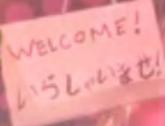




**TAKOASHI**  
UNIVERSITY



# TENTACLE bento

## Beware, Invasion Imminent!

Tentacle Bento is a zany, tongue-in-cheek card game set on the campus of the elite, Takoashi University. Assume the role of a squiggly alien disguised as a new student, doing what aliens do best, collecting pretty school girls! The alien who captures the most students before the end of the school year, wins!

## Players and Cards

The game is recommended for 2 to 4 players.

The game is played using a single deck of cards. Each card has a Type and a Suit. There are 108 cards: 44 Students, 28 Captures, 28 Locations, 4 Events, 3 Characters, 1 Direction of Play Card.



## TYPE ICONS



## Game Start: Card Dealing

Shuffle the deck. Starting with the person to the dealer's left, deal each player a card until everyone has seven cards or thirteen in a two player game. If any players are dealt an event card, shuffle it back into the deck, and deal the player a new card. The remaining cards form the school pile, they are placed face down in the center of the table. The top card of the school is flipped over and placed face up next to it. This is the first card of the field pile.

Place the Direction of Play card in front of the dealer with the arrow pointing clockwise.



## Play

The person on the dealer's left begins their turn. A turn consists of four parts: Draw, Captures, Resolve Mayhem, and Discard. Once a player completes their turn the next player in the direction of play begins their turn.

**1. Draw:** At the beginning of your turn you must draw a card using one of the four options below:

1. Draw the top card from the School Pile and put it in your hand, without showing it to anyone.
2. Draw the top three cards from the school pile and put them in your hand, without showing them to anyone. Your turn then ends. You may not play any Captures or Resolve Mayhem this turn, nor are you required to Discard.
3. Draw the top card from the field pile.
4. Draw a card from anywhere in the field pile. You must also take all the cards above it in the pile. The bottom card drawn in this way must immediately be played in a Noble Capture.

**2. Captures:** If you wish, you may make captures using any valid combination in your hand. A capture is a combination of three or more cards from your hand which you place face up on the table. There are two types of combination which constitute a capture:

A Sloppy Capture is three cards, of any suit, consisting of a single location, capture, and student.



sloppy capture

A Noble Capture is three or more cards, of the same (matching) suit type, consisting of a single location, capture, and up to three students.



noble capture



**Room For One More:** During your turn, you may also add one student from your hand to any Noble Capture you control with less than three students, as long as she is from the same suit. You may not add an All-Star using this rule. Do not resolve any additional mayhem.

**3. Resolve Mayhem:** Whenever a Noble Capture is played they cause Mayhem. Mayhem are special effects which alter the normal play of the game. After you have played a Noble Capture from your hand you must immediately resolve its Mayhem effect. Each Mayhem is based on the suit type of the Noble Capture played.



**Smart:** Turn over the Direction of Play Card so that it is facing in the opposite direction. Player turns now pass in the new direction.



**Cute:** Each player must pass one card from their hand to the player next to them in the direction of play.



**Sexy:** The player who has made the Noble Capture may pick one card at random from an opponent's hand and add it to their own.



**Sporty:** The player who has made the Noble Capture may pick one card from any position in the field pile and add it to their hand.

If you play multiple Noble Captures during your turn, you must resolve each Mayhem effect completely from one capture before playing the next.

**4. Discard:** Unless you used all of the cards in your hand playing captures, you must place a card from your hand face up on top of the field pile to complete your turn. Once you have discarded your turn is over and you may not play any cards until it is your turn again.

## All Star Students

All-Star Students are powerful and exceptional students at Takoashi University. To represent this they have a number of special rules concerning their play.

All-Stars may only be captured using Noble Captures, in addition they may be the only student in the capture unless rules elsewhere state otherwise.

All-Stars have their own Mayhem effect listed on their card. After capturing an All-Star student resolve the Mayhem effect listed on their card instead of the normal effect for the suit type.

All-Star students are worth five normal students when determining who has won the game.

## Characters

Characters are unique cards that affect the game in exciting and unpredictable ways. Characters are never played as part of a capture. Instead, when a character card is drawn you may play it at any time during one of your turns. Each character has special rules listed on its card describing how it is used and what effects occur when it enters play.

## Events and Winning the Game

Whenever a player draws an event card they must immediately place it face up on the table in front of them. Beginning with the current player, each player resolves the effects listed on the event's card in the direction of play. If an event card is drawn as the result of another event's effects, shuffle it back into the deck and draw again.

Once the fourth event has been played the school year is over! Do not resolve the event's effects. Play immediately ends and no further captures may be played. Any cards that players still have in their hands count against them, even if these cards could have been played.

Players count the total number of students they have captured, and subtract the number of students they have left in their hand. Normal students count as one, while All-Star students count as five.

The player who has the highest total is the victor. In the case of a tie the player who captured the most All-Stars is the winner.

## Expansion Cards

If you have expansion cards for Tentacle Bento, such as from a promo pack or event reward, you may choose to either add the cards straight to your deck, expanding its size, or swap the cards for ones of the same type and suit, keeping your deck size the same.

## Extra Credit

Extra Credit cards are a type of expansion card that provide an alternate way to make captures. Each Extra Credit card lists a specific suit for the location, student, and capture cards you must have to perform the Extra Credit Capture.

If more than one suit is listed you must have a card of each suit listed. If the suit listed is a Wild then you may use any suit to perform the capture. When the capture is made the Extra Credit card lists a bonus number of points that you score at the end of the game.



## Credits

**Game created by:** Soda Pop Miniatures

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