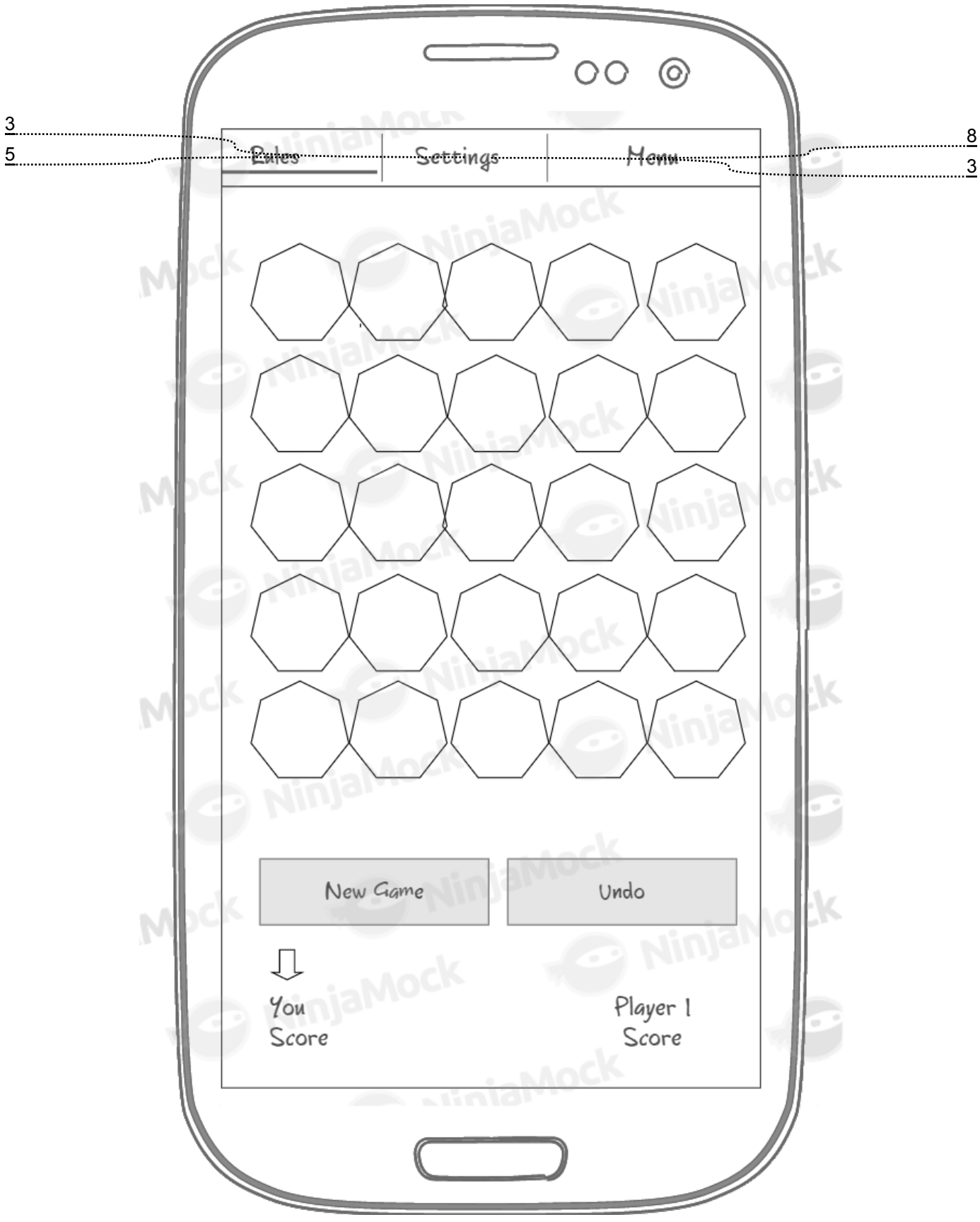
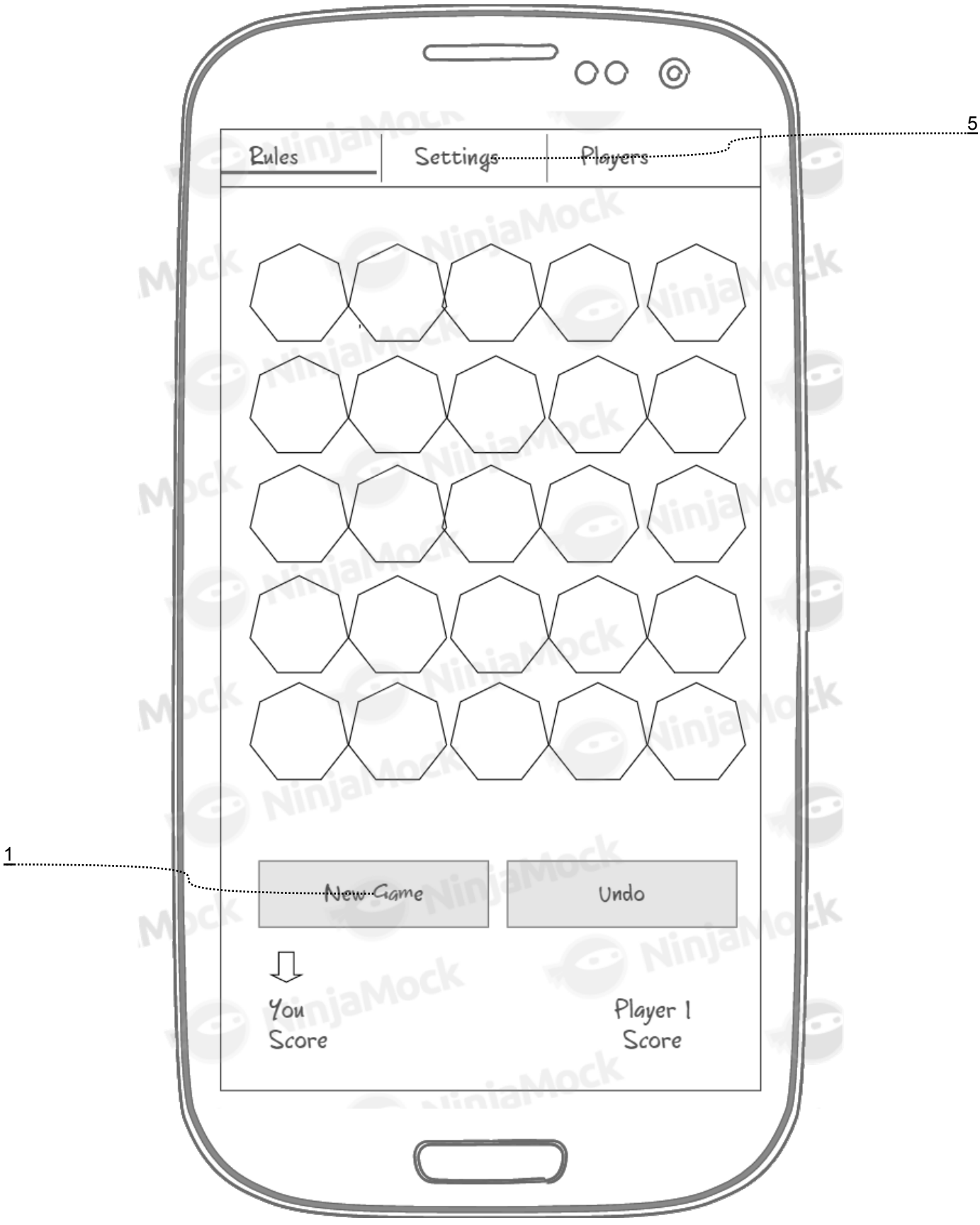
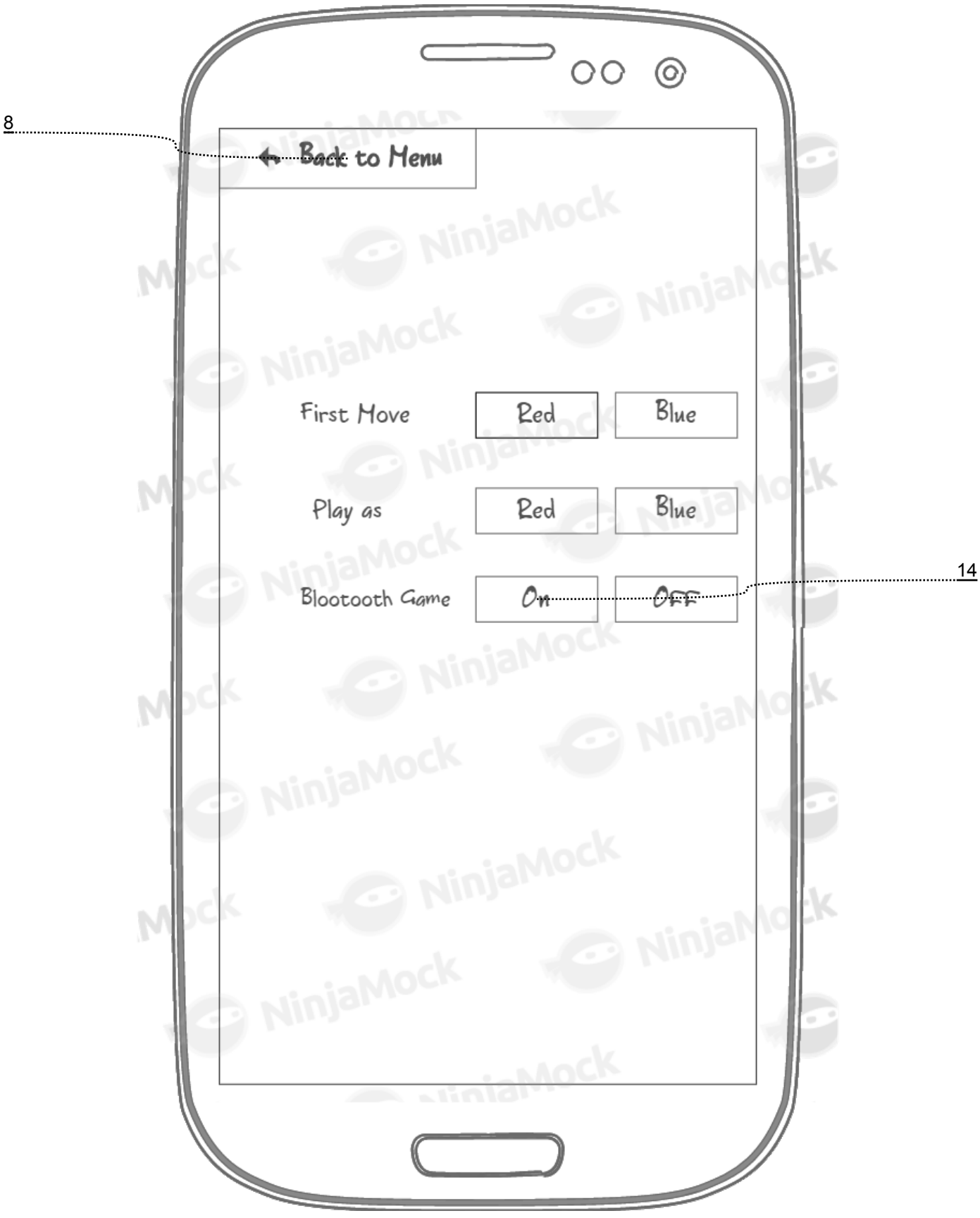
1 - Page 1

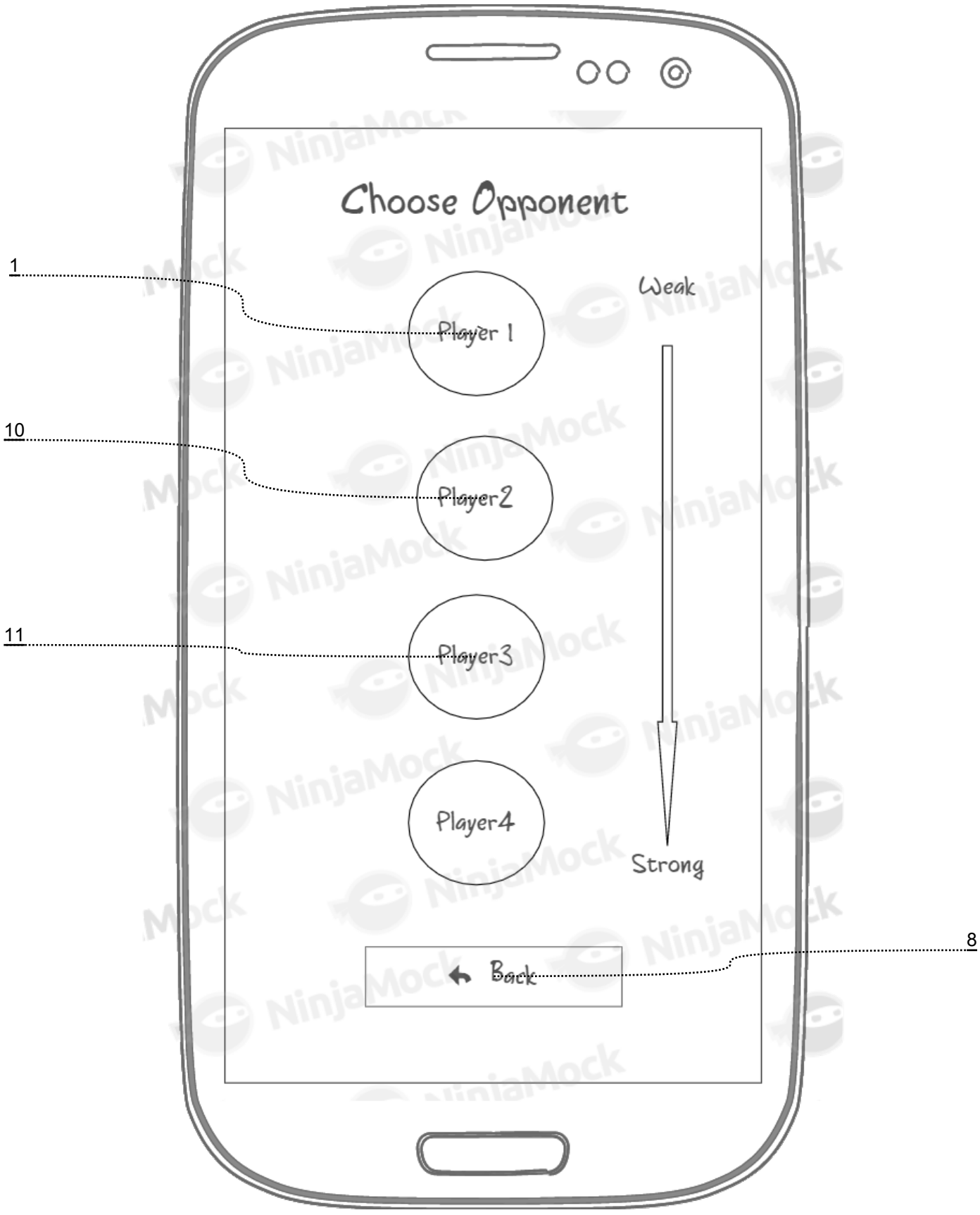

3
5
8
3
Rules
Settings
Menu
New Game
Undo
You
Score
Player 1
Score

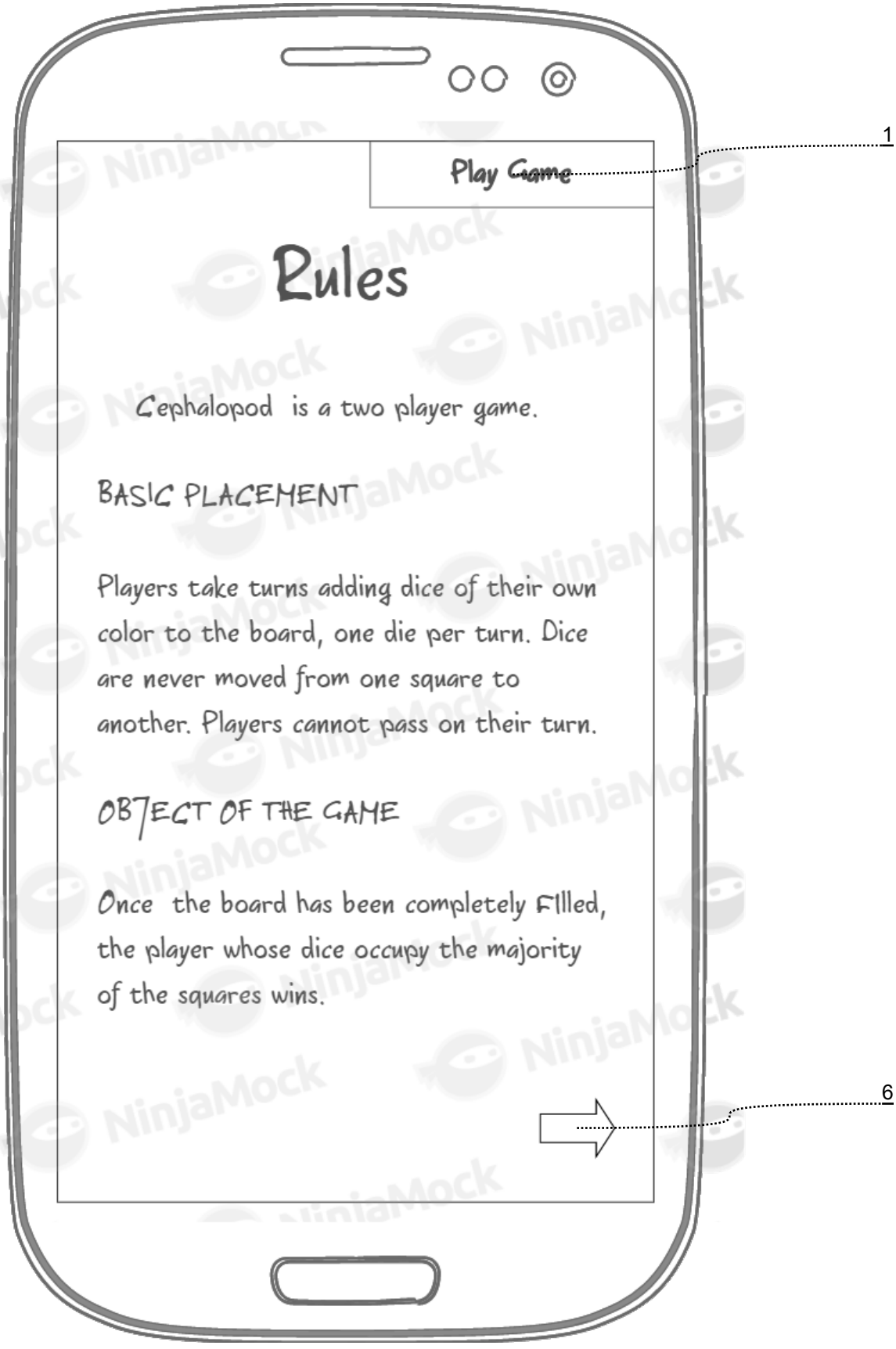
2 - Page 4

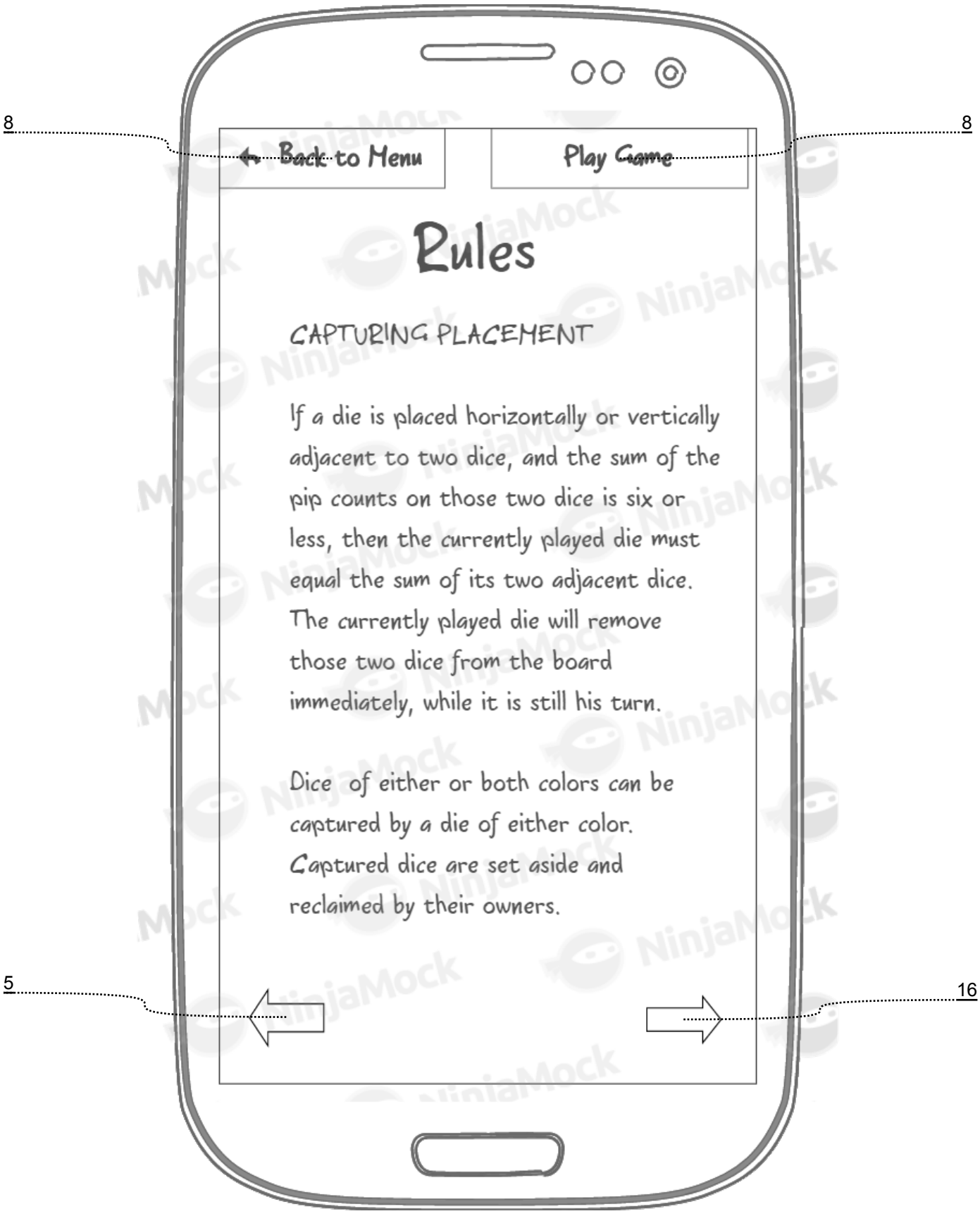

5
Rules
Settings
Players
1
New Game
Undo
You
Score
Player 1
Score

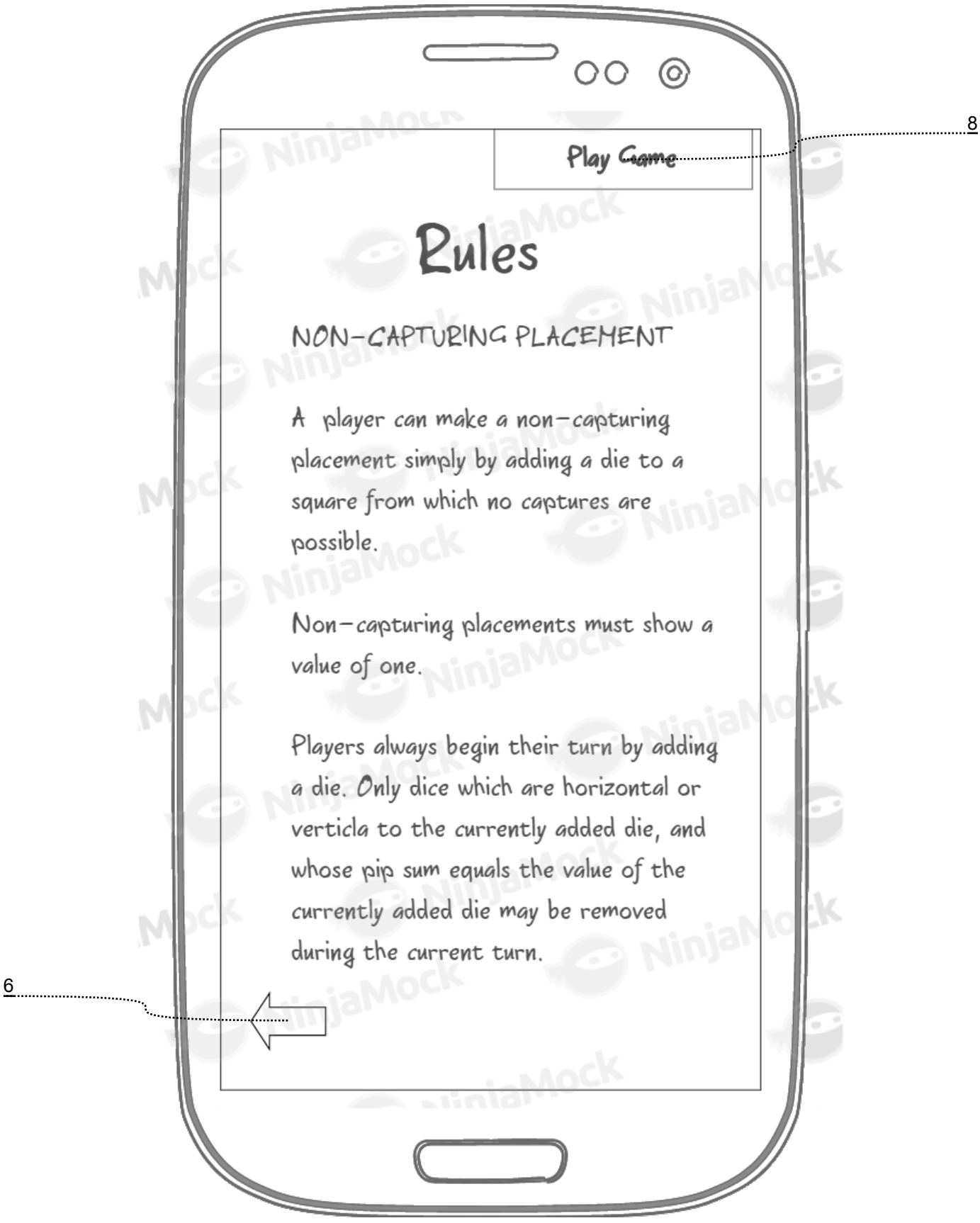
3 - Settings page

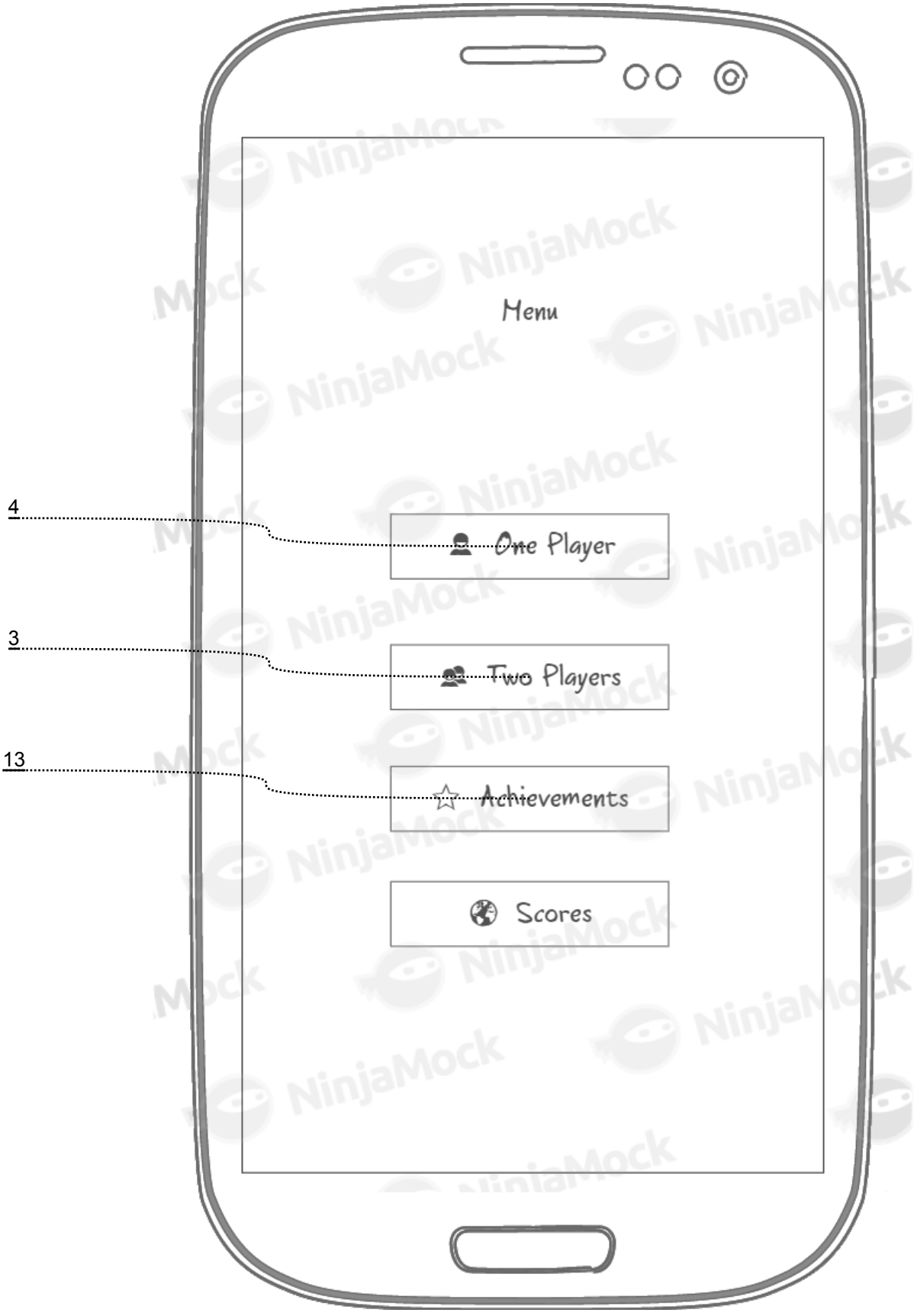


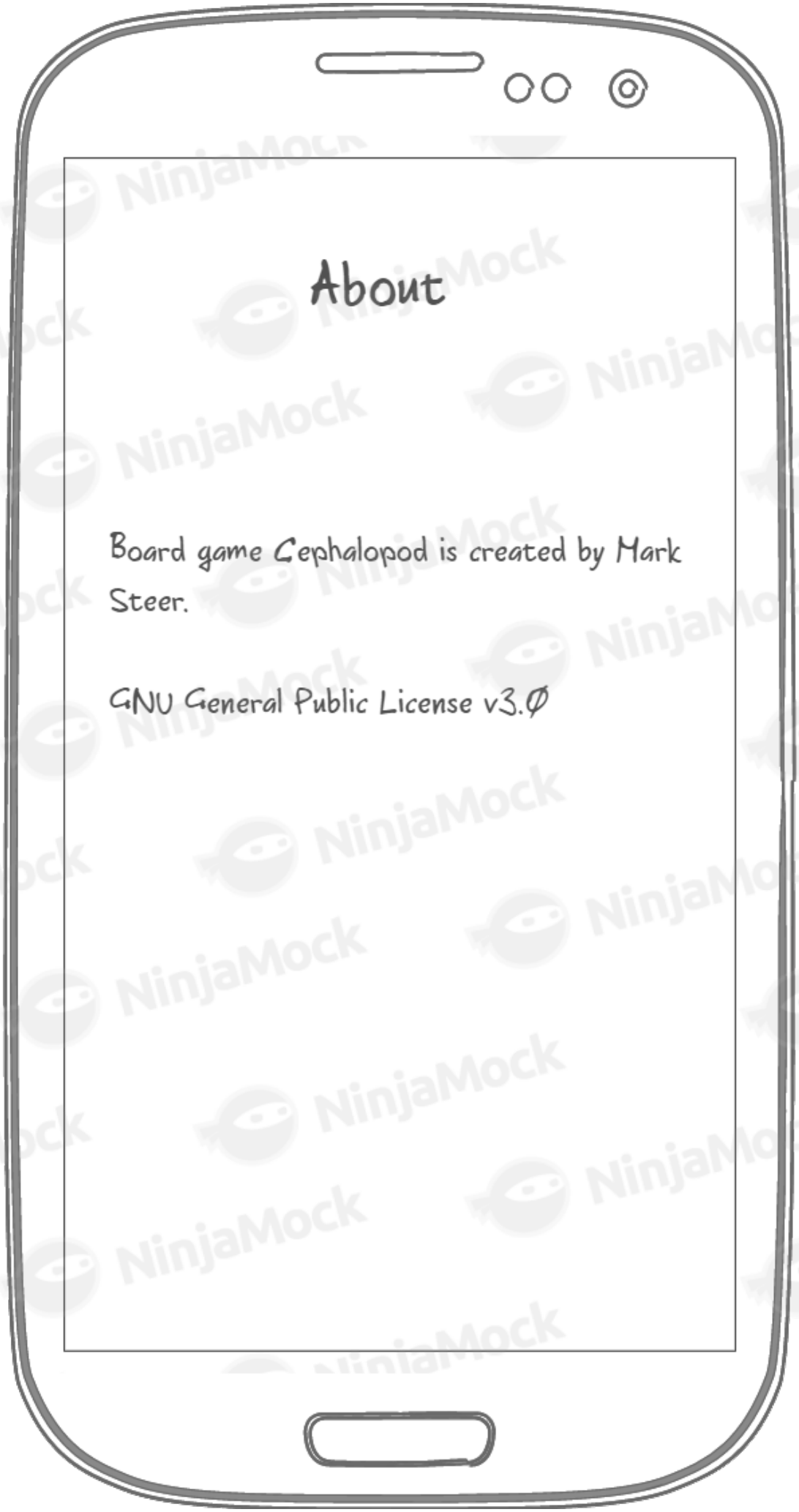

Choose Opponent
1
Player 1
Weak
10
Player2
11
Player3
Player4
Strong
8
Back


Play Game
1
Rules
Cephalopod is a two player game.
BASIC PLACEMENT
Players take turns adding dice of their own color to the board, one die per turn. Dice are never moved from one square to another. Players cannot pass on their turn.
OBJECT OF THE GAME
Once the board has been completely Filled, the player whose dice occupy the majority of the squares wins.
6


8
8
← Back to Menu
Play Game
Rules
CAPTURING PLACEMENT
If a die is placed horizontally or vertically adjacent to two dice, and the sum of the pip counts on those two dice is six or less, then the currently played die must equal the sum of its two adjacent dice. The currently played die will remove those two dice from the board immediately, while it is still his turn.
Dice of either or both colors can be captured by a die of either color. Captured dice are set aside and reclaimed by their owners.
5
16


Play Game
Rules
NON-CAPTURING PLACEMENT
A player can make a non-capturing placement simply by adding a die to a square from which no captures are possible.
Non-capturing placements must show a value of one.
Players always begin their turn by adding a die. Only dice which are horizontal or verticla to the currently added die, and whose pip sum equals the value of the currently added die may be removed during the current turn.
8
6


Menu
4
One Player
3
Two Players
13
Achievements
Scores


About
Board game Cephalopod is created by Mark Steer.
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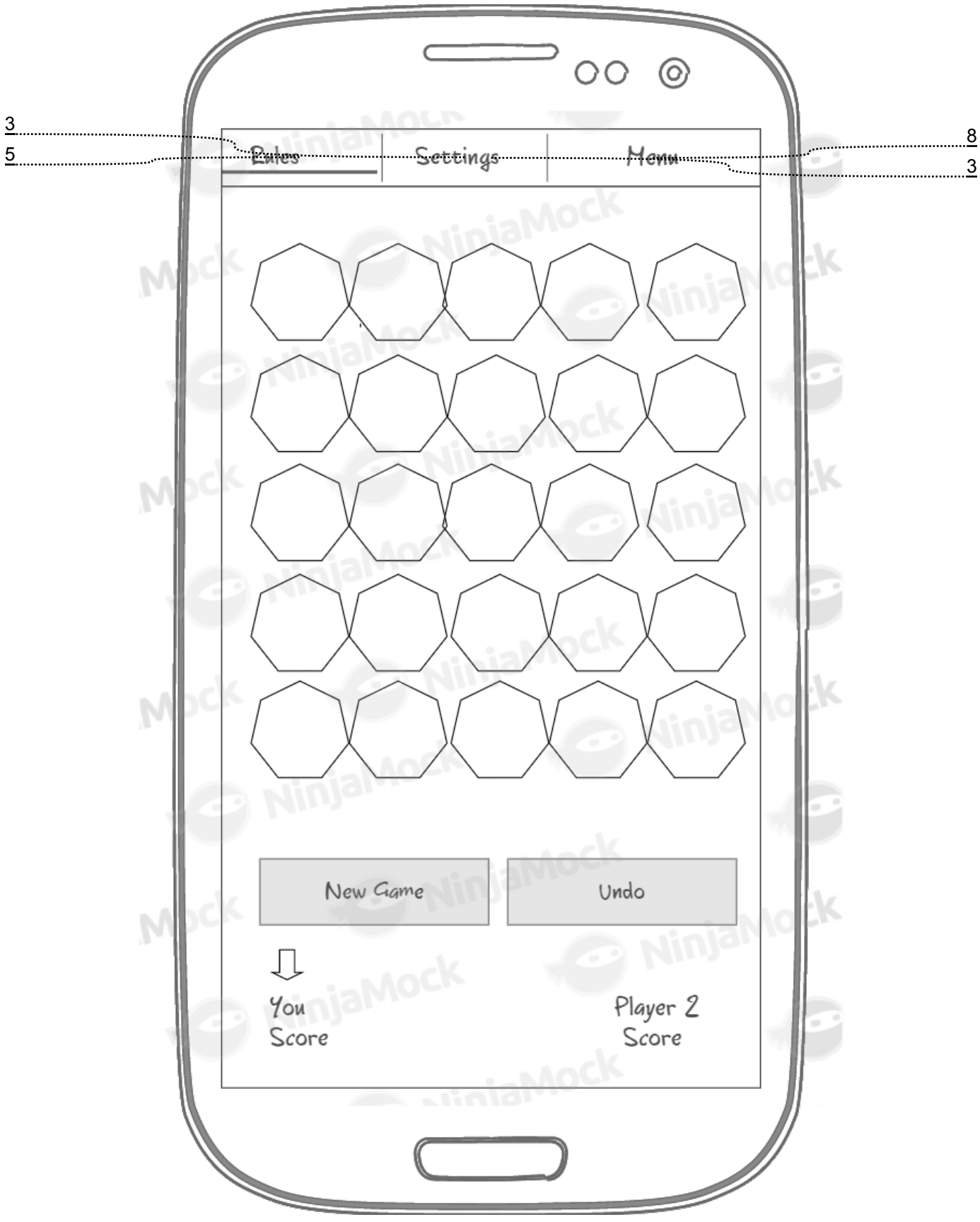
3
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8
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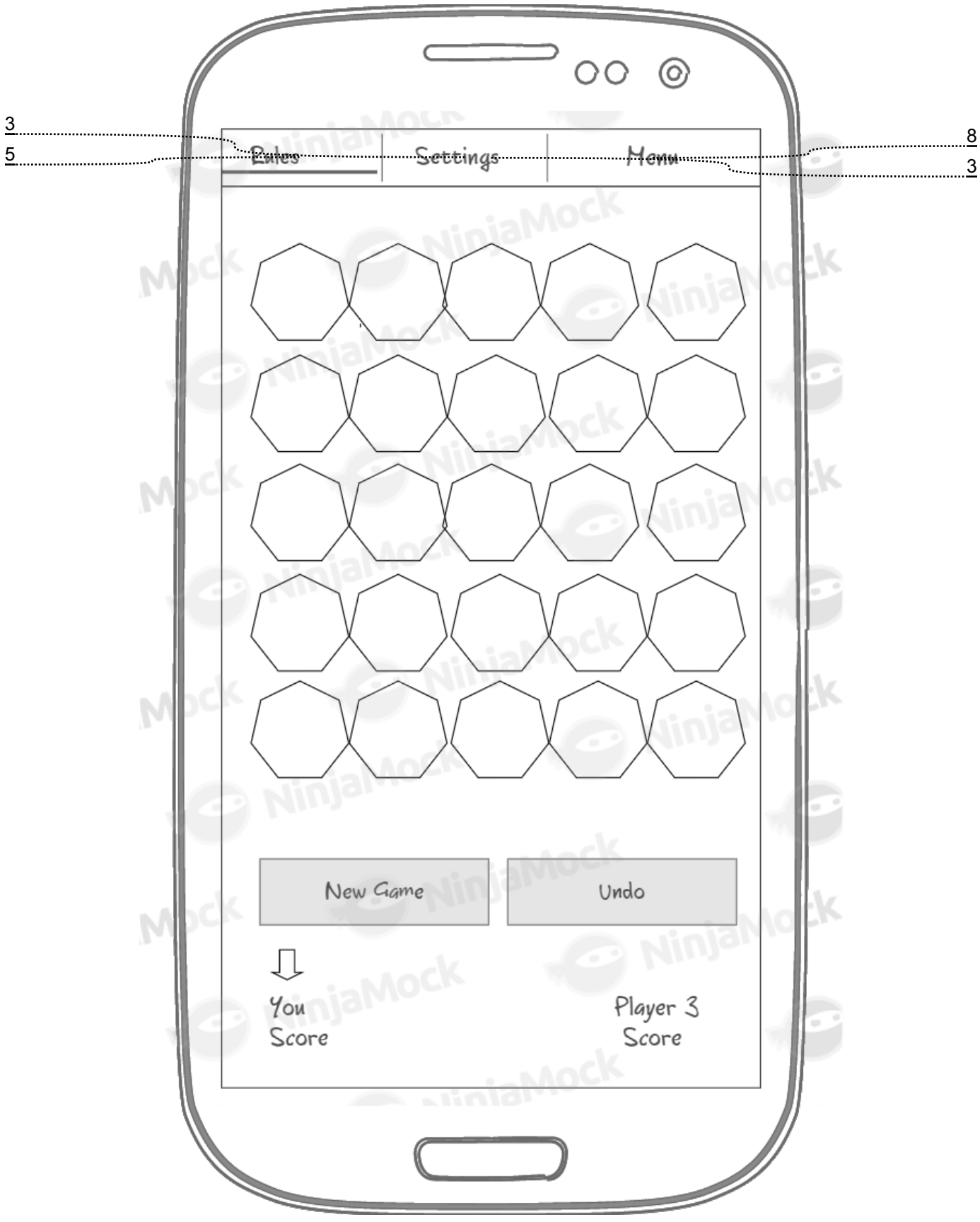
Rules
Settings
Menu
New Game
Undo
You
Score
Player 2
Score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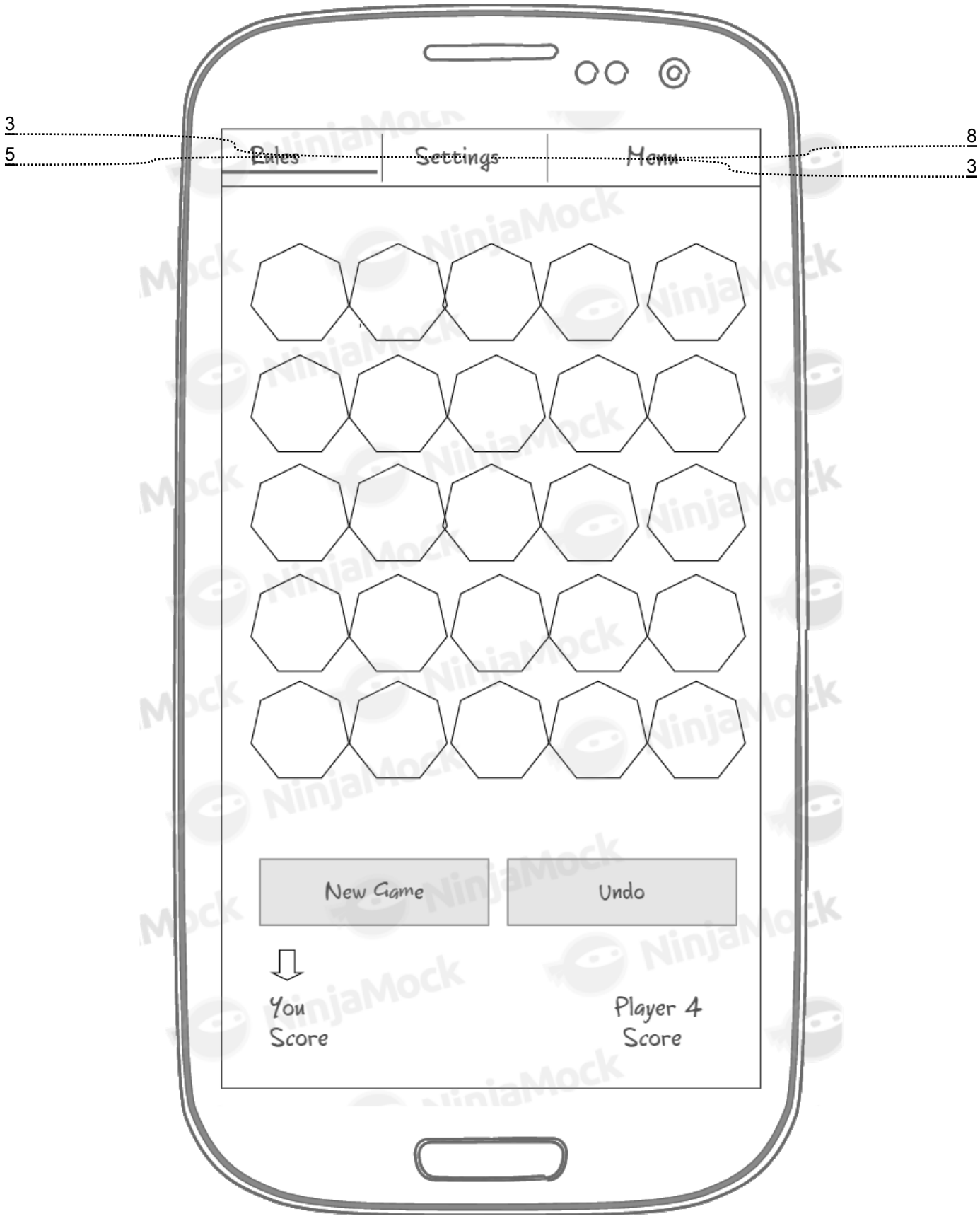
3
Rules
Settings
Menu
New Game
Undo
You
Score
Player 3
Score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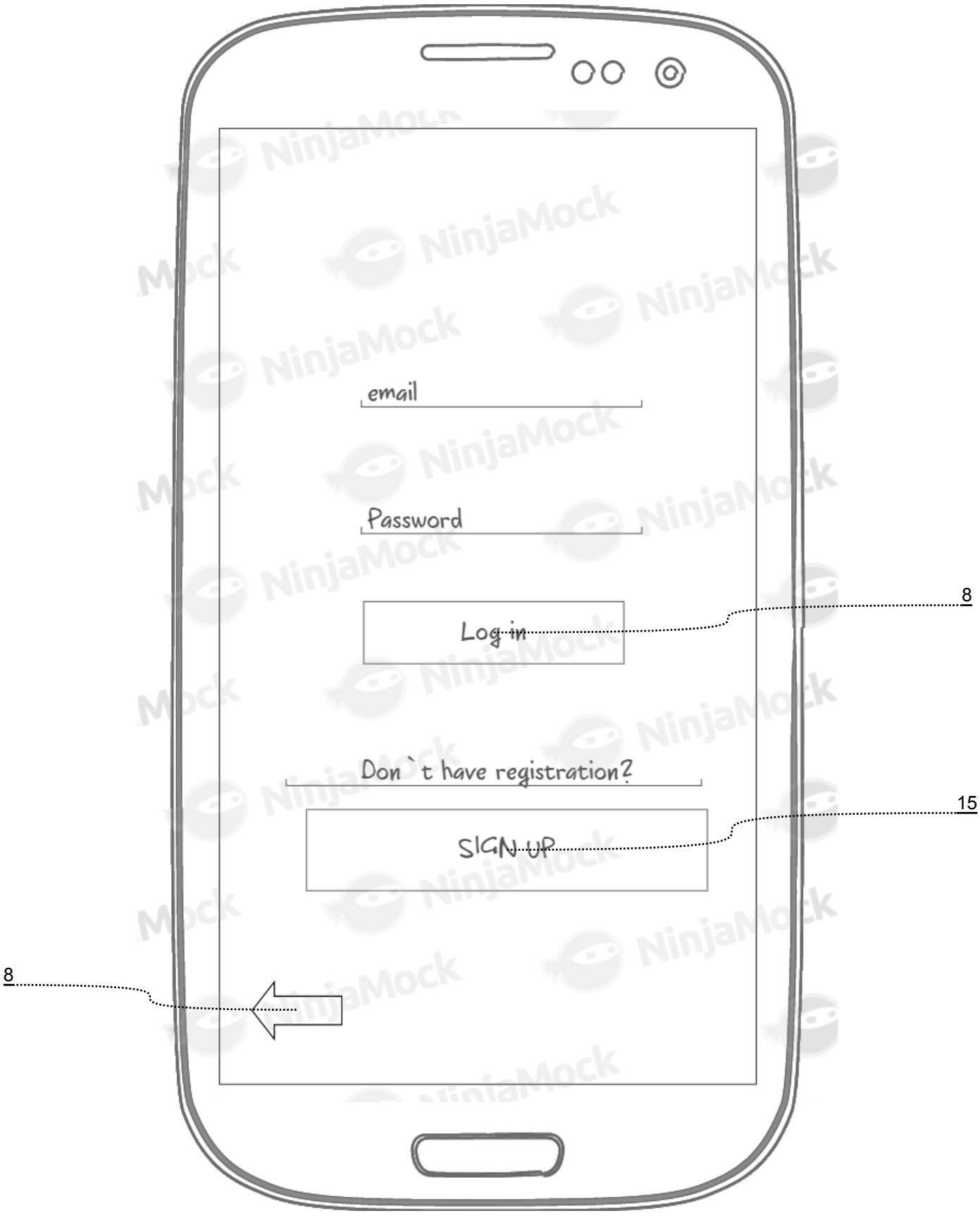
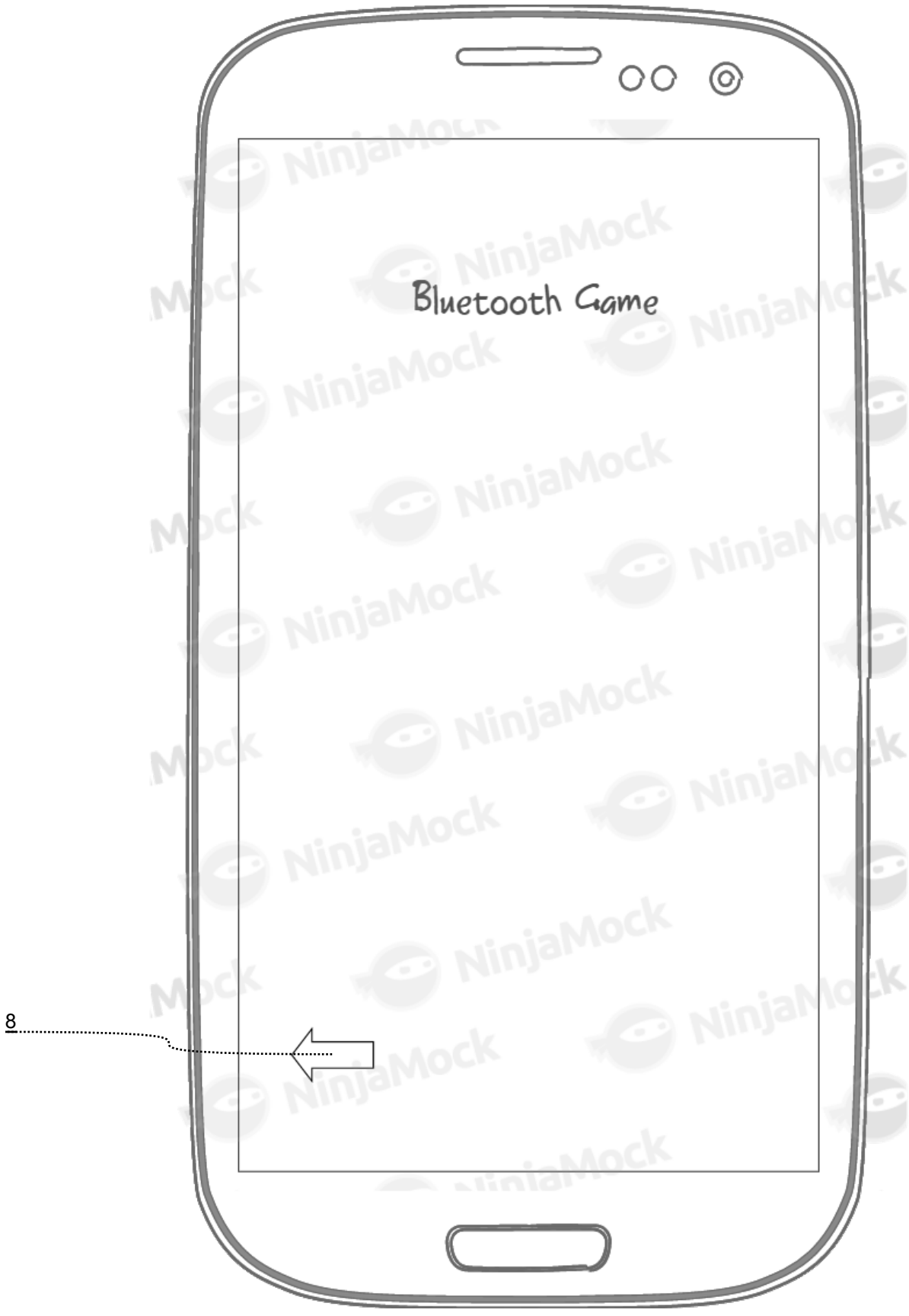
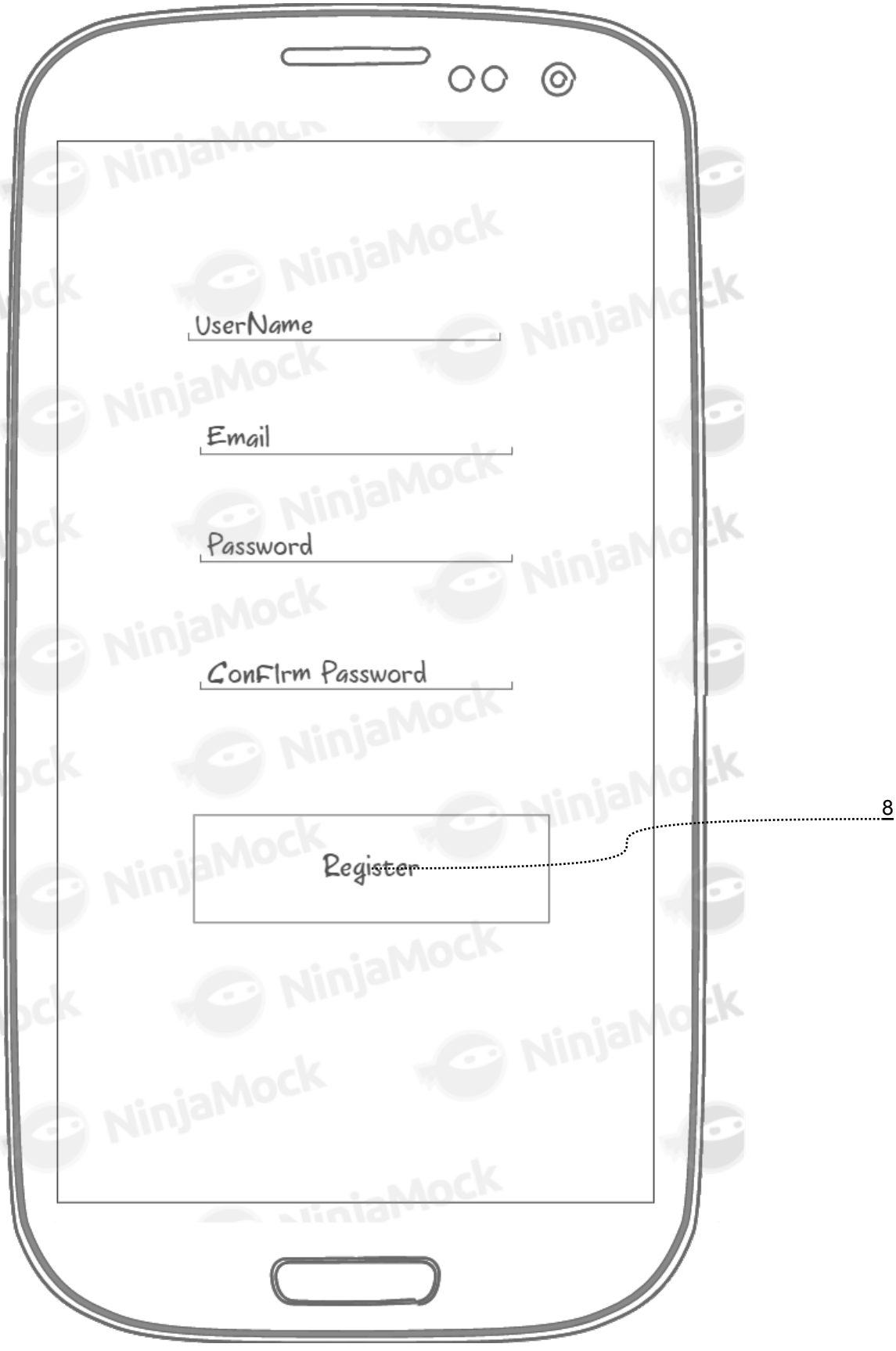
8
3
Rules
Settings
Menu
New Game
Undo
You
Score
Player 4
Score


email
Password
Log in
8
Don`t have registration?
SIGN UP
15
8


Bluetooth Game
8


UserName
Email
Password
ConFIrm Password
Register
8

8
8
← Back to Menu
Play Game
Rules
CAPTURING PLACEMENT OF MORE THEN TWO DICE
If a die is placed adjacent to three or four dice, and if two, three, or four of its adjacent dice have a pip sum of six or less, then two, three, or four of those dice (whose pip sum is six or less) must be removed, and the played die must show the pip sum of the removed dice.
5
7