



Midori

Complexity



Objective

Traverse a path of every color to fill a rainbow token. Travel to the rainbows to collect them.

Collect all three rainbows.

Actions

- Move according to movement rules.
- Play a card to use the Overgrowth ability to block a path matching a color on the card.
- Pay a jelly to use the Fly ability and move to any space.
- Use the Refresh ability once per turn to draw two cards when your hand has no color cards.
- Spend jellies to move or as a color card.
- Collect colorful rainbows when on a space with one.
- Trade 3 matching colors for a jelly.

Movement

Play a color card to move across a connected path matching either color (or both) on the played card.

Midori has a gift for growing things, but don't expect to find her in a carrot patch! While the other bunnies toil away, she'd rather play.

Spinning her long ears like propellers, she whizzes through the air, looking for a game or adventure. Today's delight is chasing rainbows through the Mists, hopping from path to path, splashing in puddles and leaving sprouting plants in her wake.

Some have accused Midori of being a trickster, but Midori just knows the trick to life—when you turn everything into a game, the world has a funny way of playing along. A little mischief, a little magic, and everything falls into place.



Components



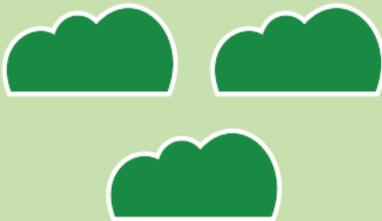
1 Character token

Face-Down
"Dull Side"

Face-Up
"Colorful Side"



3 Rainbow tokens



3 Overgrowth tokens

Face-Down
"Dull Side"

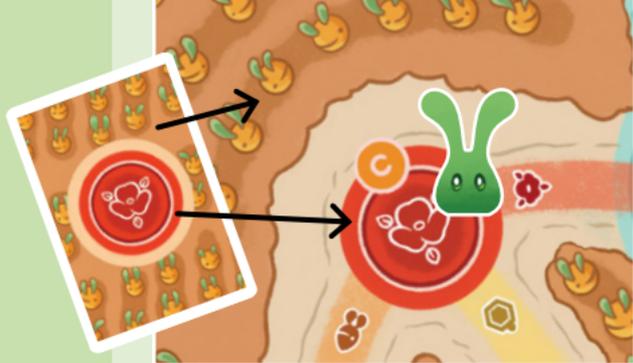
Face-Up
"Colorful Side"



6 Path tokens

Setup

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



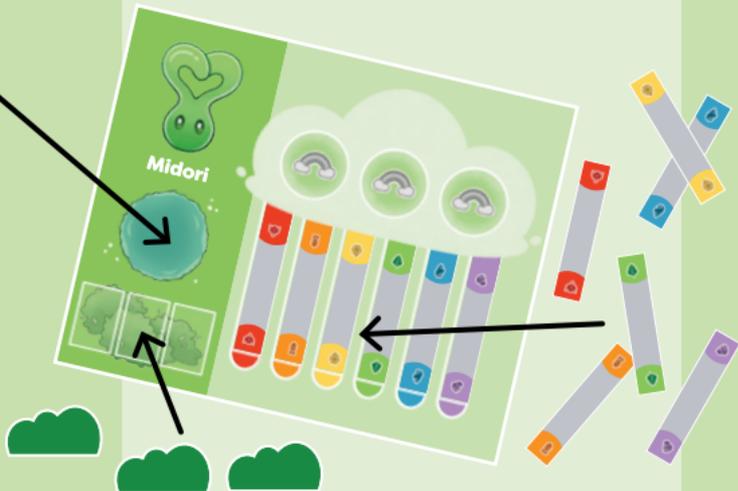
This location card has Midori start on the red space in the farm zone.

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



Place the 3 **overgrowth tokens** on Midori's **character board**.

Place the 6 **path tokens** on the **character board** face-down (dull side).



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



Take Midori's 3 **rainbow tokens**; for each, draw a location from the **Location Deck** and place a rainbow on that space face-down (dull side).



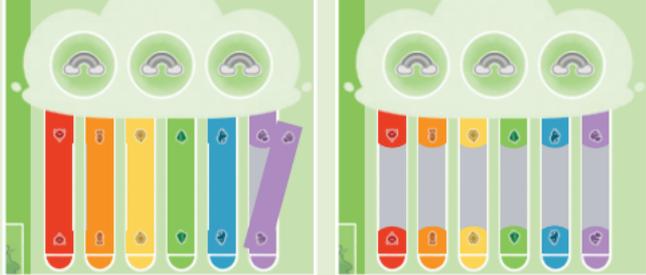
Objective

Midori wants to follow the rainbows. Whenever she **crosses a path** to move to another space, **turn the matching path** marker on your character board to its **colored side**. Midori may do this regardless of what method is used to cross the path, as long as it is her action. No paths are crossed when moving directly to another space, such as when using Fly or Violet's tunnels.

Midori crosses a red path and flips the red path token on her board.

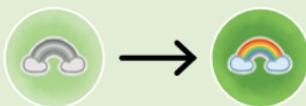


When all **six path markers** on **Midori's** character board **are color side up**, **reset them to their dull sides** and **flip a dull rainbow** of your choice on the board to reveal its colorful side.

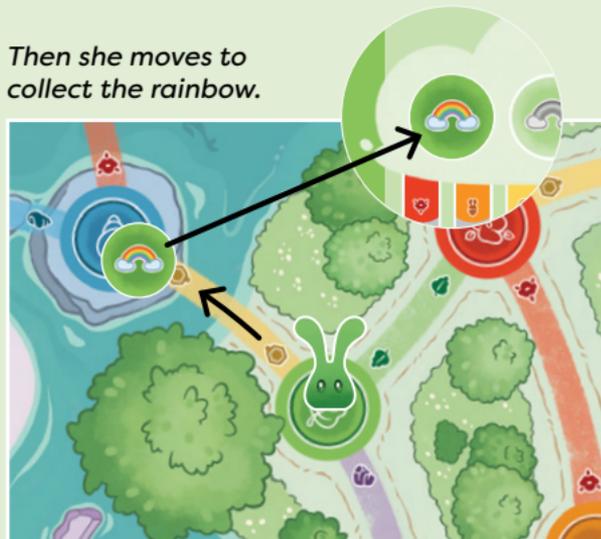


Midori completes her paths, resets them, and then flips a rainbow.

Flipping a rainbow and resetting path tokens happens immediately and is not considered an action.



When Midori **enters a space with a colorful rainbow**, she may take an action to **collect it**, placing it on her character board. There is no cost to do this. **Midori wins once she has collected all three colorful rainbows.**



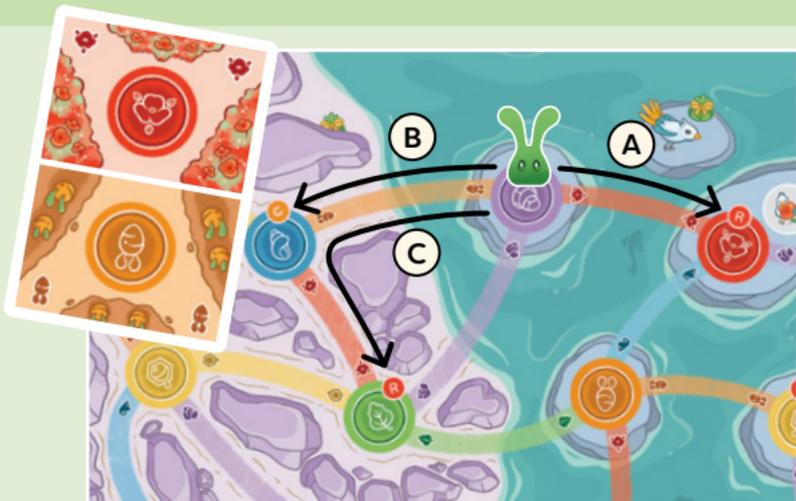
Then she moves to collect the rainbow.

Movement

Midori moves by playing color cards. Playing a card allows her to move along a path matching either of the colors on the played card, OR she may move along both colors in sequence. If using both colors, they are used at the same time in **one extended movement**, and actions may not be taken between colors. Midori may play as many cards for movement during her turn as she has. She may take any number of actions between each movement, as desired.

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

Midori played a red-orange card. She may (A) move across the red path or (B) across the orange path to the blue space. If she moves to the blue space she may (C) continue across the red path as long as she takes no actions on the blue space. Flip all crossed matching paths on her board.

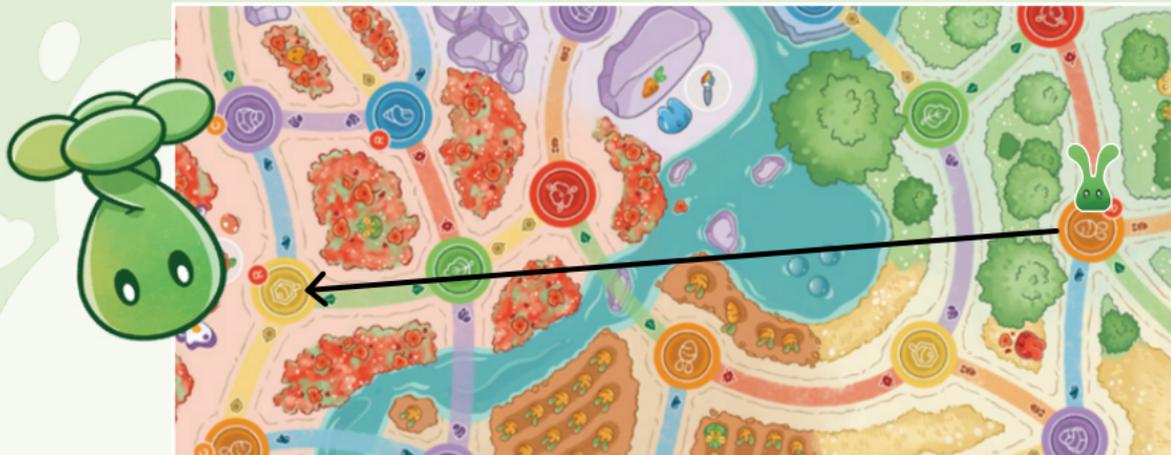


Special Abilities

Refresh: Once per turn, if Midori has no color cards in her hand, she may draw two cards from the Color Deck.

Fairy Gold: Once per turn, when Midori would give a card from her hand to another player due to an ability or effect, she may give the top card of the Color Deck instead.

Fly: Midori may spend a jelly to move directly to any space of her choice.



Special Abilities *(continued)*

Overgrowth: Midori may **play any color card** to place an Overgrowth token on **an unoccupied path matching a color** on the card played. An unoccupied path is one that does not contain a token of any kind from another player, such as Sunil's string or Cam's splash token. Midori may not block more than one path leading into any space with an overgrowth.



Midori has an overgrowth on the purple path and plays a blue-red card for another. She may place it on any red or blue path that does not touch the red or green spaces adjacent to the existing overgrowth.

Midori may use the overgrown path normally, but all other players treat that path as if it does not exist. For example, if Sunil rolls for movement and the result is a path with overgrowth on it, he draws a card. Players adjacent to a path with overgrowth may **give Midori a jelly to return the bush** to her character board. **Only one overgrowth may be placed per turn.**

Summary

- Use cards for movement by playing a card that matches a path connected to your space.
- When moving across a path on the board, flip the matching path on your character board to its colored side.
- If all paths on your board are colored, flip a dull rainbow on the board to its colored side and reset your paths.
- When on a space with a colorful rainbow, use an action to collect it to your character board. No card is required to pick this up.
- Make sure to empty your hand of color cards to use Refresh. Use overgrowths or find other ways to get rid of cards if you can't use them to move.
- Plan your movement carefully to efficiently color in your paths.

Special Abilities – Quick Reference

- **Overgrowth:** Once per turn, play any color card to place an overgrowth token across any unoccupied path matching a color on the played card. No space may have more than one overgrowth leading to it. Other players must pay you a jelly to clear an overgrowth from the path when they are next to it. Cleared overgrowths return to your character board.
- **Refresh:** Once per turn, if your hand contains no color cards, draw two color cards.
- **Fly:** Spend one jelly to move directly to any space on the board.
- **Fairy Gold:** Once per turn, when paying another player with a color card, you may instead pay from the top of the Color Deck.

