



Deep in the ocean lives a strange and mysterious creature. The only thing we know about it is that it has amazingly colorful tentacles! Scientists have made several expeditions, but they've never managed to photograph this creature, which they've named Tentacolor.

They're relying on you, intrepid explorer! Dive to the ocean's depths, find Tentacolor, and take photos of its beautiful tentacles. You'll need to be smarter than the other explorers, since only one of you can photograph Tentacolor in its entirety!

contents

65 expedition cards including:



60 Tentacle cards



1 Lead Explorer card



4 tentacolor cards



4 Tip cards

goal of the game

The first player to play a series of 5 consecutive cards with the same color on their tentacle wins the game (6 in a 2-player game).

gameplay Overview

On your turn, you must take the following three actions in order:

- 1 DRAW A TENTACLE CARD
- 2 ADD A TENTACLE TO THE CREATURE
- 3 GIVE A CARD TO YOUR NEIGHBOR

Players take turns going to the left.

DRAW A TENTACLE CARD

Draw 1 Tentacle card and add it to your hand without showing it to the other players.

ADD A TENTACLE

Choose 1 of the 3 cards in your hand and add it to your tentacle, following the color rules. Each Tentacle card has two colors, but only one is used when completing your series of cards.

example

Adrien plays 1 yellow/green (a) Tentacle card on his first turn. On his next turn, he plays 1 yellow/orange (b) Tentacle card. These two cards make a series since they have a matching color: yellow!



You **must** always play a card. You can never pass your turn! Sometimes you may not be able to play a card that continues your current series. In this case, you must play one of the cards in your hand and start a new color series on your tentacle.

Explorer tip. If you have to start a new series, try to play a card that matches one of the colors on your previous card. This way you already have 2 matching colors in a row!

example

Adrien has already played 1 yellow/green card and 1 yellow/orange card next to each other. He doesn't have any more yellow cards in his hand, so he has to play a card with a different color. He decides to play an orange/blue card to start a new series of orange cards!



GIVE A CARD TO YOUR NEIGHBOR

After you add a card to your Tentacle, **choose 1** of the 2 cards still in your hand and give it to the player to your left. You should only have **one card** left in your hand at the end of your turn.

Explorer tip: Look at the color series your neighbor is working on before giving them a card!

Encounter cards

Sometimes curious animals will be drawn to Tentacolor and appear on certain Tentacle cards. Watch out for **sharks**, **schools of fish**, or even a **rare specimen!** These are Encounter cards. When you play an Encounter card, immediately apply its effect:



Shark: *Oh no, a shark! What do they want? Just in case, we better move away. Remove **the last card** one of your opponents played. This card is returned to the box.*

School of fish: *These fish swim in a group. More and more are coming, we can't see much anymore...*

Choose another player. They discard the card in their hand and immediately draw 1 new card.



Rare specimen: *This fish has so many beautiful colors! Take a photo of it to add to your collection. Draw 1 new card, then choose 1 card to add to your Tentacle.*



End of the game


When a player places their 5th Tentacle card in the same color series, they immediately win the game. They can choose a Tip card to finish off their Tentacle and declare their victory.

Great job, explorer! You successfully photographed the creature! These shots will help scientists learn a bit more about it. But don't give up: Tentacolor still has many more mysteries... Continue your expedition and dive back in the water to uncover its secrets!

Example

During the game, Adrien manages to place 4 orange cards in a row. On his turn, he plays an orange/red card, completing his series of 5 orange cards. Now his tentacle is complete and he immediately wins the game!



Victory with 2 players 

In a 2-player game, the first player with a series of 6 cards wins.

Oceanology expert

Once you're familiar with the rules, you can add the 4 Tip cards to your games:

During setup, give 1 random Tip card to each player, face down. Secretly look at your card to know your secret objective for the end of the game. Each Tip card has three colors. You must complete a series of 5 (or 6) cards with one of these 3 colors.

You don't immediately win the game when you complete your series of 5 cards (6 in a 2-player game). You **must** reveal your Tip card on your next turn to show the other players that you beat them!

example

a



b

At the start of the game, Adrien received the orange/green/red Tip card. He just placed his 5th card, completing his series of orange cards. On his next turn, he shows his Tip card and adds it to his tentacle. He wins the game!

Credits

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Special Thanks

Tentacolor is my first board game, and it would not have emerged from the deep sea without the support of Irene Guerrieri who followed me in every step of development. I also thank all the friends and testers who played with me, you are so many and I hug you all.

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