

# Get Wrecked

## Stinger / Player count

A piratical game of plundering and WRECKING for 2 - 4 players.

## Win condition

You win if you have the most victory points at the end of the game.

## Contents

- 4 player boards
- 1 kraken board
- 1 kraken board extension
- 1 kraken lair card
- 1 kraken standee
- 42 island cards (eight 5's, eight 6's, thirteen 7's, thirteen 8s)
- 4 measurement cards
- 8 plastic ship pieces in four player colors
- 30 cargo tokens (in values of 1, 2, and 3)
- 24 whale tokens
- 36 flag tokens in four player colors
- 5 fort tokens in four player and one neutral color
- 24 dice in four player colors

## Setup

Each player selects a Crew and gets:

- 1 player board
- 6 dice
- 9 flag tokens
- 1 fort token
- 6 whale tokens
- 4 island cards of each value (5, 6, 7, 8)

Determine who is the First Player.

Place the Kraken Lair card in the center of the play surface (the sea).

Place the Kraken on the Kraken Lair card.

Take turns placing island cards in the sea (islands can't be placed within "L" distance of each other).

Take turns placing one whale token fin-side up anywhere in the sea (they can't touch any other token or island)

Deal two ship cards to each player. Select one ship and place it on the Shipyard on your player board.

Take turns placing fort tokens on an empty token space on an uninhabited island (DIAGRAM). The Last Player to place their fort token also places the neutral fort token on any uninhabited island.

Place two random cargo tokens face down on the empty token space of islands with forts.

Place one random cargo token face down on each of the empty token spaces of the remaining islands.  
Place your ship tokens on the Shipyard on your player board.  
Place your flag tokens on the Infamy Track on your player board.  
Shuffle the remaining 7 and 8-value island cards together to form the Building Deck.  
Play starts with the first player and continues clockwise.

## How to play

At the start of your turn, deploy any ships in your shipyard anywhere within “S” of your fort.  
Then, take any number of actions on your turn. You may pass the turn at any time.

## Taking Actions

To make an action roll, you roll a number of dice equal to the number of actions you have taken, to a maximum of six dice. So, on your first action, you roll one die. On your second action, you roll two dice, on your third action, you roll three dice, and so on.

(DIAGRAM of Actions: Move, Explore, Attack, Upgrade, Trade)

If the combined total of all the die faces equals or exceeds The Kraken’s current Threat number after modifying dice, your turn ends immediately and you do not resolve the action. The player to your right activates The Kraken. After The Kraken’s turn, play continues to your left.

## Resolving Actions

### Move

Make an action roll, then choose one die and gain movement actions equal to the value of that die. Movement can be applied to one or both ships in any combination.

Ships can’t move through islands, tokens, ships, or The Kraken.

### Docking ships

You can choose to dock your ship by moving your ship so that it touches an island within “S” of any fort. Ships that are docked add  $\frac{1}{2}$  of the island’s explore number (rounded down) to their hull value. Docked ships can’t attack or explore.

### Explore

Choose one of your ships within explore range of a location (island, sea, or fort) and make an action roll. If the combined total of all the dice equals or exceeds the explore number of the location, take a cargo token that is within the ship’s explore range and place it face down under your ship. You can look at your cargo tokens at any time. If you have no cargo space left on your chosen ship, you can’t take a cargo token.

The sea has an explore number of 4.

Forts have an explore number twice the number of the island they are on.

## Exploring forts

If you explore another player's fort, take one of their stockpiled cargo tokens (determined randomly).

## Taking multiple cargo tokens

If your roll is high enough, you might be able to take multiple cargo tokens with a single Explore action.

If the combined total of the dice equals or exceeds two times the explore number, take two cargo tokens. If the total equals or exceeds three times, take three cargo tokens. If its four times, take four cargo tokens.

## Attack

Choose one of your ships within cannon range of a whale, an enemy ship, or The Kraken and make an action roll. Then choose a die and add your cannon strength to the value of your die, the result is your total cannon strength.

Whales have a hull value of 5.

Compare your total cannon strength to the target's hull value. For each point of strength higher than the target's hull value, the target takes one point of damage.

## Taking damage

If a whale takes damage, flip the whale token.

If The Kraken takes damage, the game ends immediately and the player who damaged The Kraken receives three bonus Infamy.

If a ship takes damage, it drops a cargo token for each damage it takes. When a ship drops cargo, the ship's owner places one of its cargo tokens within "S" of the ship. The cargo token can't touch any other piece on the board. If it has no cargo tokens to drop, it is WRECKED. If you WRECK a ship, that ship's owner gives you the left-most flag token on their Infamy track. Place the flag on your Stockpile. WRECKED ships are returned to the Shipyard spaces on their owner's player board.

## Upgrade

Choose a ship within "S" of any port and make an action roll. Choose a die for each cargo token on the ship, enemy flags in your Stockpile. If the die value equals or exceeds the upgrade level of an upgrade track on your player board, place the cargo token on the upgrade track. Upgrade tracks must be filled from left to right.

## Trade

Choose a ship within "S" of a port that's not yours (your home port) and make an action roll.

Choose a die and move up to that much cargo from your ship to your Stockpile. For each cargo placed in your Stockpile, draw one card from the Building Deck and choose one to add to your player board. If the building slots on your player board are full, replace one of your buildings with the new one. Return unchosen buildings to the bottom of the Building Deck.

## Waking The Kraken

If the combined total of all the die faces of an action roll equals or exceeds The Kraken's current Threat number after modifying dice, the player who made the action roll wakes The Kraken. The player to their right controls The Kraken during its activation.

## The Kraken Turn

The Kraken board indicates the number of actions it can take, its movement speed, and its hull value. The controlling player may take any actions available to The Kraken up to its current action total.

If The Kraken WRECKS a ship, The Kraken returns to its Lair and collects a flag token from the owner of the WRECKED ship. Place the flag token on The Kraken board. If the flag token belongs to the player that woke The Kraken, place the token tentacle-side up. Unless specified, The Kraken does not get the benefit of the upgrade until its next activation.

If all of the upgrade slots on The Kraken board are filled, the game ends after finishing The Kraken's activation. Any additional flag tokens The Kraken collects are placed anywhere on the board and are still counted for scoring later.

## Ending the game

If all of The Kraken's upgrade spaces are filled, the game ends at the end of The Kraken's activation.

If a player damages The Kraken, the game ends immediately.

When the last cargo token is removed from an island or the last whale is killed, the game ends after the Last Player finishes their turn.

## Final scoring

You earn victory points in the following ways:

- 1 VP per coin on cargo tokens in your Stockpile
- 1 VP per token on any upgrade track on your player board
- 1 VP for each skull showing on your Infamy track
- 1 VP for each of your remaining flag tokens
- Any VPs from Buildings
- 3 VPs if you slayed The Kraken
- 1 VP for any cargo tokens still on your ships (2 VPs instead if it is whale cargo)
- -1 VP for each of your flag tokens on The Kraken board that are tentacle-side up
- -1 VP for each of your flag tokens on the KRAKEN PENALTY BOX space

## Credits

Game design: Matt Ajifu

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