

KANE KLENKO

DEAD MEN TELL NO TALES

THE KRAKEN

At first, all I could feel was vibrations in my feet, then, a low rumble that seemed to shake the entire ship. It grew louder until it was almost deafening. The ship lurched to one side, and I instinctively reached for the nearest post—despite the flames that crawled up it. There was a screeching sound that seemed to come from everywhere... And then I was on my back. The wood

splintered as it crashed around me. The room flooded with water. Then I saw it: a tentacle the size of a ship's mast crashed through the room, obliterating everything in sight.

But I was ready for this! I knew the kraken was in these waters. So I took up my axe and pushed my way toward the treasure...

COMPONENTS



1 Kraken Figure



10 Tentacles



5 Tentacle Ends



1 Kraken Board



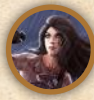
1 Kraken Strength Token



1 Kraken Health Token



1 Cannonball Sandy Pirate Mini



1 Cannonball Sandy Pirate Token



1 Cannonball Sandy Pirate Meeple



5 Deckhands



7 Deckhand Leaders



1 Red Cloth Bag



8 Cannons



1 Cannon Die



12 Adrenaline Tokens



6 Trapdoor Tokens (closed back sides. To replace the ones in the base game)

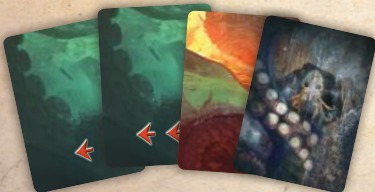


5 Action Tokens



6 Exploded Barrel Tokens

12 Cards



4 Kraken Cards



1 Axe Item Card



2 Character Cards (Sandy & a New Black Gus Garrett)



5 Kraken Player Aids

Setup

Add the following steps to the normal setup for *Dead Men Tell No Tales*:

1. Include the Axe Item Card when shuffling and dealing out the Item Cards.
2. Before shuffling and dealing out the Character Cards, replace the Black Gus Garrett card from the base set with the new version and add the Cannonball Sandy card.
3. Each player takes a stack of **6 Action Tokens** instead of 5 (Lydia Lamore gets 7 instead of 6).
4. Shuffle the Adrenaline Tokens and place them face down in a pile to the side.
5. Put all of the Deckhands from the base game and the expansion, including the new Deckhand Leaders, together in the red bag.
6. Remove all of the Trapdoor Tokens from the base game and replace them with the new Trapdoor Tokens. *The old tokens have the same image on both sides, while the new ones have an open trapdoor on one side and a closed trapdoor on the other side.*
7. Place the Tentacles and the Tentacle Ends to the side in two separate piles.
8. Place the Kraken Board to one side, with the Kraken Strength Token on the “10” space of the Kraken Strength Track. (For an easier game, you can start it on the “8” or “9” space. For a more difficult game, start with the token on a higher space.)
Place the Kraken Health Token on the “5” space of the Kraken Health Track. (For an easier game, place it on the “4.” For a more difficult game, place it on the “6” or “7.”)
Set the Kraken figure by the Kraken Board for now.
9. Shuffle the Kraken Cards and place them face down next to the Skelit’s Revenge Cards.
10. Place the Exploded Barrel Tokens, the Cannons, and the Cannon Die with the other dice and the Dinghy Card
11. Give each player a Kraken Player Aide (in addition to the Player Aid from the base game).

Playing the Game

When playing with *The Kraken*, the gameplay remains the same as *Dead Men Tell No Tales*, with the following exceptions:

A new threat has emerged from the sea! In order to win the game, in addition to getting the treasure and your pirates off the ship, you must ALSO kill the Kraken. If the Kraken destroys the ship or pulls it underwater, you lose the game (see “The Kraken Attacks” on page xx)!

Note: These rules will refer to “columns” of the ship. A column is a series of rooms in a line running away from the starting tile with the dinghies. The entire side of the ship with the entrance is referred to as the “front” of the ship. The opposite side is called the “rear” of the ship.

Player Turns

Your turn is now divided into **four steps** as follows:

1. **Search the Ship**
Draw a tile and add it to the ship as in the base game, with a couple new rules for Trapdoors and Deckhands
2. **Take Pirate Actions**
Take actions with your Pirate as in the base game, but with four new ways to spend Action Tokens
3. **Skelit’s Revenge**
As in the base game, except for the changes to Trapdoors and Deckhands and the new Exploded Barrel Tokens
4. **The Kraken Attacks**
Draw the top Kraken card and follow the instructions—except during the first round

Trapdoors and Deckhands

The *Kraken* introduces new Trapdoor Tokens and new Deckhand Leaders. There are a couple new rules that apply to these new features:

Trapdoors: The new Trapdoor Tokens are different on the two sides. On one side, they show an open Trapdoor like the tokens in the base game. On the other side, they show a closed Trapdoor.



Important: When a Trapdoor Token is drawn from the bag, it is **always** placed on the board with the **open side up**.

During your turn, as an action, your Pirate can close a Trapdoor in the same room, flipping the token over to the closed side (see page **xx**). This will temporarily slow down the flow of Deckhands onto the ship. Any time you would normally **add** Deckhands to a room with a closed Trapdoor or **spread out** Deckhands from a room with a closed Trapdoor, no new Deckhands are added to the ship. Instead, flip the Trapdoor Token over to the open side.

Example: On his turn, Black Gus Garrett spends an action to close a Trapdoor. He flips the token from its open side to its closed side. At the end of his turn, the Skelit's Revenge Card instructs him to add a Deckhand to every room with a Trapdoor. Since this room has a closed Trapdoor, instead of adding a Deckhand, Gus must flip the token back over to the open side.

Deckhand Leaders: Any time you need to add Deckhands to the ship (when searching the ship or instructed to by a Skelit's Revenge card, for example), draw the Deckhands needed from the **red** bag, one at a time. If you draw a red Deckhand Leader, add it to the room as normal **then draw another Deckhand** from the bag and add it to the same room. Continue this process until you draw a regular (white) Deckhand.



Example: In another room, there's an open Trapdoor, so Gus has to add a Deckhand to that room. He pulls a Deckhand Leader from the bag, so he draws again: another Leader! His third draw, thankfully, is a regular Deckhand. He places all three Deckhands (two red and one white) in the room with the open Trapdoor.

The Tentacles

The Kraken's Tentacles can cause problems for the Pirates and for the ship, but fear not because you can chop away at them!

Note: Any rule or effect that refers to "Tentacles" applies to both Tentacles **and** Tentacle ends, unless specified otherwise.

- If a Pirate **enters** a room with Tentacles, they gain **one additional Fatigue** for each Tentacle in the room.
- If you need to place a Tentacle (or End) when the Kraken attacks but there are none remaining, the ship is pulled under and you lose the game.
- A Pirate can chop the Tentacles if they are in the same room (see "Chopping Tentacles" on page **xx**).



New Pirate Actions

There are four new ways to spend Action Tokens during the Take Pirate Actions step of your turn, in addition to all the choices in the base game. The new actions are:



- Loading a Cannon
- Closing a Trapdoor
- Chopping Tentacles
- Attackin' the Kraken

Loading a Cannon:

You may spend **one** Action Token to load **one** Cannon in the **column** your Pirate is in. Simply take a Cannon and place it at the front of the ship next to that column.



There is no limit to the number of Cannons that can be loaded in the same column. However, there can only be **eight Cannons** loaded at any one time.

Loaded Cannons can be used to increase your Battle Strength when Attackin' the Kraken, which is explained in more detail below.

Closing a Trapdoor:

If your Pirate is in a room with a Trapdoor Token, you may spend **one** Action Token to close that Trapdoor. Flip the Trapdoor Token over so the closed side is up.

The Trapdoor Icon printed on the starting tile can never be closed.

Chopping Tentacles:

If your Pirate is in a room with one or more Tentacles (or a Tentacle End), you can spend **one** Action Token to try to chop off the Tentacles and force the Kraken to release that part of the ship. To chop a Tentacle, follow these steps:

1. Count the number of Tentacle pieces in the **entire column** your Pirate is in (including Ends). This is the Battle Strength for the Tentacles.
2. Roll the Battle Die and add up your Battle Strength, just like you do when battling Skeleton Crew (add any modifiers from your Item Cards and your Battle Track, if you choose to use it):
 - If your Battle Strength is **greater than or equal to** the Tentacles' Battle Strength, you successfully chop off **all** the Tentacles in your column (including the Ends): return them to the supply. As a reward, you also draw two random Adrenaline Tokens from

the supply, choose one to keep, and return the other face down (see "Adrenaline Tokens" on page xx).

- If your Battle Strength is **less than** the Tentacle's Battle Strength, you have failed to chop off the Tentacles. Your Pirate gains **one Fatigue** for the failed attempt.

Example: Crimson Flynn decides to do something about the Tentacle in his room. There are four Tentacles and a Tentacle End in Flynn's column, so the Tentacles have a Battle Strength of 5. Flynn rolls the Battle Die and gets a "3." He has the Sword Item Card, which gives him +1, for a total of 4. That's not enough to chop the Tentacles, so he would gain 1 Fatigue Level unless he spends the +2 from his Battle Track. Flynn decides it's worth it, so he resets his Battle Track to 0 and removes all five Tentacle parts from the ship. He'll also get an Adrenaline Token.

Attackin' The Kraken:

In order to win, the Pirates must defeat the Kraken. In order to beat the sea monster, you must attack it. You may attack the Kraken on your turn by spending **one** Action Token. Unlike other actions, you can **only** attack the Kraken **once each turn**, whether you are successful or not.

You can only attack the Kraken if your Pirate is in a room at the **rear** of the ship—that is, in the room that is the furthest away from the front of the ship in its column.

Attackin' the Kraken is similar to battling Guards or Skeleton Crew (or chopping Tentacles): You roll the Battle Die to determine your Battle Strength and compare it to the Kraken's Battle Strength. When you attack the Kraken, follow these steps:

1. Determine the Kraken's Battle Strength: Take the value from the Kraken Strength Track and add the distance between the column the Pirate is attacking from and the column the Kraken is next to.

Example: Cobalt Kallen is attacking the Kraken. He can attack it since he is in the rearmost room of his column. The Kraken currently has a Strength of 11, but it is 3 columns away so Kallen will need a total Battle Strength of at least 14 to hit the Kraken.

2. Decide if you're going to use the Cannons: If there is at least one **loaded** Cannon in the same column as your Pirate, you may fire the Cannons. If you do, discard **one** Cannon from your Pirate's column and take the Cannon Die.



Important: You must decide if you are going to fire the Cannons **before** you roll the Battle Die!

Example: There are two loaded Cannons in Kallen's row, so he decides to go ahead and fire the Cannons. He discards one Cannon and takes the Cannon Die.

3. Roll the Battle Die. If you fired the Cannons, roll the Cannon Die also and **add** the value on the two dice together. Then determine your Battle Strength by adding any normal modifiers you may have (from Item Cards, Battle Track, etc.).

Example: Kallen rolls the Battle Die and the Cannon Die. He gets a "5" on the Battle Die and a "2" on the Cannon Die, for a total of 7 on the dice. His Battle Track is at +4 and he is carrying the Axe, which brings his total Battle Strength to 13 (5+2+4+2). Sadly this is not enough to beat the Kraken.

4. Keep Firing! If your Battle Strength is not high enough, and there is another **already loaded** Cannon in your Pirate's column, you may discard another Cannon to re-roll the Cannon Die (only). You must accept the result of the re-roll, but you can discard another Cannon to re-roll again, if possible.

Important: Once your attack on the Kraken has begun, you **cannot** interrupt it to spend Action Tokens to take any other action.

Example: Fortunately, there is another loaded Cannon in Kallen's column so he can re-roll the Cannon Die. He discards the second Cannon and rolls the die again...

5. If your final Battle Strength total is **greater than or equal to** the Kraken's Battle Strength, you have successfully hit the Kraken.
- Move the Kraken's Health Token down **one space** on the Kraken Health Track.
 - Move the Kraken's Strength Token down **one space** on the Kraken Strength Track.
 - Draw two random Adrenaline Tokens from the supply, choose one to keep and return the other face down to the supply.
 - Draw the top Kraken card and immediately follow its instructions (see "The Kraken Attacks" on page xx).

6. If your final Battle Strength is **less than** the Kraken's Battle Strength, you lose the battle!
- Your Fatigue Level goes up the *difference* between your Battle Strength and that of the Kraken. As with battling Guards and Skeleton Crew, you may choose to lower your Battle Track to increase your Battle Strength so you take less Fatigue.
 - Draw the top Kraken card and immediately follow its instructions (see "The Kraken Attacks" on page xx).

Example: It turns out that Kallen is a terrible shot: He rolled a "1" on the Cannon Die re-roll, which gives him a total Battle Strength of only 12 (5+1+4+2). He really wants to keep his Battle Track at +4, so he chooses not to use it now, which reduces his Battle Strength to 8 (5+1+2). Since the Kraken has a Battle Strength of 14, Kallen gains 6 Fatigue (14-8). Then he flips over the top card of the Kraken deck, and the Kraken moves further away.



Killing the Kraken:

If you reduce the Kraken's Health to the last space on the Kraken Health Track, you have defeated the Kraken! Remove the Kraken figure and the Kraken cards from play. For the rest of the game, you don't have to draw any Kraken cards.

Even if the Kraken has been defeated, the Tentacles remain on the ship until they are chopped off (see "Chopping Tentacles" on page xx).

The Kraken Attacks

Starting at the end of the last player's first turn (so after the third player's first turn in a three-player game), **after** resolving the Skelit's Revenge Card, the Kraken appears: Place the Kraken figure at the rear of the ship, next to the column that includes the entrance. Then turn over the top Kraken card and follow its instructions.

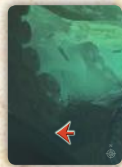
From now on, until the Kraken is defeated (or the players lose the game), at the end of each player's turn they must reveal and resolve a Kraken Card (after resolving the Skelit's Revenge Card for their turn).

The Kraken Cards will either cause the Kraken to move or attack:

Moving the Kraken:

If the Kraken Card shows the Kraken moving:

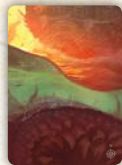
- Move the Kraken the indicated number of spaces, in the direction of the arrow on the card.
- The Kraken **always** stays at the rear edge of the ship.
- If the Kraken reaches the last column of the ship but still needs to continue moving, then it "dives" under water and comes back up on the other side.



Tentacle Attack:

If the Kraken Card shows the Kraken attacking, follow these steps in order:

1. Place a Tentacle in **every room** in the column next to the Kraken figure, except for the last room of that column (at the front of the ship).
2. Place a Tentacle End in the last room of that column.
3. **Lower** the Fire Level in each room that received a new Tentacle (including the End) **by one**.
4. If any Pirate is in a room that receives a new Tentacle (or End), they gain **two Fatigue**.
5. Increase the Kraken's Strength by one (on the Kraken Strength Track).
6. **Shuffle all four Kraken cards** and create a new Kraken deck. (This way, the Kraken will always attack at least once every four turns.)



Important: If you need to place a Tentacle or Tentacle End but there are none left, the Kraken pulls the ship under the waves and you immediately lose the game! Have a nice time in Davey Jones' Locker.

Recovering Treasures: It is said that the Kraken is drawn to the curse that surrounds the *Skelit's Revenge*. Whether that is true or not can't be said, but each time a Treasure is successfully removed from the ship the Kraken gets weaker. Any time a player successfully carries a Treasure off the ship, reduce the Kraken's **Strength** by one (its Health is not affected).

Adrenaline Tokens

Fighting undead seamen is one thing, but fighting a legendary sea monster really gets your heart pumping! In the game, this is represented by the Adrenaline Tokens.



Any time a Pirate successfully chops off Tentacles or hits the Kraken, they get to draw **two Adrenaline Tokens** from the supply. Look at the tokens, keep the one you want, and return the other to the supply. **Always mix up the Adrenaline Tokens in the supply every time you return a token there.**

Adrenaline Tokens are one-use abilities that you can use on **any player's turn**—yours or another player's—during the Pirate Actions step. When used, Adrenaline Tokens are **discarded out of the game**—do not return them to the supply. Adrenaline Tokens do not cost an action to use, and there is no limit to the number of Adrenaline Tokens you can have at one time (other than the supply in the game, which is limited!).

Exploded Barrel Tokens

The Kraken includes a set of Exploded Barrel Tokens. These tokens don't really have anything to do with the new expansion rules. Instead, they are provided as an easier way to track when a Powder Keg has exploded. Instead of placing the room's Fire Die on the Powder Keg icon, place an Exploded Barrel token on it. That way you can remember that the Keg has already exploded, even if the fire in that room is later put out.



There is no limit to the number of Tentacles that can be in the same room. If the Kraken attacks the same column again, place additional Tentacles in those rooms (including a new End).

A Tale of Glory (The End of the Game)

How to Win

In order to win the game when playing with the Kraken, you must kill the Kraken in addition to looting the needed Treasure and getting all of your Pirates off the ship.

How to Lose

Besides all of the ways you can lose in the base game, you can also lose in the following ways:

Pulled Below: If you need to place a Tentacle or Tentacle End and there are none remaining, the Kraken pulls the ship under the sea, and you lose the game.

Pulled Apart: If you need to increase the Kraken's Strength but it is already in the top space of the Kraken Strength Track, the Kraken deals a crushing blow that destroys the ship, and you lose the game.

New Character Cards

There are two new Character cards in this expansion:

Cannonball Sandy:

Sandy can re-roll the Cannon Die once for free when she attacks the Kraken. Also, she can fire Cannons from **any** column, not only the column she is in.



Black Gus Garrett:

This card replaces the Black Gus Garrett card from the base game. When using this card, he may re-roll the Battle Die once each time he fights a Skeleton Crew, Guard, or the Kraken, or when he chops Tentacles.



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