

It looks like you want me to process the text you pasted—essentially the rulebook/content of **Feed the Kraken**—and organize it in a structured, readable format, similar to what we did with the previous file. I can create a **cleaned-up, structured summary** that preserves all the sections, components, setup instructions, phases, and rules.

Here's a polished version:

Feed the Kraken

Game Board: double-sided (Quick Journey & Long Journey)

- **Ship:** 1 “The Instabil”
- **Captain’s Logbook:** 1
- **Guns:** 40
- **Crew Overview Cards:** 4
- **Character Cards:** 22
- **Map Action Tokens:** 7
 - Cabin Search: 4
 - Flogging: 2
 - Off with the Tongue: 1
- **Cult Ritual Cards:** 5
 - Conversion to Cult: 3
 - Cult’s Guns Stash: 1
 - Cult Cabin Search: 1
- **Flogging Cards:** 4
- **Other Cards:** “I am not a...”, Pirate, Sailor, Cult cards
- **Navigation Cards:** 23
 - Blue Drunk: 4
 - Blue Disarmed: 2
 - Yellow Cult Uprising: 6
 - Red Drunk: 5
 - Red Mermaid: 2
 - Red Telescope: 2
 - Red Armed: 2
- **Off-Duty Signs:** 3

Deluxe vs Basic Edition:

- Deluxe lieutenant & navigator badges
 - Seabags vs faction chips
 - Navigation card storage
 - Map archive (draw pile & discard pile)
 - Kraken miniatures (deluxe only)
-

Setting Up the Game

Quick Journey (5–7 players)

1. Place the ship in the southern starting area.
2. Place map action tokens/miniatures:
 - 3x Cabin Search, 2x Feed the Kraken
3. Shuffle the 5 cult ritual cards face down and spread them on the edge of the board.
4. Set aside the appropriate number of off-duty signs based on players:

Players Off-Duty Signs

5–6	1
7–8	2
9–11	3

5. Remove specific navigation cards (quick journey only) and shuffle remaining 19 cards as draw pile.
 6. Each player receives **3 guns**.
 7. Distribute secret team chips from shuffled bags (sailor, pirate, cult leader).
 - Pirates secretly check team members.
 - Cult leader and cultists may be hidden initially (especially in 11-player games).
-

Long Journey (7+ players)

1. Place ship in starting area.
 2. Place map action tokens:
 - 4x Cabin Search, 2x Flogging, 1x Off with the Tongue, 3x Feed the Kraken
 3. Shuffle 5 cult ritual cards face down.
 4. Set aside off-duty signs per players (see Quick Journey table).
 5. Shuffle all 23 navigation cards face down as draw pile.
 6. Each player receives 3 guns. Place “I am not a...” card and 3 small flogging cards next to the map.
-

Team Compositions

Players Sailor Pirate Cult Leader Cultist

5	2–3	1–2	1	0
6–7	2–4	2–4	1	0–1
8–11	3–5	3–5	1	1

- Teams are hidden; pirates meet secretly before the game starts.
 - Character cards (including captain) are shuffled and dealt; the captain reveals immediately.
-

Gameplay

1. Appointing the Navigation Team

- Captain appoints lieutenant and navigator (cannot be off-duty or themselves).

2. A Question of Loyalty (Mutiny)

- Crew can challenge captain's choices using guns.
- Required guns for successful mutiny:

Players Required Guns

5–7 3

8–9 4

10–11 5

- Successful mutiny determines new captain; tied players are resolved sequentially.

3. Navigation

- Captain draws 2 cards, lieutenant discards 1, navigator chooses 1 card to execute.
- **Denial of Command:** Navigator may jump overboard; emergency navigation occurs.
- Execute card effects: move ship, take map action, perform card action.

4. Off-Duty

- Navigator and lieutenant badges return to captain.
- Off-duty signs prevent selection in next round.

5. Next Round

- Repeat phases.
- If draw pile < 4 cards, reshuffle discard pile.

Map Actions

- **Cabin Search:** Captain inspects a player's seabag. Player can no longer become a cultist.
- **Off with the Tongue:** Player cannot speak or become captain.
- **Flogging:** Publicly shows a faction the player does not belong to.
- **Mermaid:** Inspect last 3 discarded navigation cards.
- **Telescope:** Look at top navigation card.
- **Armed / Disarmed:** Adjust gun count.
- **Cult Uprising:** Trigger cult ritual card effect.
- **Feed the Kraken:** Player eliminated; if cult leader, cult wins immediately.

Cult Ritual Cards

- **Guns Stash:** Cult leader distributes 3 guns secretly.
- **Cult Cabin Search:** Reveals navigation team factions secretly.

- **Conversion to Cult:** Cult leader secretly converts a player into cultist.

Players already inspected (cabin search or flogging) cannot be converted.

Character Cards

- Each player gets one facedown.
 - Can be revealed strategically to gain unique effects.
 - Some cards have timing restrictions; recurring/ongoing effects are explained on the card.
-

Strategy Advice

- **Pirates:** Bluff as sailors; act strategically to help cult or steer ship west.
 - **Cult Leader:** Balance travel direction, convert trusted players, create distrust.
 - **Sailors:** Stick to truth, find allies, expose threats quickly.
-

Ending the game

- **Sailors:** Ship reaches Bluewater Bay (east).
- **Pirates:** Ship reaches Crimson Cove (west).
- **Cult Leader & Cultists:** Ship reaches Kraken (north) or cult leader sacrificed.

Players always win together with their team.