



Cam

Complexity



Objective

Merge all 12 Cam player tokens onto a single space.

Actions

- Move according to movement rules.
- Merge Cam stacks together by playing a color card that matches the color of the path between them.
- Once per turn, after a merge, use the Splash ability to place a splash token on any path matching the color of the path you merged over.
- Spend jellies to move or as a color card.
- Trade 3 matching colors for a jelly.

Movement

At the start of your turn, count the Cams in the largest stack. Refer to the character board to determine the movement limit for that stack size. Cam may move up to that many spaces, split as desired over all stacks.



A moebunnies split and glom all the time, but Cam has a harder time holding himself together. While drifting through the clouds one day, he tumbled from the sky—*splat!*—and little Cams were splashed all across the Mists.



Now they have to find each other to glom back together. Cam doesn't mind; as each Cam fragment reunites, they share everything they saw and learned while apart.



Big Cam blinks. His mind is suddenly filled with new stories, hidden places, and secrets from across the land. How *wonderful!*



Components



12 Character tokens



4 Splash
tokens



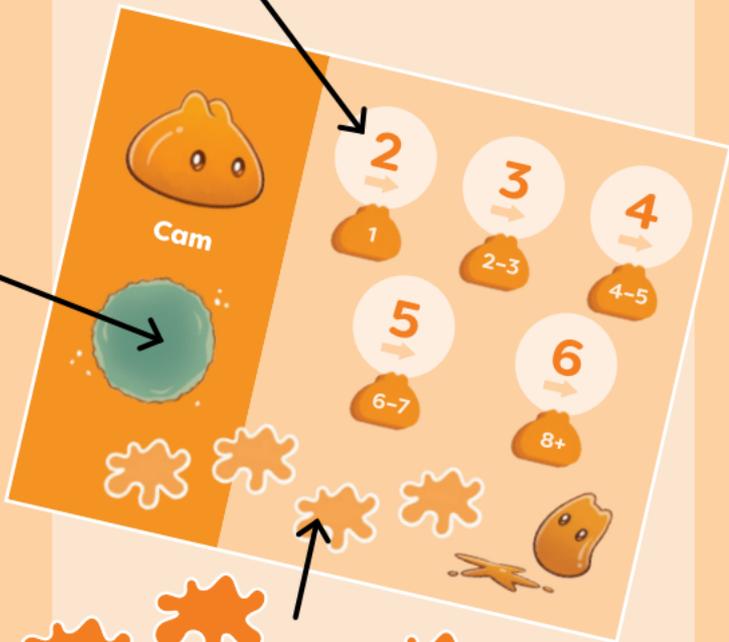
1 Size
tracker

Setup

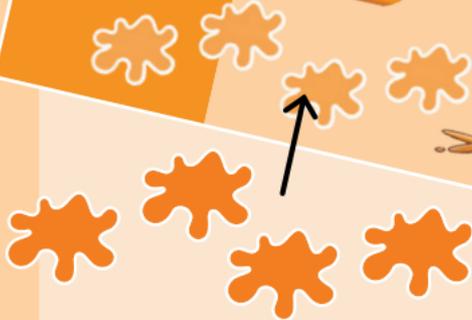
Collect **jellies** according to turn order and place them on Cam's **character board**.



Take the **size tracker** and place it on the 2 on Cam's **character board**.



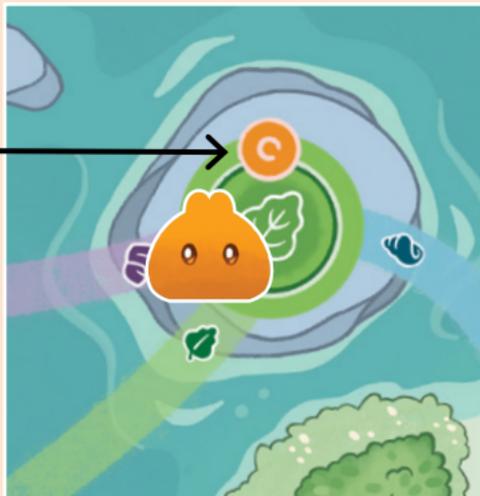
Take the four **splash tokens** and place them on Cam's **character board**.



Draw 3 cards from the **color deck**.



Take Cam's 12 **character tokens** and place one on each of the spaces marked  on the board.



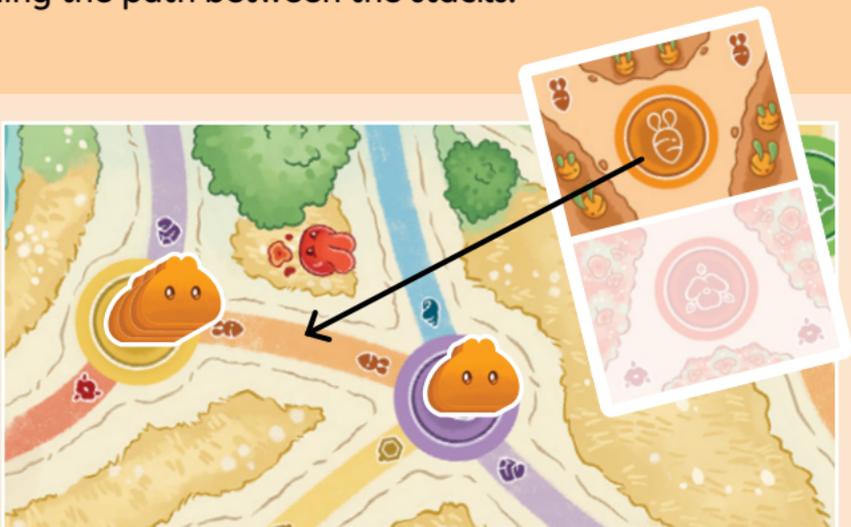
Objective

Cam has splashed all over the place! Help him merge his fragments back together again. **Cam must get all 12 of his player tokens onto the same space to win.**

When two Cam stacks are on adjacent spaces, Cam may **declare a merge to combine them into a stack**. To do so, he must pay:

- **1 movement**, and
- **1 color card** matching the path between the stacks.

To merge these two stacks together, Cam must use 1 movement and play a color card with orange (the path between the spaces).



Cam stacks may only occupy the same space after merging.

Cam may merge multiple stacks in a single turn, but must pay both costs for each merge.

Cam may only merge using a visible path. He cannot merge by teleporting, tunneling, or other forms of direct movement. Jellies may be spent in place of either merge cost, but each part of the merge (the movement and the card) must be paid separately.

Spending two jellies allows a merge with no movement or card, but one jelly alone is not enough.

Cam wins the game once he has successfully merged all of his player tokens into a single stack of 12.



Movement

At the beginning of your turn, find the largest stack of Cams on the board. Cam's **maximum movement is determined by the size of the largest stack**. Use the size marker on the character board to track the movement limit. For example, if Cam has a stack of five, a stack of three, and the rest are singles, the largest stack is five and Cam gets 4 movement for the turn. Place the size marker on 4.



When moving, Cam **may go in any direction unless the target space contains another stack**, in which case he must merge to move, requiring a color card. All Cams in a stack move together and once they have merged, they cannot be separated. Cam's movement may be split between as many stacks as desired. Actions may be taken between movements.

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

Special Abilities

Block: A space containing a stack of **four or more Cams** is considered **blocked**. Other players may not enter this space unless they give Cam a **color card** from their hand.

If a player attempts to move onto a blocked space but cannot (or chooses not to) give a card, the movement is **prevented**. The player returns to their previous space, and the **movement is still consumed** as if completed. The player is not considered to have crossed the path to the blocked space.



Special Abilities *(continued)*

Splash: Once per turn, immediately **after a merge**, Cam may place one of his **splash tokens** onto **any path matching the color** of the path he just merged across. When a player other than Cam crosses a path containing a splash token, Cam **draws a color card** from the deck. The example below would allow Cam to place a splash token on a green path. Cam may not place more than one splash on the same path. If he could place a splash but has none remaining, he may **relocate** one from the board to a new matching path.

Cam has merged using a green path and may place a splash on any green path. He chooses the one between the red and orange spaces.



Summary

- Move an number of spaces based on your largest stack at the start of your turn.
- When merging stacks together, pay a card matching the color of the path between the merging stacks.
- Cards are only used when merging. Other moves do not require cards.
- Once per turn, immediately after a merge, place a splash on any path matching the color of the merge path.
- Move your stacks of four to strategic locations to block your opponents.
- Watch for players crossing your splashes and draw a color card when they do.

Special Abilities – Quick Reference

- **Block:** Stacks of four or more Cams block a space. Other players may not move there unless they give you a color card.
- **Splash:** Once per turn, after merging, you may place a splash token on any path that matches the color of the path that was merged over. If you have no splash tokens remaining on your player board, you may move one already on the game board instead. Any time a player crosses a splashed path, you may draw a color card from the deck.

