



Violet

Complexity



Objective

Collect all six sample tokens and take at least six readings with your detector.

Actions

- Move according to movement rules.
- Take environmental samples on the space with the Particle.
- Use Tunnel ability to create a shortcut.
- Use Synthesize ability to create a jelly.
- When adjacent to the Particle token, use Magnetize ability to pull the token to your space.
- Spend jellies to move or as a color card.
- Trade 3 matching colors for a jelly.

Movement

Roll Violet's movement die at the beginning of your turn. Move up to that many spaces in any direction. Using tunnels does not cost movement.

A purple carrot? Absurd!
...Or is it?

Determined to find out, Violet turns to *science*! As an expert in all things purple, she hypothesizes that a carrot's color may be influenced by its environment. Using one of her inventions, she's collecting color samples from the local environment and measuring their prismatic particles, to find the perfect spot to plant a seed.

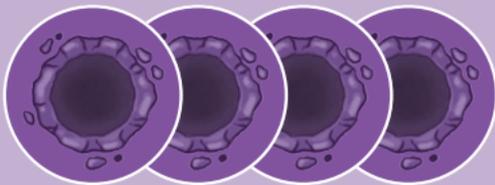
Once she finds the highest concentration of purple particles, her experiment will begin, and if she's right, she'll grow a purple carrot of her own. Isn't science fun?!



Components



1 Character token



4 Tunnel tokens



1 Particle token



1 Detector dial

3

1 Movement die

Face-Down
"Outline"

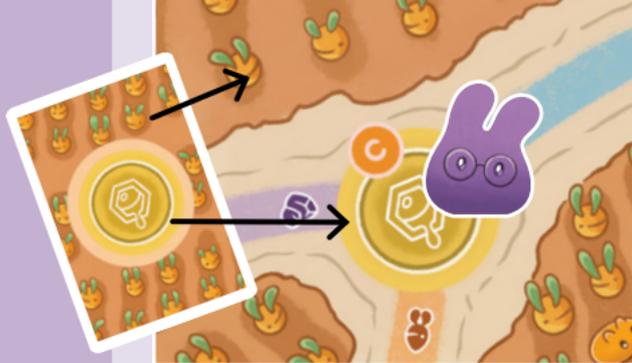
Face-Up
"Collected"



6 Sample tokens

Setup

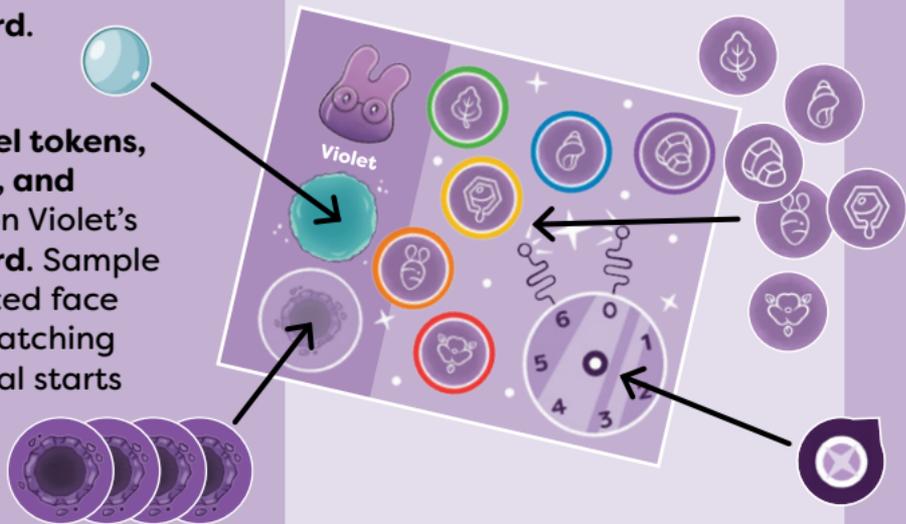
Draw a **location card** and place Violet's **character token** on that space.



This location card has Violet start on the yellow space in the farm zone.

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

Place the **tunnel tokens**, **sample tokens**, and **detector dial** on Violet's **character board**. Sample tokens are placed face down on the matching icon and the dial starts set to 0.



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



Take Violet's **particle token**; draw a location from the **Location Deck** and place the particle on that space.

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



Objective

Violet is collecting environmental samples and readings from around the Mists. To do this, **she goes to the space with her Particle token**, and spends a card from her hand matching the color of her current space. **Reveal the top card of the Color Deck to take a sample.** Immediately discard this card but **flip any matching sample tokens** on Violet's board so the colored side is face-up. (Note: Jellies are wild, choose any one sample to flip.)

If your Particle Detector is already at 6, you may draw a second color card and repeat this process. If the Detector is not yet at 6, advance the dial by one level. Do not draw another color card.

Draw a card from the Location Deck and move Violet's Particle to the new space.

Violet wins when she has all six sample tokens with the color-side up and the Particle Detector is set to 6.

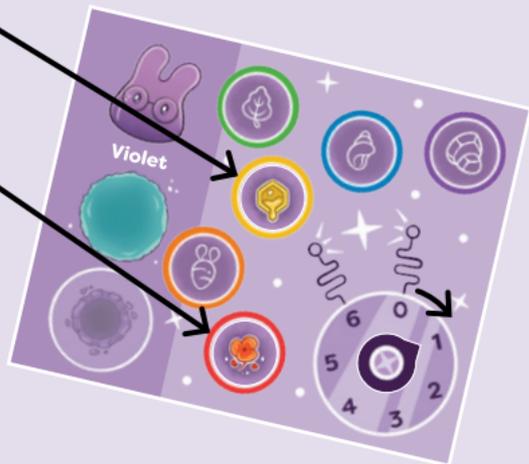


Violet has reached the space with her particle. She plays a blue card to match the color of her space and takes an environmental sample.



She then places the top card of the Color Deck directly in the discard pile.

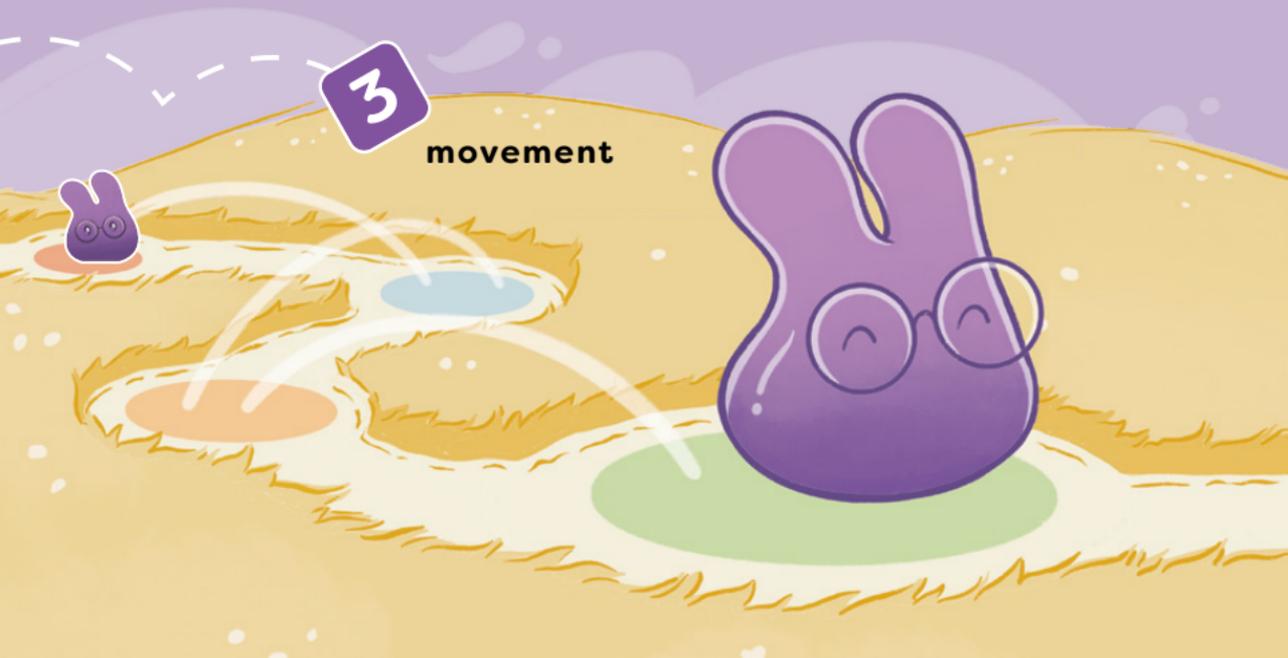
In this case the discarded card is yellow-red. Violet sets the yellow and red samples on her character board face-up. She then sets her detector dial to the next number.



Movement

At the beginning of her turn, **roll Violet's movement die**. **The number you roll is how many spaces Violet can move this turn**. She may move in any direction and may take actions between movement as desired.

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



Special Abilities

Burrow: Violet may **play a color card** matching her current space to **place a tunnel** at her location. She then **places a second tunnel** at any other space on the board of the **same color**. Each tunnel must be placed on a space without an existing tunnel. Once placed, tunnels may not be moved or picked up.

On their turn, any player may move from a space with a tunnel to any other space with a tunnel (all tunnels are connected underground). To use the tunnels this way, players other than Violet must pay Violet a color card from their hand. Using tunnels is an action and does not cost any movement.

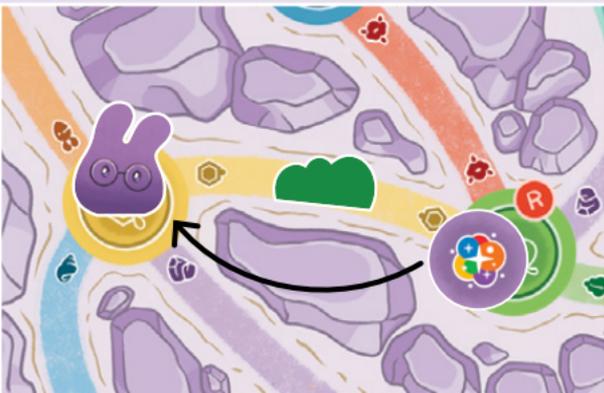


Violet wants a shortcut to her particle. She plays an orange matching her current space to place a tunnel. She chooses the orange space in the green zone as the other end. Players may now burrow between these spaces, or other placed tunnels.

Special Abilities *(continued)*

Synthesize: Violet may spend **two movement** from her movement die result to **collect a jelly** from the pool.

Magnetize: If Violet is on a space **adjacent to her Particle** token, she may spend **two movement** from her movement die result to **pull the token to her space**. As a special exception, this ability may be used through a path containing a Midori overgrowth.



Midori has placed an overgrowth between Violet and her particle! Violet decides to use Magnetize to foil Midori's plan. Violet subtracts two from her unused movement and moves the particle token to her space.

$$4 - 2 = 2 \text{ remaining movement}$$

Summary

- Roll your movement die at the start of your turn to determine your move limit.
- Play tunnels to help you move across the board quickly and efficiently.
- When arriving at the space with your Particle, perform these steps:
 1. Play a card matching your space to activate your objective sequence.
 2. Place the top card of the Color Deck directly into the discard pile.
 3. Flip any tokens on your character board that match colors on the discarded card to their colored side.
 4. Increment your Particle Detector Dial by one. If the Dial was already at 6, repeat steps 2 and 3 instead.
 5. Draw a card from the Location Deck and move the Particle to that space.
- Remember to use Synthesize and Magnetize when you have the need.
- Encourage players to use your tunnels.

Special Abilities – Quick Reference

- **Burrow:** Play a color card matching Violet's space to place a tunnel on your current space and any other space on the board of the same color.
- **Synthesize:** Spend two movement from your movement die result to collect a jelly from the pool.
- **Magnetize:** When on a space adjacent to the Particle token, spend two movement from the result of your movement die to pull the Particle token to your space. This ability may be used through a path containing a Midori overgrowth.

