



Bruno

Complexity



Objective

Knock out the 5 invaders of the *Rainbow Mists*.

Begin Bruno's turn by allocating his action tokens to the movement, battle or heal areas on his character board.

Actions

- Move according to movement rules.
- Use movement, battle, or heal actions as allocated.
- Play cards to trigger extra actions.
- Challenge another player to combat.
- Spend jellies to move or as a color card.
- Trade 3 matching colors for a jelly.

Movement

Bruno allocates action points to movement at the start of his turn. He may spend one movement action to move one space or to the same color space in an adjacent zone.



Something strange is happening in the Rainbow Mists. Some of the bugs are looking a little too... jiggly. Stealthily, Bruno follows a swarm to the beach where he makes a horrifying discovery: they've developed a taste for jelly!

This isn't good. If they crave jelly, and Amoebunnies are jelly... GULP.

Bruno tries reasoning with them, but they don't listen; they only lurch hungrily toward the nearest jelly bits. Desperate, he baps one on the nose. "Bad bug!" To his surprise, the stunned bug looks less jelly-crazed. A couple baps and a nap later, the little critter is cured of its need to feed. But the rest have scattered.

Bruno will have to find and cure them all—before Amoebunnies are on the menu.

Components



1 Character token

Face-Down
“Healthy”



5 Amoebug tokens

Face-Up
“Injured”



1 Bruno
battle die

“Filled”



“Empty”



3 Health tokens



1 Enemy
battle die



4 Action
tokens

Setup

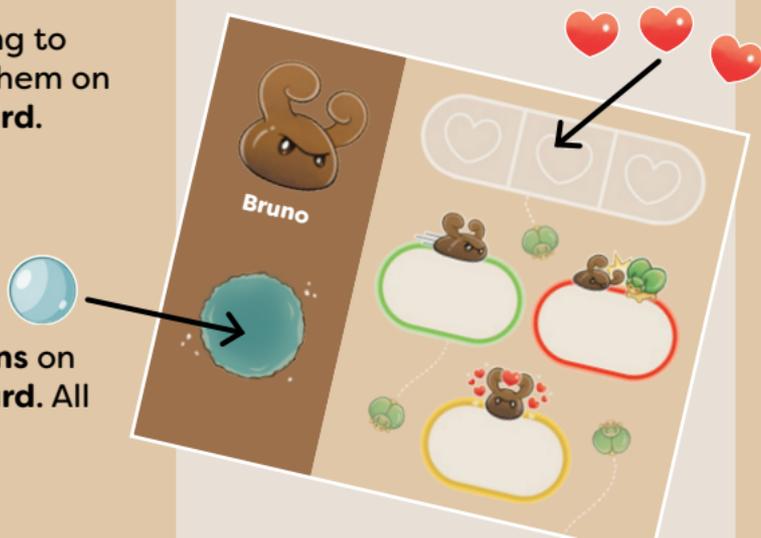
Draw a **location card** and place Bruno's **character token** on that space.



This location card has Bruno start on the green space in the hill zone.

Collect **jellies** according to turn order and place them on Bruno's **character board**.

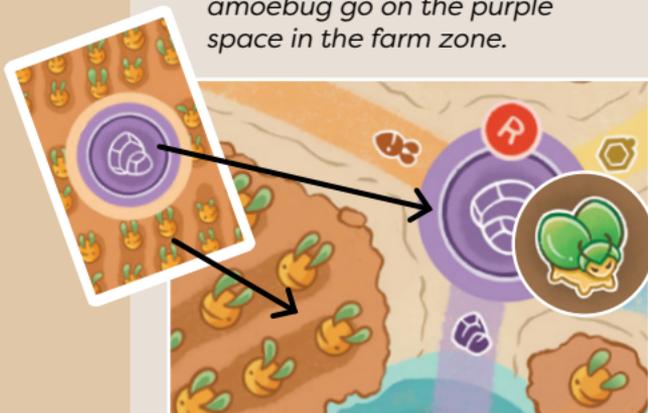
Place the **health tokens** on Bruno's **character board**. All hearts start filled.



Draw 3 cards from the **Color Deck**.



Take Bruno's 5 **amoebug tokens**; for each, draw a location from the **Location Deck** and place an amoebug on that space face down.



This location card has the amoebug go on the purple space in the farm zone.

Movement & Healing

At the beginning of your turn, **allocate your action tokens to the actions on your character board** (Move, Battle, or Heal). Once you begin spending actions, these tokens may not be moved to other actions. Spend actions by removing them from your character board.

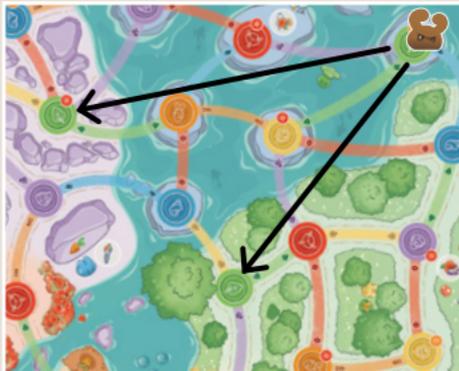
Bruno may spend a move action to move to an adjacent space. Alternatively, he may use his movement to move to the space matching the color he is on in either of the adjacent zones.

All characters, including Bruno, may spend a jelly for an extra movement.

A **Heal action** may be spent to restore a health token.



Bruno is on a green space and may choose to use his move action to go to a green space in an adjacent zone.



Objective

Amoebugs have invaded the Rainbow Mists! Help Bruno keep the amoebunnies safe by driving them away. **When on a space with an enemy token, spend a battle action to engage it in combat.** Roll both battle dice. The brown die represents Bruno's attack while the green die represents his opponent's attack.



Hit



Block

The enemy attacks first. Add up the number of hits on the enemy's die and subtract the number of blocks on Bruno's die. Reduce Bruno's health by an amount equal to the result.



Bruno is on a space with an amoebug and wants to battle. He spends a battle action from his character board and rolls the battle dice. The green die comes up double-hit and the brown one is hit-block. Bruno blocks one hit from the amoebug, but takes one damage from the other hit. He flips a health token to the empty side.

Objective *(continued)*

If Bruno has **no remaining health**, he is defeated and **must retreat**.

Draw a card from the location deck and move to that space. Restore all health, and immediately end your turn.

If Bruno is not defeated, count the hits on Bruno's die and subtract the blocks on the enemy's die.

- If the **result is one damage** and the enemy was **healthy**, flip the **enemy to the injured side**. Then, draw a location card and **move the injured enemy** there as it flees.
- If the **result is one damage** and the enemy was **injured**, or the result of the roll was **two damage**, the **enemy is defeated**. Remove it from the board.

Bruno wins when all 5 amoebugs have been defeated.

Bruno's hit-block result hits the amoebug for one damage. The bug's double-hit result doesn't block any damage. Since the bug was healthy, it is flipped to the injured side. Bruno then draws a location card to see where it flees.



Special Abilities

Versatile: Bruno may play cards from his hand to trigger special effects.

- **Red:** Take a free Battle action.
- **Orange:** Use immediately after rolling the dice during battle with an amoebug. Negate 1 block result from the amoebug.
- **Yellow:** Take a free Heal action. Healing flips 1 empty health token to the filled side.
- **Green:** Take a free Move action.
- **Blue:** Move 1 unused action token to a different action box on your board.
- **Purple:** Retreat. Bruno runs to safety to heal. Draw a location card and move to that space. Regain all health. Immediately end your turn.

Battle Action



Shield Break



Heal Action



Move Action



Action Change



Retreat & Heal



Special Abilities *(continued)*

Spar: Once per turn, **when on a space with another player** you may **challenge that player to combat**. Bruno rolls the brown die and the other player rolls the green die. Unlike normal combat, the results are done simultaneously and no actual damage is done. This does not cost a Battle action.

Add each player's number of hits and subtract one for each block the opponent rolled. Whichever player lands **the most hits wins** the duel and **draws a color card**. In the case of a tie, no card is drawn.

Sticky Trap: After drawing the location card when an enemy would flee, Bruno may **spend a jelly** to discard that card and **keep the enemy on his current space**.



Summary

- Allocate your action tokens to move, battle, or heal.
- Engage with amoebugs in battle to drive them out of the Mists.
- Practice your fighting abilities with other players when possible.
- Spend your cards to gain extra actions.
- Keep injured amoebugs from running away when you can.
- Watch your health! An unfortunate hit by an enemy could send you scurrying across the board.

Special Abilities – Quick Reference

- **Versatile:** Play a color card and trigger an effect based on its color. Jellies may be spent to take any one of these effects.
 - ♦ **Red:** Gain a battle action.
 - ♦ **Orange:** After rolling the battle dice, use this ability to negate an amoebug's block result.
 - ♦ **Yellow:** Gain a heal action.
 - ♦ **Green:** Gain a move action.
 - ♦ **Blue:** Move an unspent action to another action box.
 - ♦ **Purple:** Retreat as if defeated. Draw a Location card, regain all health, and end your turn.
- **Spar:** Once per turn, when on a space with another player, you may challenge them. Bruno rolls the brown die and the other player rolls the green die. The player scoring the most hits draws a color card. In the case of a tie, no card is drawn.
- **Sticky Trap:** After drawing the location card for a fleeing enemy, you may pay a jelly to cancel the move and keep it on its current space.

