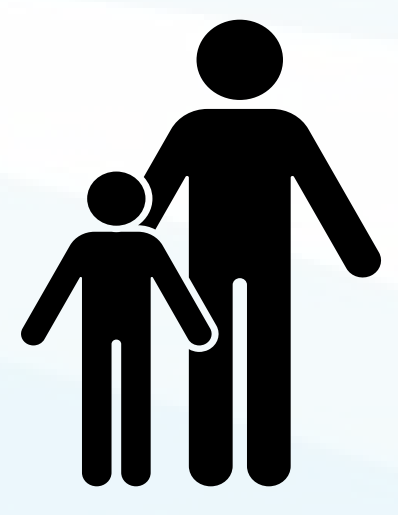


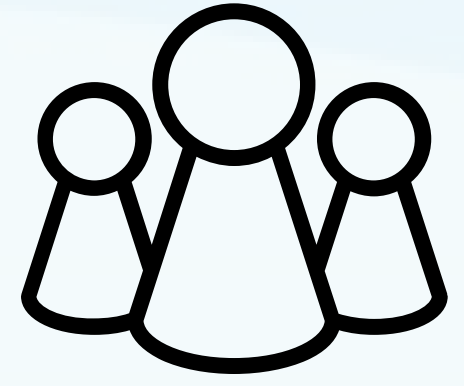
WITHIN REACH

A shared-path strategy game of timing and control



8+

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



2-4

Scales cleanly across all player counts.



45m

ON YOUR TURN

Choose one quick action:

- Extend an arm outward
- Engage an arm
- Feed for energy
- Advance toward the prey

When an arm grasps the prey, one player scores, others get first choice bonuses.



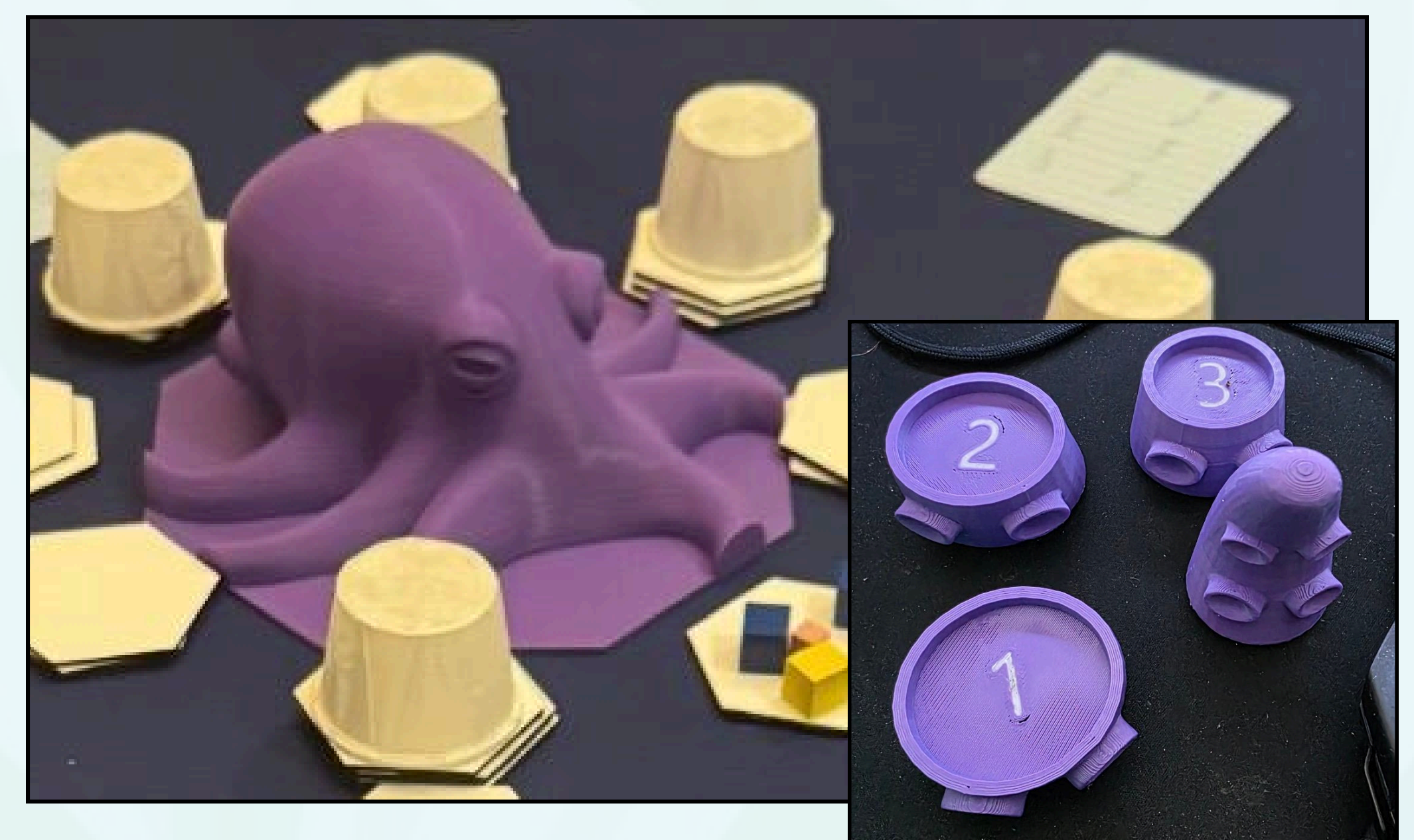
WHY IT WORKS

- The octopus closes in each turn, but the leader is anyone's guess
- Players race for points, choosing how much to interact
- The result is a nail-biting journey that feels like anyone's game

For those who enjoy light interaction, strategic play and hidden scoring.

KICKSTARTER READY

Clean component footprint with strong upgrade potential. Modular tiles and components support scalable production and enhanced table presence.



Components

44 tiles | 124 wooden cubes | 12 tokens | 4 shields | 2 small boards

JK GAMES

a game by Jason Kogan

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