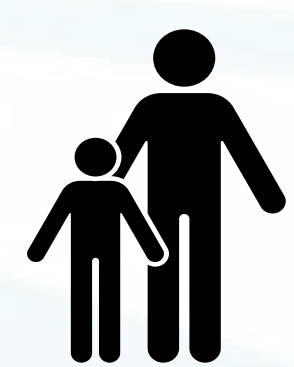
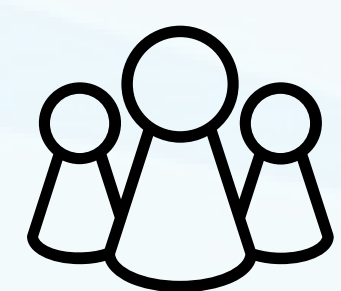


WITHIN REACH

A shared-path strategy game of timing and control



8+

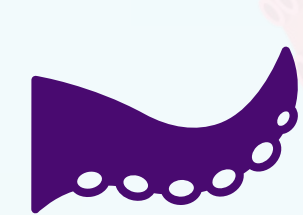


2-4



45m

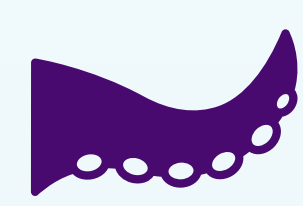
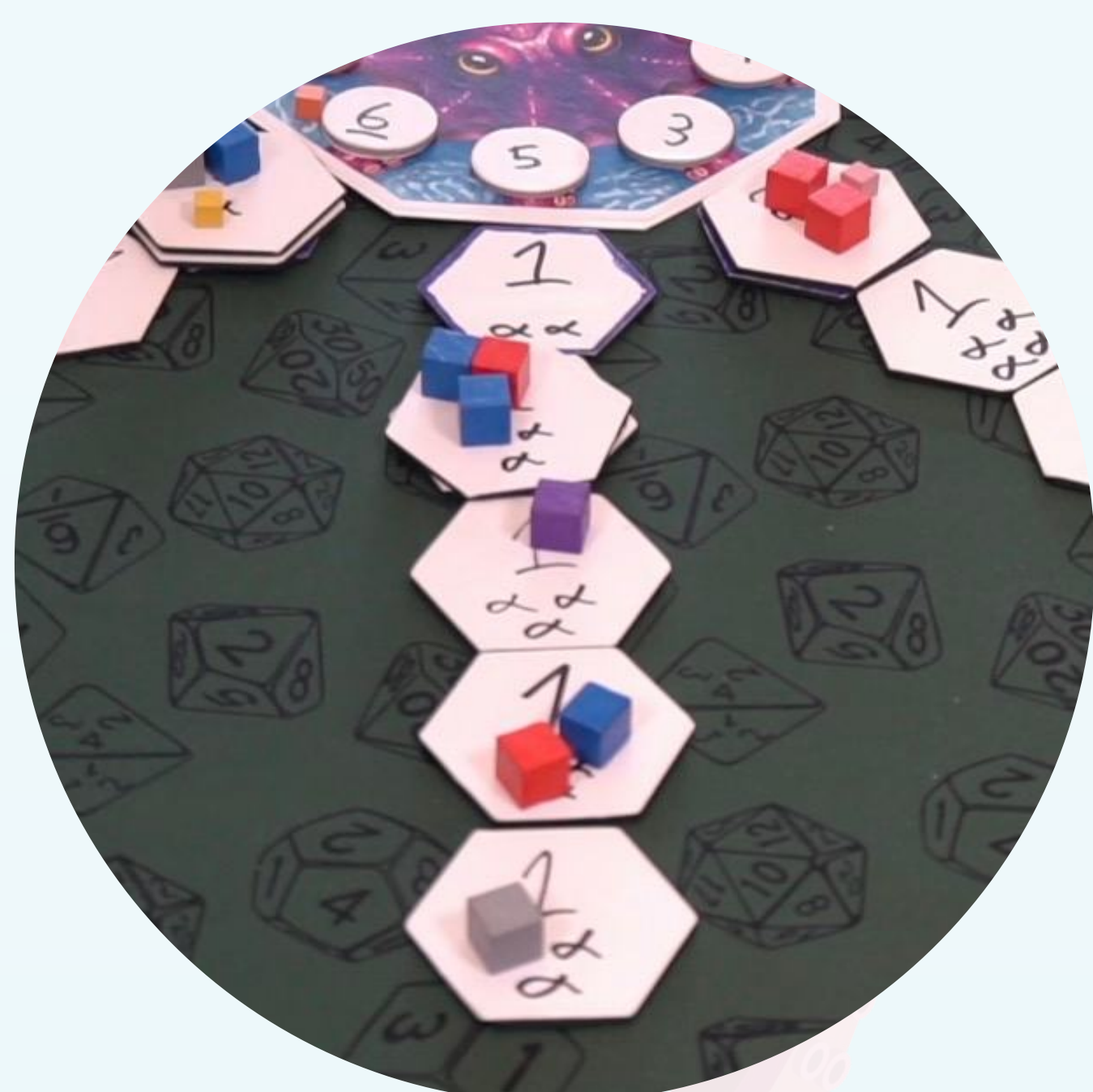
Control the hunt.
Time the strike.
Claim the prey.



ON YOUR TURN

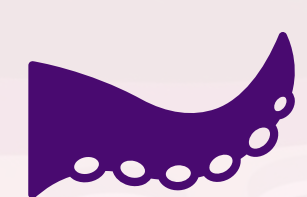
Choose one action:

- *Engage* to establish your position
- *Eat* to collect food
- *Elevate* a segment toward the prey
- *Extend* an arm outward



SHARED ARMS AND TENSION

- Every arm is a shared investment. Extend it, eat from it, and fight for control as it reaches toward prey
- As an arm closes in on its prey, fewer suckers fit. Invest early, or move in at exactly the right moment



MULTIPLE PATHS TO VICTORY

- When an arm is within reach, only *one player* will claim the prey
- Score by:
 - Collecting food and valuable prey
 - Building majorities of different food types
 - Controlling the octopus's arms
 - Controlling the longest arm for a major bonus

Components

42 arm tiles | 100 food cubes | 24 player cubes

12 tokens | 8 reference cards | 1 bag | 1 octopus body

JKGAMES

a game by Jason Kogan

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