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 |

1. Remove specific navigation cards (quick journey only) and shuffle remaining 19 cards as draw pile.
2. Each player receives **3 guns**.
3. 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.

1. **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.
2. **Off-Duty**
   * Navigator and lieutenant badges return to captain.
   * Off-duty signs prevent selection in next round.
3. **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.