



Jin

Complexity



Objective

Fully charge his lightning bug companion.

Actions

- Move according to movement rules.
- Gain energy by playing a card matching your space.
- When on the same space as the lightning bug, discharge to transfer energy.
- Use up to two of your four special abilities
 - ♦ Forked Lightning
 - ♦ Entangled Pair
 - ♦ Flit
 - ♦ Feedback
- Spend jellies to move or as a color card.
- Trade 3 matching colors for a jelly.

Movement

Jin can move up to 2 spaces per turn in any direction. He should also make use of his special abilities to move efficiently around the board.



For some bunnies, plummeting from the clouds can be quite a shock. This was especially true for Jin who careened through a lightning bolt on his way down to the Rainbow Mists.

Dazed, he lay splatted on the ground like a raindrop, watching the storm flicker across the sky. How would he ever find his way in this strange new place?

Slowly, Jin became aware of a tiny spark of light, flitting closer and closer until it landed right between his eyes—a tiny lightning bug!

Suddenly Jin felt a little better: A new adventure isn't so scary when you have a friend to light the way.

Components



1 Character token



1 Lightning Bug token



1 Energy tracker



1 Charge tracker

Face-Up
“Ready”



Face-Down
“Used”



1 Entangled Pair

1 Forked Lightning

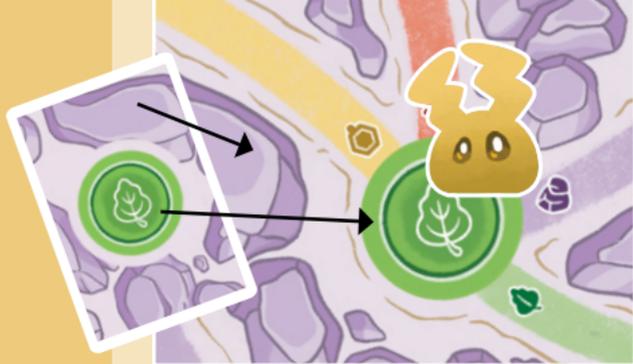
1 Feedback

1 Flit

4 Ability tokens

Setup

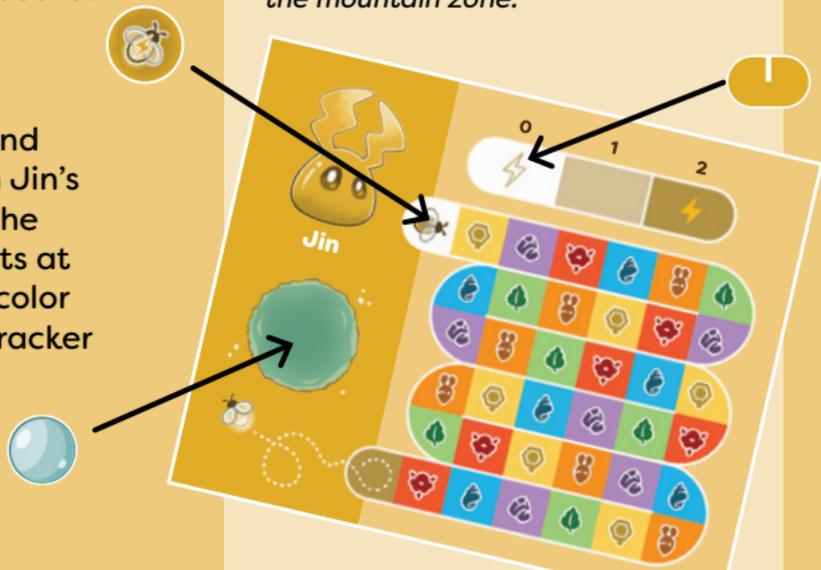
Draw a **location card** and place Jin's **character token** on that space.



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

This location card has Jin start on the green space in the mountain zone.

Place the **charge** and **energy trackers** on Jin's **character board**. The charge tracker starts at the top-left of the color track. The energy tracker starts at 0.



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

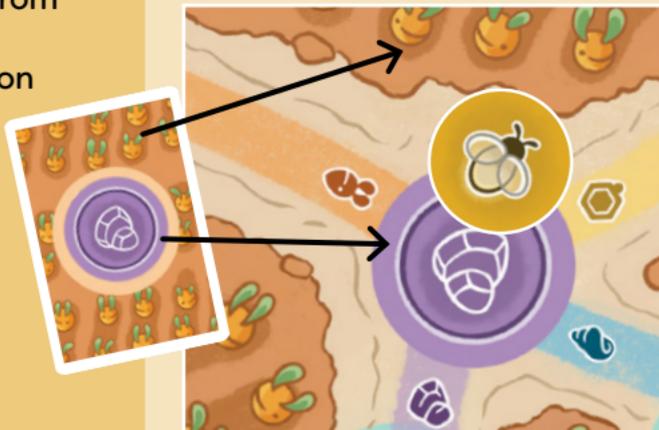


Place the **4 ability tokens** face-up near your **character board**.



Take Jin's **lightning bug token**; draw a location from the **Location Deck** and place the lightning bug on that space.

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



Objective

Jin's lightning bug friend has run out of energy and can't light up. Help Jin collect energy to charge up his buddy. Jin can gain energy by playing a card that matches the color of the space he is on. Each time he does this, increase his Energy Meter by 1. Once Jin energizes on a space, he cannot energize there again unless he leaves and returns, or until his next turn. Jin may energize multiple times per turn, but he may not hold more than 2 energy at a time.

When on the space with the lightning bug, Jin may discharge. When discharging, he transfers all of his energy to the lightning bug. For each energy transferred, draw a location card and move your Charge Tracker to the next space on the Charge Track that matches the colored icon in the center of the card.

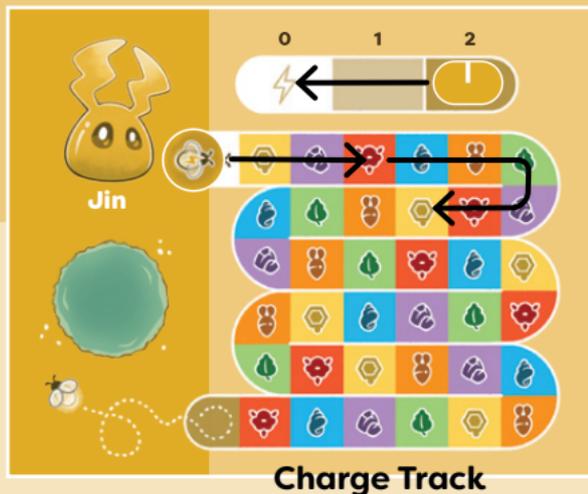
Energizing:



If Jin has not reached the end of the charge track and all energy has been charged to the lightning bug, **set the Energy Meter to 0**. Then, draw a location card and **move the lightning bug** to that location. Immediately after completing a discharge, Jin may choose to use his Feedback ability.

When discharging, if Jin draws a location card with a color that does not appear ahead of him on the Charge Track, move the Charge Tracker to the final space of the track. **The lightning bug is fully charged and Jin wins!**

Discharging:

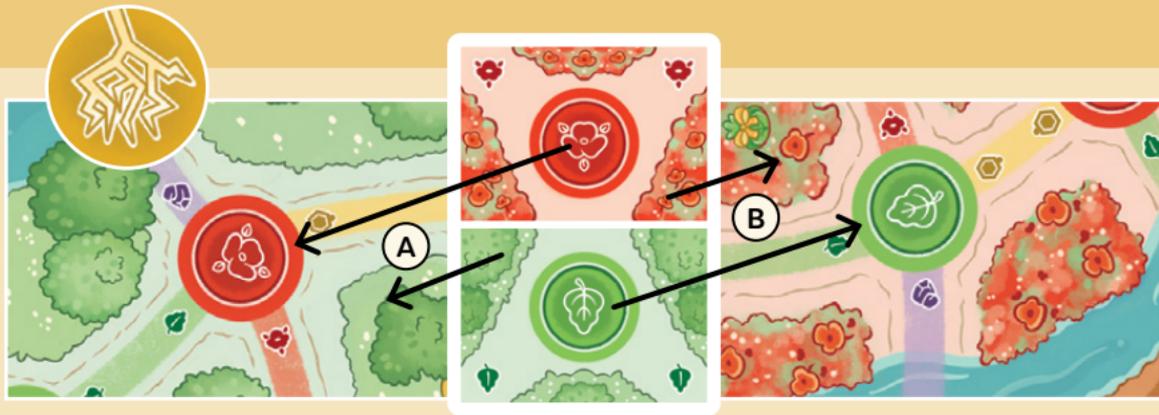


Jin's Energy Tracker is at 2. He reaches the space with the lightning bug and discharges. He draws two location cards, one for each energy, and moves along the Charge Track according to the colored icon in the center of each card.

Movement

During his turn, Jin may **move up to 2 spaces** in any direction. While this movement is limited, he can use his special abilities to zap around the board.

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



Jin's Forked Lightning ability allows him to discard the top color card of the Color Deck and move to the spaces with that color combination. In this case he discarded red-green and he can move to either the red space in the forest, or the green space in the field.

Special Abilities

Jin has four special abilities represented by tokens kept near his player board. He may only use two of these abilities per turn. When any ability is used, flip its token to indicate that it has been spent. At the start of Jin's turn, reset all ability tokens in your control to the ready state.

Forked Lightning: Reveal the **top card of the Color Deck** and place it in the discard pile. Jin must immediately **move to a space whose color and zone match** the two halves of the card.

For example, if the card is red/blue, Jin may either move to the red space in the blue zone (lake) or the blue space in the red zone (field).

If the card drawn is two of the same color (e.g., green/green) he must go to the single matching space, the green space in the green zone (forest).

If the card is a jelly card, Jin may move to any space of his choice.

Flit: Move the **lightning bug 1 space** in any direction. The bug ignores all tokens and obstacles on the board.

Special Abilities *(continued)*

Entangled Pair: Swap spaces with another player's character token and give them the Entangled Pair token.

If Jin is on a space with a Cam stack, he may not swap with a different Cam stack.

On the other player's turn, they may (as an action) give Jin back his Entangled Pair token to swap spaces with Jin. Cam also may not swap with Jin if Jin is with another Cam stack. Players may choose to hold the token and not swap places on their turn.

Feedback: After completing a discharge, use Feedback to **draw a card from the Color Deck**. Exactly one card is drawn regardless of how much charge was transferred.



Summary

- Move up to 2 spaces per turn.
- Play cards that match your space to gain energy.
- Discharge your energy to power the lightning bug.
- Activate up to 2 special abilities per turn.
 - ♦ Use Forked Lightning when trying to move long distances.
 - ♦ Use Entangled Pair when someone is close to where you want to be.
 - ♦ Use Flit to avoid obstacles.
 - ♦ Use Feedback to recover a card after discharging.

Special Abilities—Quick Reference

Before one of Jin's abilities can be used, the token for the ability must be ready. Tokens in his control are readied at the start of his turn. Tokens are flipped when an ability is used. No more than two abilities may be used per turn.

- **Forked Lightning:** Draw a card from the Color Deck and place it in the discard pile. Move to a space on the board whose space color and zone color matches the colors of the drawn card. If a jelly card is drawn, you may move to any space.
- **Entangled Pair:** Swap spaces with another player and give them the flipped Entangled Pair token. That player may give the token back to Jin on their turn to swap spaces again.
- **Flit:** Move the lightning bug one space in any direction.
- **Feedback:** Draw a color card. May only be used immediately after discharging.

