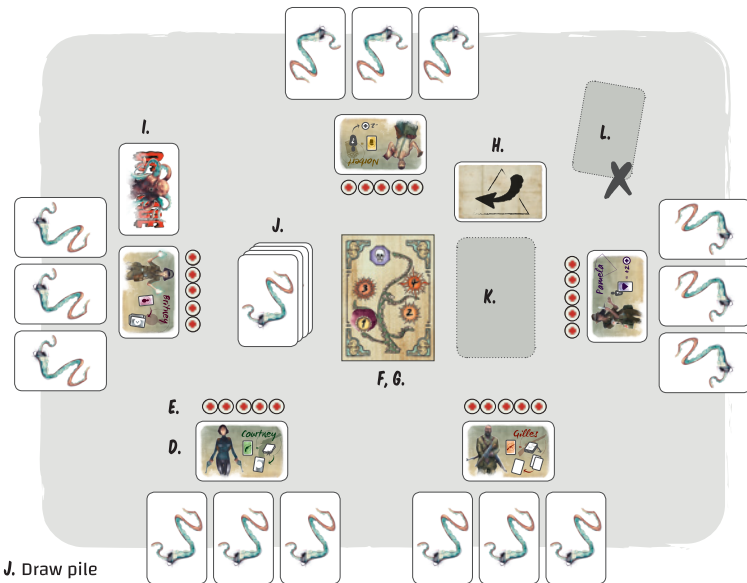
- Each player chooses or draws a character and places said character in front of them, Power side visible. Each character has a power (see **Characters Powers**).
- The youngest player takes the Octoman card and places it in front of him. The Rage board is placed in the center of the table, as well as the Turn Direction card, on any side.

A game of OctoRage takes place in several rounds:

- A round ends when only one player remains alive. This player then wins the round. As soon as a player wins 2 rounds, he wins the game.
- Each round is divided into several turns.
- A turn ends when a player is attacked by the Octoman.

At the beginning of each round:

- Each player takes 5 Health tokens and draws 3 cards (4 in a 3 and 4 players game).
- The Rage marker is placed on level 1 of the Rage board.
- The player with the Octoman card becomes the active player and starts the round.



J. Draw pile
K. Game area
L. Discard

Round progress

During his turn, the active player may:

1.

Either repel the Octoman
by playing a card,

2.

or get attacked by the Octoman
and lose Health points.

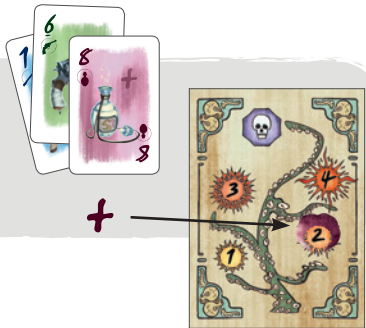
1. If the active player repels the Octoman,
he must play a Weapon, **Dodge** or **Cursed Treasure** card.

• If he plays a Weapon card •



The card's value must be greater
or equal to the last Weapon card played.

Important If a Octopus Pheromone
card (value 8) is played: the rage
of the Octoman is immediately
increased by 1. If the Octoman
is already at its maximum level
of rage, the marker is not moved.

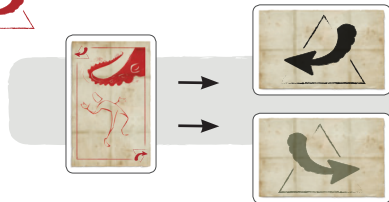


The Weapon cards played remain
in the center of the playing area (K.)
and are not discarded immediately.

• If he plays a Dodge card •



The Turn Direction card is flipped
to its opposite side.
Dodge cards are placed directly
in the discard pile (L.).

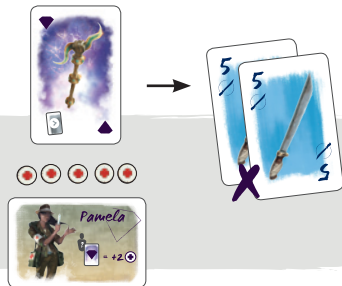


• If he plays a Cursed Treasure card •

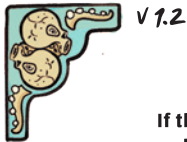


He places this card in front of another
player who suffers the associated
curse as long as this card remains
in front of him (see **Treasures & Curses**).

Norbert sends a Cursed Treasure,
the Scepter, to Pamela. She will now
only be able to play weapons of higher
value than those already played
as long as the treasure is in front of her.



Then it is up to the next player according to the Turn Direction card to be
the active player.



2.

If the active player can't or doesn't want to play a card, he is attacked by the Octoman and the turn ends.

- The **attacked player** loses as many Health tokens as **the Rage value** of the Octoman and **takes the Octoman card** in front of him.
- The Health tokens are placed next to the Rage board.
- All Weapon cards played in the playing area are discarded.
- All players who still have Health tokens draw a card. If a player has no more cards in hand, he draws two.



If the Octoman is at its maximum level of rage, the player loses all his Health tokens.

If the attacked player loses his last Health token, he is eliminated from the round.

- He places all his cards (those in hand and the treasure he has in front of him) in the discard pile, then the Octoman card is given to the next player, according to the Turn Direction card.

As soon as the draw pile is empty, shuffle the discard pile to form a new draw pile.



The player with the Octoman card in front of him becomes the active player and starts a new turn.



End of a Round

A round ends when there is only one player alive (the only player who still has Health tokens). All Weapon, Cursed Treasure, and Dodge cards are shuffled to form a new draw pile.

A. The winner of the round then flips his character to its Victory side.

Start a new round (see **At the beginning of each round**). He will not be able to use his power anymore.

B. If his character was already on its Victory side, that player wins the game.



Treasures & Curses

When a player plays a Cursed Treasure card, he places it in front of the player of his choosing. This player suffers the corresponding curse:

The Statuette of the Sun God



The cursed player loses a Health token each time he plays a Dodge card. If the player loses his last Health token by playing a Dodge card, he is eliminated from the round; he discards the cards he has in hand and the treasures placed in front of him. The turn then continues normally, without the eliminated player.

The jewels of the Octopus God

The cursed player can no longer play a Cursed Treasure card. If he picks it up or has it in hand, he cannot use it and must keep it in his hand (but he can discard it if he is cursed by the Gold Skull).



The Sacrificial Scepter

The cursed player can only play Weapon cards strictly greater than the last one played.



The Gold Skull

The cursed player can never have more than 2 cards in his hand. If he has more than 2 cards in hand when he is cursed by this treasure, he must immediately discard the surplus. He can draw cards (end of a turn or action of a character) but must immediately discard cards (of his choosing) in order to keep only two cards in hand.



The Emerald Crown

Whenever a Dynamite (Weapon 12 card) is played, the cursed player loses a Health token. If he loses his last Health token because of a Dynamite card played, he is eliminated from the round; he discards the cards from his hand and the treasures placed in front of him. The turn then continues normally, without the eliminated player.



All curses make survival harder. If you feel that a curse is too violent or too punishing, you can freely remove it from the card deck and leave it in the box before playing.

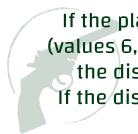
Characters Powers

Players can use their character's power each turn. The power of characters has priority over rules and curses.



José

If the player who plays José plays a Machete Weapon card (values 1, 2, 3, 4, 5), he chooses a player and steals a random card from his hand.



Courtney

If the player who plays Courtney plays a Gun card (values 6, 7, 9), he can choose a Weapon card from the discard pile and add it to his hand of cards. If the discard is empty, the power does not apply.



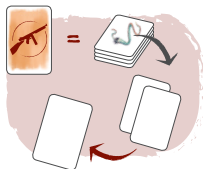
Britney

The player who plays Britney can still play a Octopus Pheromone Weapon card (value 8) regardless of the last Weapon card played. Even if she is cursed by the Scepter Treasure.

Britney can play a card with a value of 8 because her power allows her to play it as a wildcard. The next player will then have to play a card of equal or greater value than 8.



Gilles



When the player who plays Gilles plays a Submachine gun Weapon card (values 10, 11) he can look at the first 2 cards of the draw pile and keep one. The other is discarded.

Norbert



If the player who plays Norbert plays a Dynamite Weapon card (value 12), he must choose a player who will lose 2 Health tokens. If the target player loses his last Health token because of Norbert's power, he is eliminated from the round; he discards the cards from his hand and the treasures placed in front of him. The turn then continues normally, without the eliminated player.

Pamela



The player who plays Pamela regains 2 Health tokens when a player (including Pamela) plays a Cursed Treasure card. Pamela can never have more than 5 Health tokens.

• Credits •

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