Titus Tentacle

A wildly turbulent fun die game for 2-4 daring pirates ages 4-99.

Author: Leo Colovini
Illustrations: Paletti Grafik
Length of the game: approx. 20 minutes

Pirates and buccaneers get ready to set sail for a faraway island said to hold a hidden treasure of immense wealth. But beware of the giant octopus that is guarding it. Everyday Titus Tentacle scares off the brazen little pirate monkeys who are out to steal his gold coins. Be careful to sail clear of Titus Tentacle, because if he does catch you, he will stretch out his long octopus arms and knock everything over within his reach.

Contents

1 deep sea game board, 1 Titus Tentacle octopus, 8 ships (2 ships per color), 9 coins, 1 color die, 2 rock island cards

Getting started

Setting up Titus Tentacle is easy, all you have to do is:
- lift the game board along with Titus Tentacle and the ock island cards out of the game box,
- remove the pirate ships, coins and color die,
- re-insert the game board into the box,
- insert the rock island cards into their slots and Titus Tentacle into the hole at the center of the game board,
- put both of your same-colored ships on the starting position and all coins on the treasure island, and
- have the color die ready.

Leave the unused ships in the game box. Now you are ready to play!

color wave spaces

treasure island

starting square

How to Play

Take turns in a clockwise direction. Whoever has the longest arms gets to roll the color die first, move one of his ships along on the colored wavy waters around the octopus and continue ahead towards the treasure island.

Rules for Moving your Ship
- Always move your ship, in the direction of the arrow, to the next free color wave as shown on the color die.
- No more than one ship may occupy a color wave space at any one time.
- If there are no more matching color waves to move to that are ahead of your ship, then you are lucky and can move your ship all the way to the treasure island (see **Treasure Island**)
- If you roll the color red, you have to wake up Titus Tentacle! Move your ship forward and perform the Titus Tentacle action (see **Titus Tentacle**).

Then it's the next player's turn.

Titus Tentacle
If you roll red and disturb **Titus Tentacle**:
- Randomly turn the **Titus Tentacle** to where you think you'd like him. The goal is to make his long octopus tentacle arms knock over as many enemy ships as possible. Note: Ships protected behind the cut-out rocks will always be safe from Titus's reach.
- Press down quickly on **Titus Tentacle's** head! This will make him extend his arms and knock out pirate ships from their color wave spaces.
- If a ship has been hit and is lying completely or partially on the game board or even it falls off the board, it must then be moved back to the beginning of the game at the starting position.
- Ships that have been tipped over or pushed just slightly out of position, but are **not** touching the lower part of the game board (off the color waves) may be turned upright again back onto their colored wave spaces.

Treasure Island
If your pirate ship reaches the treasure island you are lucky; you now earn the right to dock your ship and take a coin. Then allow your pirate ship to gently drift back to the starting position. You do not need to roll the die. It is then the next player's turn.

End of game

The first player to collect three coins from treasure island wins the game and has thus earned the title: King of the Pirates.