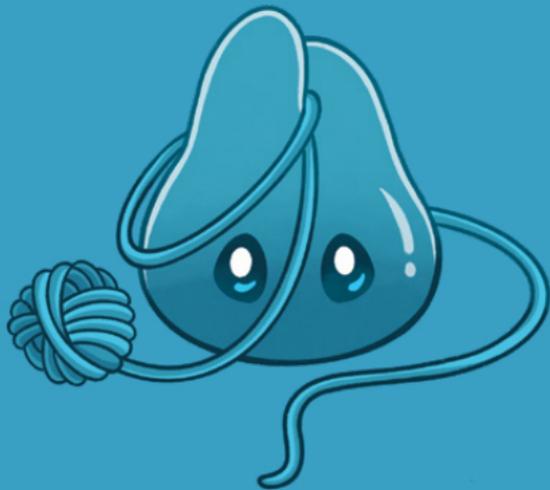# Sunil

Complexity
★★★★★

Objective
Find all six pigment colors for his palette.

Actions

- Move according to movement rules.
- Reveal objective tokens on your space by paying a card with the color of the space.
- Use the Remember ability to move back over the path marked by your string token.
- Use the Plan Ahead ability to mark a path with your string.
- Use the Zone In ability to move to a zone of your choice (once per game).
- Use Art Direction (signpost) to move.
- Spend jellies to move or as a color card.
- Trade 3 matching colors for a jelly.

Movement

Roll Sunil's movement die up to twice per turn. Immediately follow the path matching the result. If no matching path exists, draw a color card. If wild or the path is marked with a string token, move in any direction.

Sunil is an artist and a dreamer. When inspiration doesn't come to him, he goes looking for it. He wanders the Mists, studying the way light and shadow dance beneath the trees and gathering the abundance of colors the world provides.

The trouble is, he gets so lost in thought that he sometimes gets lost in reality, too. One moment, he's admiring the deep red of a crushed berry or the blue shimmer of a seashell—next thing he knows, he has no idea where he is.

One day, he found something curious washed up on the shore: a small ball of string. Maybe if he left a trail behind him, he'd always find his way back!

He only wishes his string would stretch just a little farther...

Components

1 Character token

1 Zone In token

9x Palette tokens

2 String tokens

1 Movement die

Face-up:

6 Pigment tokens

Paint Brush
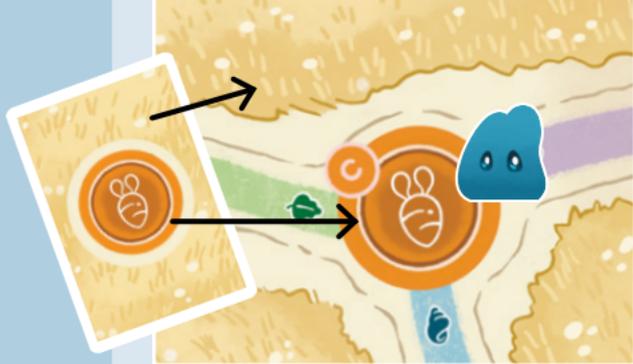"Art Side"

Signpost
"Direction Side"

1 Art Direction token
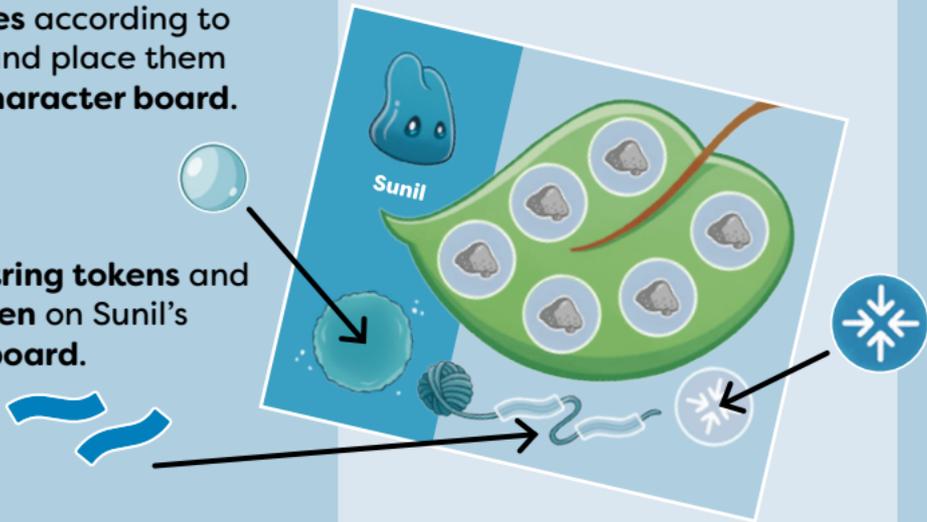
3x Draw 2 color cards

Setup

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

This location card has Sunil start on the orange space in the hill zone.

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

Place the **string tokens** and **Zone In token** on Sunil's **character board**.

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

Place the **Art Direction token** at the center of the **game board** showing the brush side.

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

Take Sunil's 9 **palette tokens** and shuffle them face-down; for each token, draw from the **Location Deck** and place the token face-down on that space.

Objective

Sunil is collecting supplies to use in his art project. Help Sunil find the things he needs to make the perfect pigments. Among his palette tokens are six pigments, and three draw tokens. When **Sunil reaches a space** with one of his **pigment tokens**, he may spend a **color card** from his hand matching his current space to **reveal the token**. If it is a pigment, **place it on your palette** on the character board. If it is a Draw 2 Cards token, immediately draw two color cards and discard the token, removing it from the game.

Sunil wins when he has found all six pigments and placed them on his palette.

Sunil has reached a palette token and plays an orange card to reveal it. It reveals the green pigment, which he then adds to the palette on his character board.

Movement

Sunil may **roll his movement die up to twice per turn**. After rolling the die, if the result matches the **color of one of the paths** connected to Sunil's space, he must **immediately follow that path** to the next space. If there is **no available path** matching the result of the die roll, Sunil **draws a color card**. When a **rainbow is rolled**, the result is wild and Sunil may **move across the path of his choice**. If the die result would have Sunil **cross a path with a string**, he may **treat the result as wild. Note:** The Zone In ability does not count as a movement roll.

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

In this situation, if Sunil rolls orange he moves to the yellow space. If he rolls purple, he moves to the red space. If he rolls red, green, or blue, he draws a color card. If he rolls wild he may move to any adjacent space. A yellow roll would have him move back across his string, so he may treat it as a wild result. If he moves to the blue space from a roll, he picks up the string, which does not count as using the Remember ability.

Movement *(continued)*

When Sunil moves along a path by any means, **he places a string from his character board onto the path he just crossed** to help him remember his way back. If his character board has no string tokens, move the string furthest from Sunil instead. If Sunil moves directly from one space to another without traversing a path, such as from using Zone In or Violet's tunnels, he returns both strings to his character board. **Do not forget to move your string as you move!**

Movement from other sources such as jellies or Sarı's gift cards can be made in any direction the player chooses. These do not count as rolls.
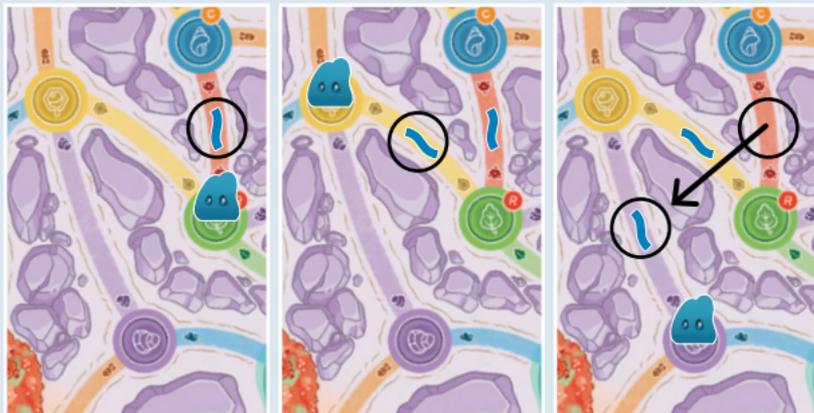
Sunil moves blue to green, placing a string on the red path. He then moves to yellow, and his second string goes on the yellow path. Finally, he moves to purple, moving his trailing string from the red path to the purple path.

Special Abilities

Remember: Sunil may **move across a path with a string token** on it as a free move. If he does, return the string token to his character board. This may be done multiple times per turn.

Plan Ahead: When both of Sunil's **string tokens are on his character board**, he may **place one on an adjacent path**. If he does, he may not use the Remember ability for the rest of his turn. Sunil may want to use this ability to set up a Remember for his next turn, or set a path to be a wild result if rolled.

Sunil uses Remember to go back to the yellow space, returning the string from the purple path to his character board. He repeats this to move to green. Now that there are no strings on the board, he may use Plan Ahead.

Special Abilities *(continued)*

Art Direction: When the Art Direction token's **brush side** is showing, **other players** who do not have a color card they need may use this ability. The player may **play any color** card as if it were the desired color. (Sunil paints it the correct color for them.) Sunil then flips his token to the signpost side. On Sunil's turn, when Art Direction shows the **signpost side**, he may flip it to the brush side to move one space in the direction of his choice as a **free movement**.

Players using Art Direction to paint a card must do so before using any part of the card. The painted card is treated as a single-color card of the chosen color. It does not retain or gain a second color.

Zone In: As an action, Sunil may **declare a zone**. He then **rolls his movement die** and immediately moves to the **space in the chosen zone** that matches the result of the roll. If the result is a rainbow, Sunil may choose any space to move to in that zone. Discard the Zone In token.

Sunil uses Zone In and chooses the green zone. He rolls his die and the result is red. He moves his player token to the red space in the green zone and discards the Zone In token.

Summary

- Roll the movement die up to twice per turn. When the die is rolled, immediately resolve the result of the roll.
    - If the roll is a color that matches a path adjacent to your space, cross that path to the next space.
    - If the roll is wild, move across an adjacent path of your choice.
    - If the roll matches the path with your string token, treat it as wild.
    - If the roll does not match any adjacent path, draw a color card.
- When on a space with a palette token, pay a card matching the color of the space to pick it up.
- Other forms of movement (jellies, Art Direction) do not count as die rolls.
- Use your strings to help you navigate the board.
- Turn in sets of three of the same color for a jelly when you need controlled movement or a color you don't have.

Special Abilities—Quick Reference

- **Remember:** Move freely across a path with a string token (cannot be used after Plan Ahead has been used this turn). Return the string token to Sunil's board after using this ability.

- **Plan Ahead:** If no string tokens are on the game board, place one on an adjacent path. You cannot use the Remember ability for the remainder of the turn.

- **Zone In:** Discard the Zone In token to declare a zone and roll the movement die (this does not count as one of your normal rolls). Move to the matching space in the chosen zone. A wild result allows you to choose any space in that zone. Return your strings to your board.

- **Art Direction:** When the Art Direction token shows the brush, other players can have Sunil paint a card in their hand a color of their choice (i.e., use that card as a color not on the card). After use, flip the token to the signpost side. When the signpost side is showing during Sunil's turn, he may move one space in any direction and flip the token to the brush side. This does not count against his roll limit.