



Sari

Complexity



Objective

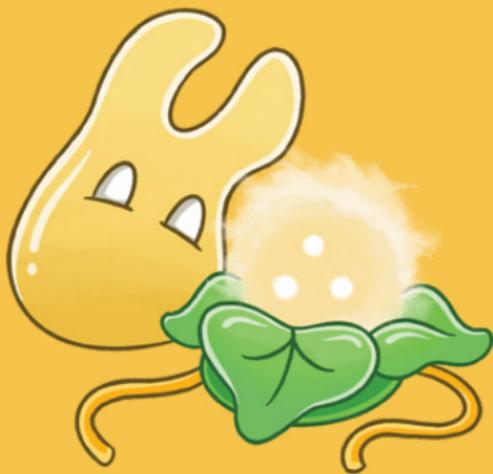
Place all 14 gifts from your character board onto the game board.

Actions

- Move according to Sari's movement rules.
- Place a gift on a space with a hiding place token.
- Use the Treat Yourself ability after dropping a present and revealing a gift icon.
- Once per turn, use the Buddy System ability to move to a space with another character token.
- Use the Seek & Hide ability to move longer distances across the board.
- Spend jellies to move or as a color card.
- Trade 3 matching colors for a jelly.

Movement

Play a color card to move to an adjacent space where a color on the card matches the color of the destination space or path leading to that space.



Sari sees things others don't: portents in puddles, messages in fallen leaves, patterns in the way the wind weaves through the grass. Signs, she calls them. The other bunnies just nod along; they're never sure if she truly believes or is just having fun.

Today, "the signs" have led her on a most important quest: hiding gifts all around the Mists. Somebunny, somewhere, will need a little boost, and when they do, a perfectly placed surprise will

be waiting for them. Whether it's fate or just a lucky chance, Sari loves knowing her gifts will brighten somebunny's day. Nothing makes Sari happier than helping a friend in need.

Of course, all this hopping and gliding across the Mists is hard work, so every now and then, she takes a break... and treats herself to a little surprise, too.

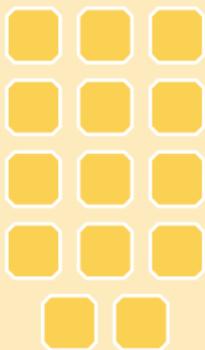
Components



1 Character token



4 Hiding Place tokens



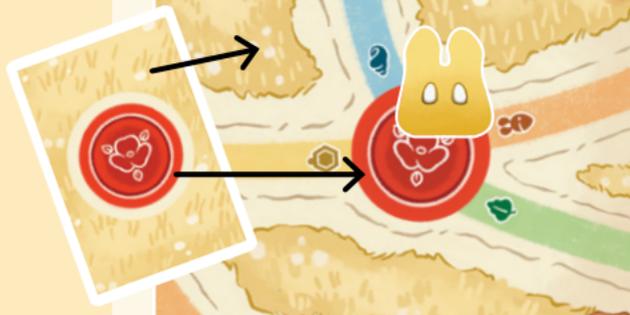
14 Gift tokens



1 Gift Deck
(36 cards)

Setup

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

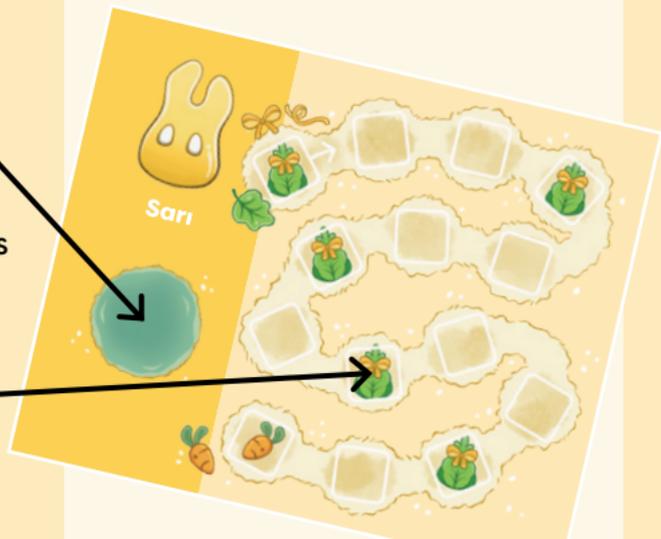


This location card has Sari start on the red space in the hill zone.

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



Place the **gift tokens** on Sari's **character board** on all of the path spaces, including those with gift icons.



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



Take the **Gift Deck** and shuffle it. Place it by your character board.



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

Take Sari's four **hiding place tokens**; for each, draw a location from the **Location Deck** and place a token on that space.



Objective

Sari is hiding gifts for her friends to find. Her objective tokens represent hiding places where she can place gifts. When Sari reaches a space containing a hiding place, she may put a gift on that space. Gifts should be taken from Sari's character board starting from the space next to her picture and following the path. After moving the gift from the character board to Sari's space on the game board, draw a card from the Location Deck and relocate the hiding place. If there is already a hiding place there, discard the location card and draw a different one. Sari's objective is complete when there are no more gift tokens on her character board.

Note: There is no cost to placing gifts in hiding places.

Sari reached a hiding place and places a gift.



Players other than Sari may find and open a gift by landing on a space with a gift token and **giving Sari any one color card** from their hand. If they do, **remove the gift token** from the game. The player who gave the color card then **draws a card from Sari's Gift Deck**. Gift cards may be played whenever the player may perform an action.

The Gift Deck contains three kinds of goodies: drawing color cards, collecting jellies, or free bonus movement. There are common and rare versions of each.



Note: Opening gifts must be done with a color card. Jellies cannot be used to pay Sari. Gift cards do not count as color cards.

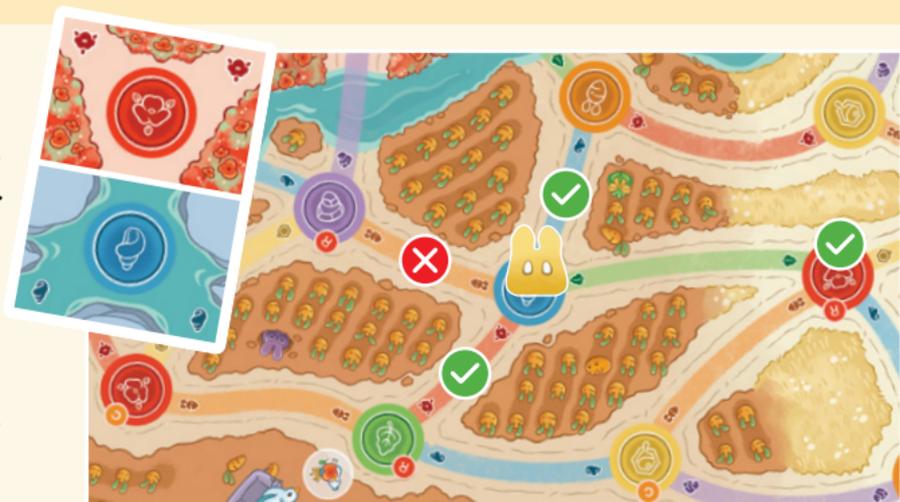
Movement

Sari **moves by playing color cards**. Playing a card allows Sari to move to an **adjacent space of a matching color** or **across a matching color path** to the played card.

Sari may **play as many cards for movement during her turn as she has**. She may only take one movement for each played card. She may take as many actions as desired between movements.

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

Sari played a red-blue card. She may move across the red path or the blue path using this card. She may also move across the green path to the red space. She would need a purple or orange to use the remaining direction.



Special Abilities

Buddy System: Once per turn, while on a space adjacent to a space containing another player, Sari may **move to that player's space** without paying the normal movement cost.

(A) Sari can use Buddy System to move to Roy without spending a card.



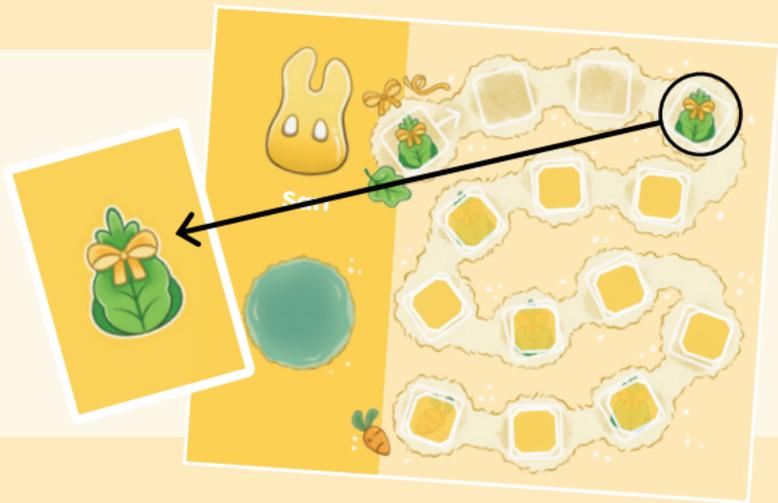
(B) To Seek & Hide, Sari can spend two orange to move directly to the orange space in the carrot zone.

Seek & Hide: Sari may play **two of the same color** to **move directly** to the space around the central jelly pool that matches the played color. A double-color card counts as two.

Special Abilities *(continued)*

Treat Yourself: When placing gifts on the board, take a gift from your character board starting from the space by Sari's picture and following the path. Each time a **gift icon is revealed**, draw a card from the Gift Deck.

Sari has reached a hiding place and moved a gift from her character board, revealing the gift icon. This means she'll get to treat herself to the top card of her Gift Deck.



Premonition: When drawing at the end of her turn, Sari **draws two** color cards instead of the standard one.

Summary

- Use cards in your hand to move by matching the color of an adjacent path OR space.
- You may move exactly once per card played, but may play as many cards per turn as you want.
- When on a space with a hiding place, put a gift token on that space and use the Location Deck to relocate the hiding place.
- Cards are not required to place gifts.
- Use Buddy System and Seek & Hide when possible to move efficiently.
- Encourage other players to pick up your presents!

Special Abilities – Quick Reference

- **Treat Yourself:** After placing a gift that reveals a gift icon, draw a card from your Gift Deck.
- **Buddy System:** Once per turn, you may move to a player in an adjacent space without paying a card or jelly for the movement.
- **Seek & Hide:** Play two matching colors to move to the space around the jelly pool (center spaces) that matches the color played. Double-color cards count as two.
- **Premonition:** At the end of your turn, draw two cards instead of one.

