



Roy

Complexity



Objective

Find the 6 flowers and bring them to the matching birds, bees, and butterflies.

Actions

- Move according to movement rules.
- Reveal flower tokens by playing a color card matching the token's space.
- Pick up a boost token.
- Pick up an animal's flower (one at a time).
- Drop an animal's flower on a space.
- Once Bargain boost is gained, use Bargain ability (once per turn).
- Once Peek boost is gained, use Peek ability (once per turn).
- Use Network ability (always unlocked).
- Spend jellies to move or as a color card.
- Trade 3 matching colors for a jelly.

Movement

Move up to 5 spaces in any direction. This limit increases to 6 by collecting the Speedy Delivery boost token.



You want flowers? Plant a seed. You want flowers *fast*?! Contact Roy's Delivery Service!

Roy has the entrepreneurial spirit. He's always scheming up the next big idea or working on a deal. "Stay fast, stay focused, get ahead!"—that's his motto. The other bunnies don't get why he's always dashing around, but that's because they haven't yet unlocked their full potential.

Today's business? Express flower delivery for birds, bees, and butterflies. If he keeps them happy, they'll keep giving him rides across the Mists and step one of his 12 Steps to Success will be complete.

Components



1 Character token

Face-Down
“Flower Side”



12x Flower tokens

Face-up:



2x
Bird



2x
Bee



2x
Butterfly



1x
Speedy
Delivery



1x
Peek



1x
Bargain



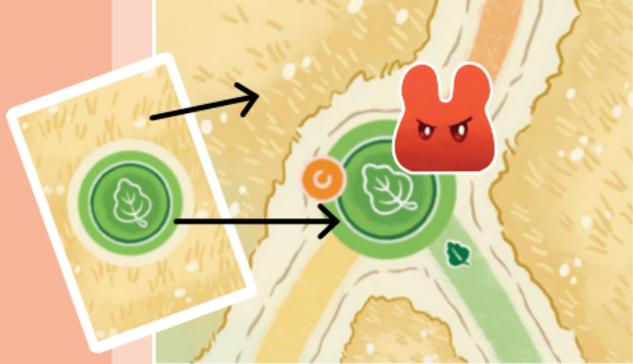
2x
Draw 2
Cards



1x
Collect 2
Jellies

Setup

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



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

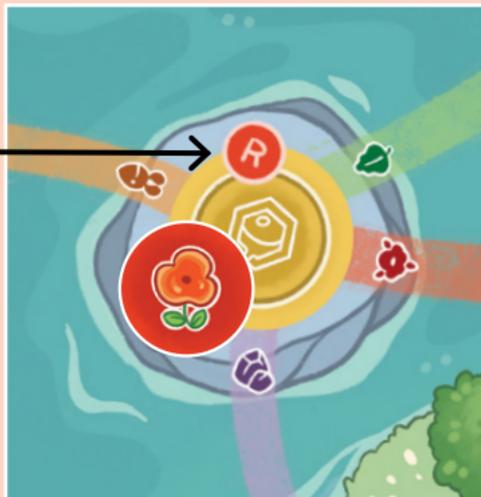
Collect **jellies** according to turn order and place them on Roy's **character board**.



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



Shuffle Roy's 12 **flower tokens** face-down and place one on each space marked **R** on the board.



Objective

Roy is building business relations with the birds, bees, and butterflies of the Mists. He finds it helps when he brings them their favorite flowers. **Roy must find the six flowers and deliver them to the spaces with a matching bird, bee, or butterfly.**

Each of Roy's flower tokens represents a place where he may look for a flower. When he lands on a space with one of his tokens, he may **play a color card** matching his current space to **reveal the token**. If it reveals a bird, bee, or butterfly, he has found a flower the animal wants. Roy may pick up this token and **place it on the flower space** on his character board.





Deliver the flower token to the matching animal space. In this case, a bee wants this flower. Bring it to either this beehive or the one across the board.

Roy may only carry one animal's flower token at a time but may drop it on his current space to make room for another, if he chooses. **Roy wins when he has dropped a matching flower on each of the 6 animal spaces around the board.**

If the token is a boost (Peek, Bargain, or Speedy Delivery), Roy **places it on his player card** and gains the ability as described in the Special Abilities section. If the token is a Draw 2 Cards or Collect 2 Jellies token, he immediately gains the resources.

Note: Roy only needs to pay to flip over face-down tokens on the board. He does not pay to pick up or put down tokens.

Movement

Roy may **move up to 5 spaces** during his turn. Each move must be to an adjacent space in any chosen direction.

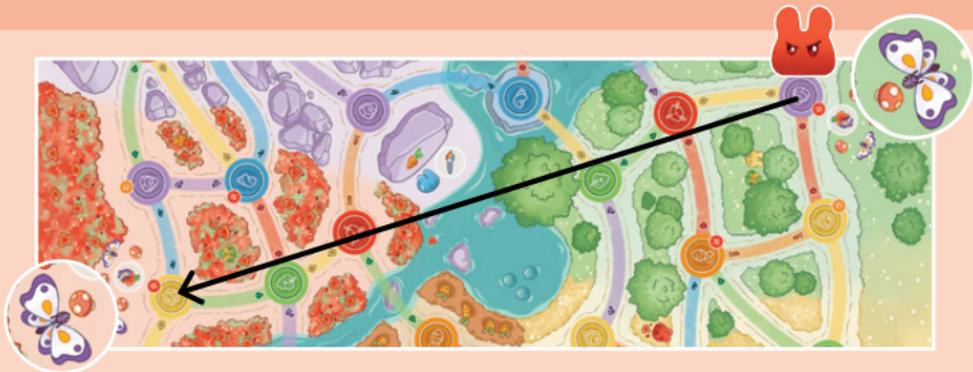
The movement limit can be **increased to 6** by collecting the Speedy Delivery boost token and placing it on Roy's card. The extra movement from the boost may be used on the turn it is discovered.

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



Special Abilities

Network: Roy may **spend a movement to hitch a ride** and go from a bird, bee, or butterfly space to the corresponding bird, bee, or butterfly space across the board. Animal spaces are marked with the **R** icon along the outer ring.



Roy can spend a movement to fly directly from this butterfly space to the one across the board.

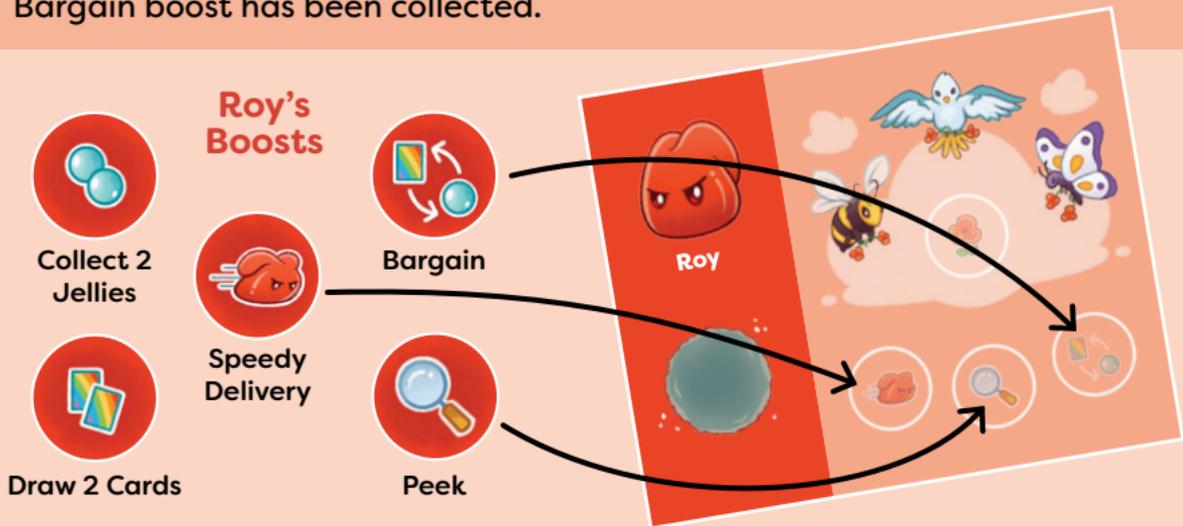
Boost: Hidden among the flowers, Roy will come across special tokens that unlock his special abilities and provide useful resources.

Speedy Delivery: Unlocks an **extra movement** per turn as described in the Movement section.

Special Abilities *(continued)*

Peek: Once per turn, Roy may **look at one of his face-down flower tokens** anywhere on the board. This ability may only be used once the Peek boost has been collected.

Bargain: Once per turn, while on a space with another player, Roy may **give that player a color card** from his hand. If he does, he **takes a jelly from their character board**. If the player does not have a jelly, Roy takes one from the jelly pool instead. This ability may only be used once the Bargain boost has been collected.



Summary

- Move up to 5 spaces per turn (6 after unlocking Speedy Delivery boost).
- When on a space with a flower token, play a card matching your space to flip it.
- Flipped tokens may be picked up or put down without any additional cost.
- Revealed flowers for animals should be placed on the flower space on Roy's character board and delivered to the matching animal spaces.
- Roy may only carry one animal's flower at a time.
- Card and Jelly boosts are used immediately, then discarded.
- Other boosts are placed on your board. Their effects may be used immediately.
- Use Network to quickly cross the board. Spend a movement to fly from an animal space to its matching space on the other side of the game board.

Special Abilities – Quick Reference

- **Network:** Spend one movement to travel from a bird, bee, or butterfly space to the matching animal space across the board.
- **Bargain:** Once per turn, give a player on your space a color card to take a jelly from them (if the boost has been gained). If the player does not have a jelly, one may instead be taken from the jelly pool, but the player still receives Roy's color card.
- **Peek:** Once per turn, look at one of your face-down flower tokens anywhere on the board (if the boost has been gained).
- **Speedy Delivery:** When this movement boost is found, increase Roy's maximum movement to 6 moves per turn. The increased movement may be used immediately.

