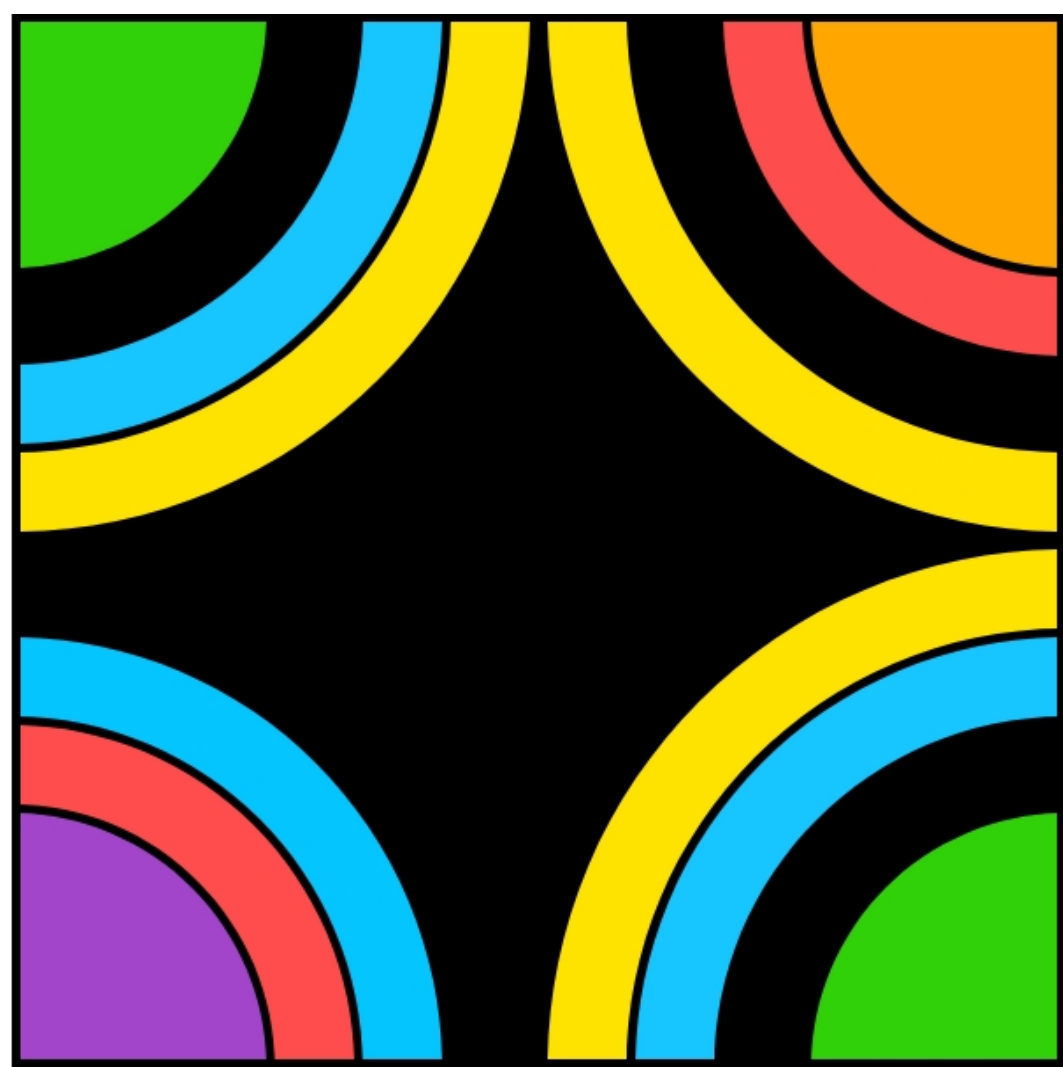
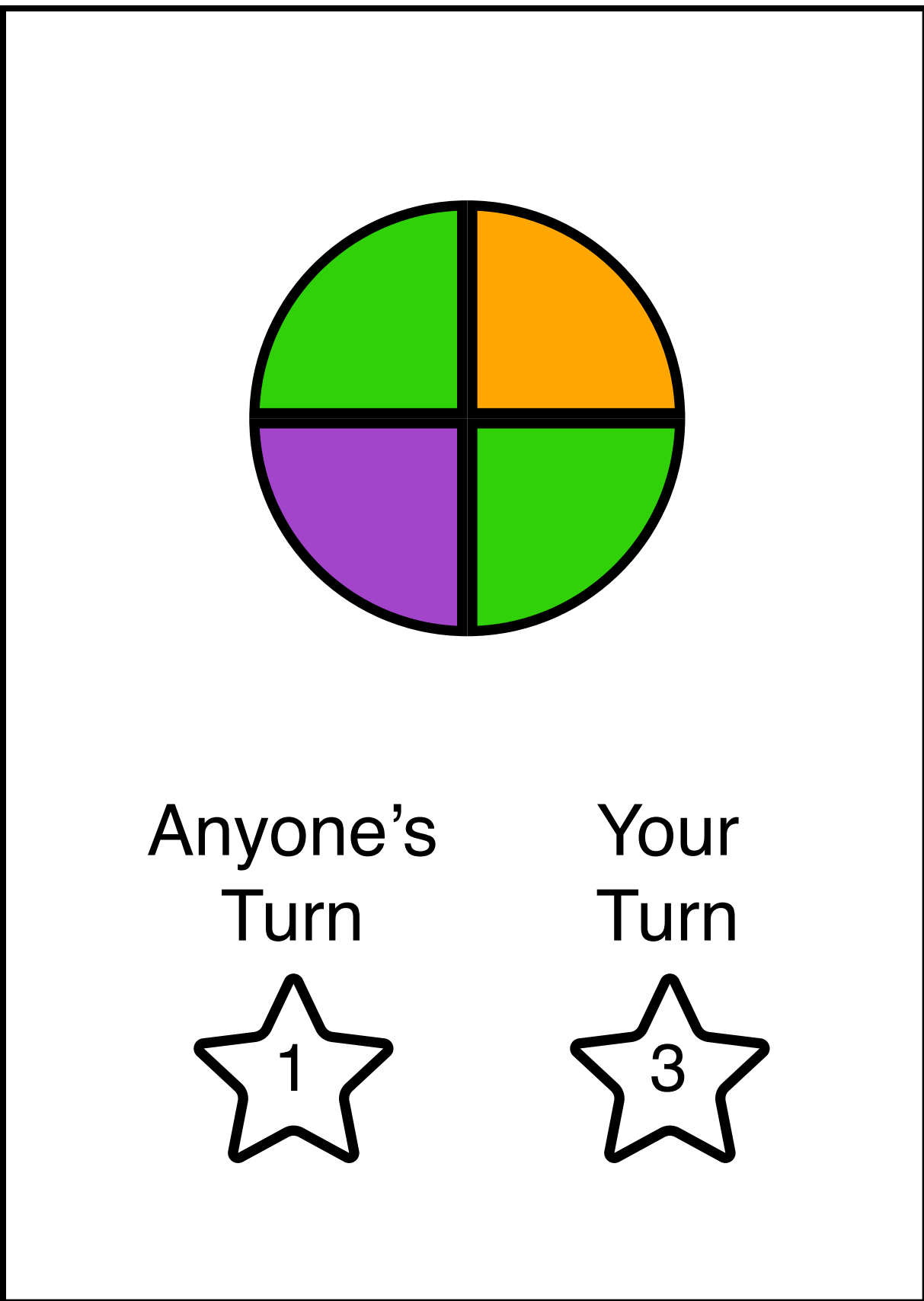


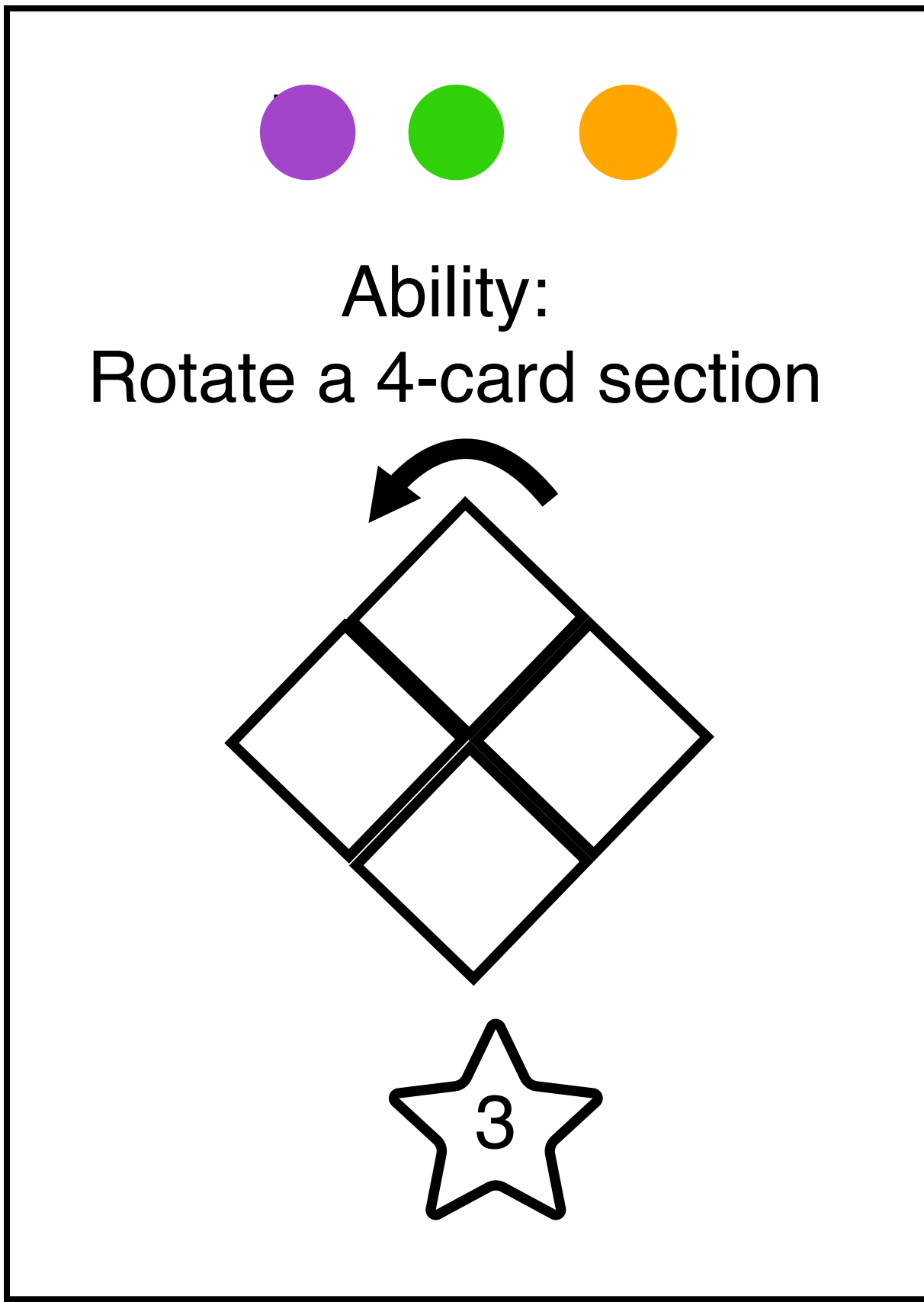
# COMPONENTS



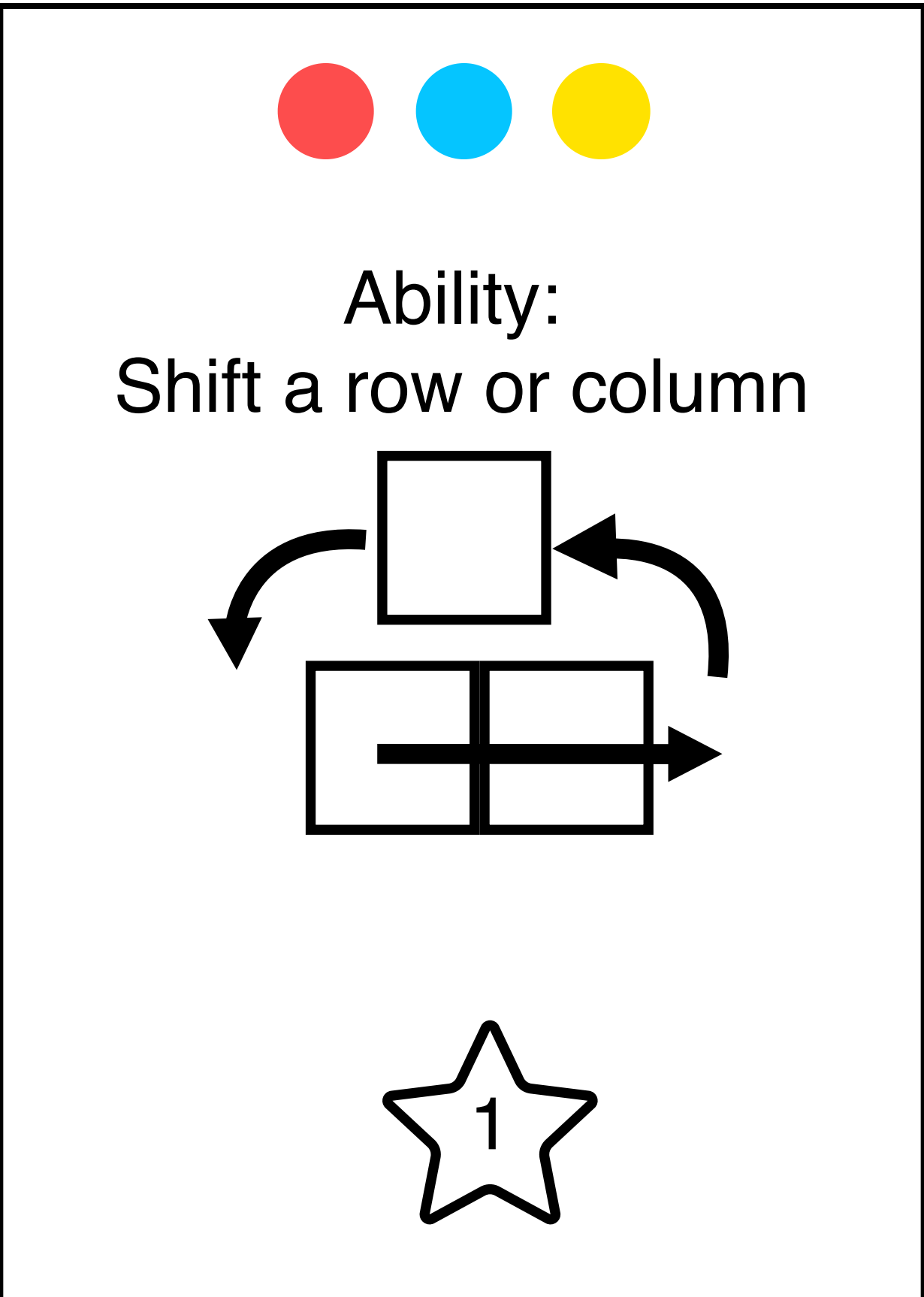
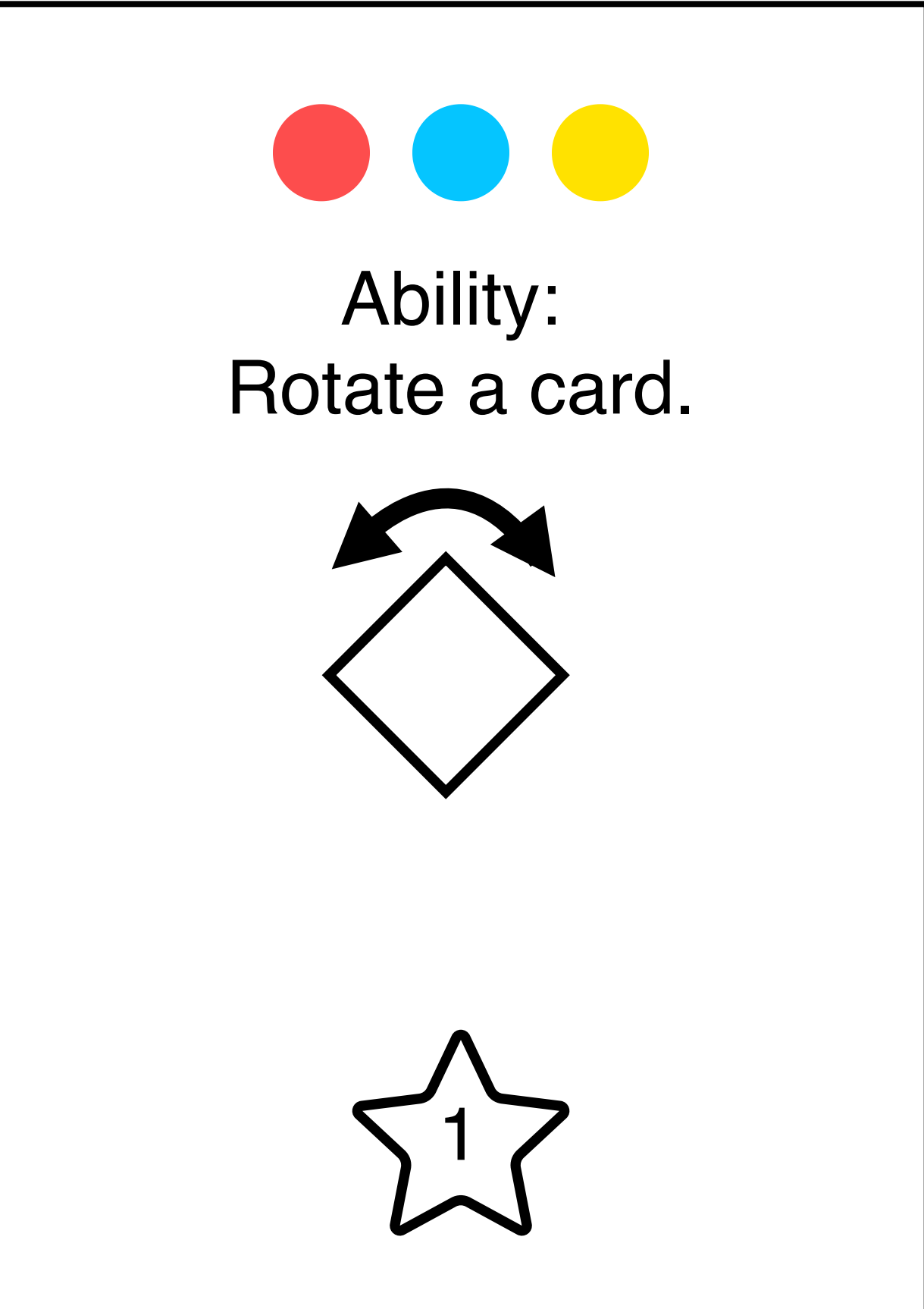
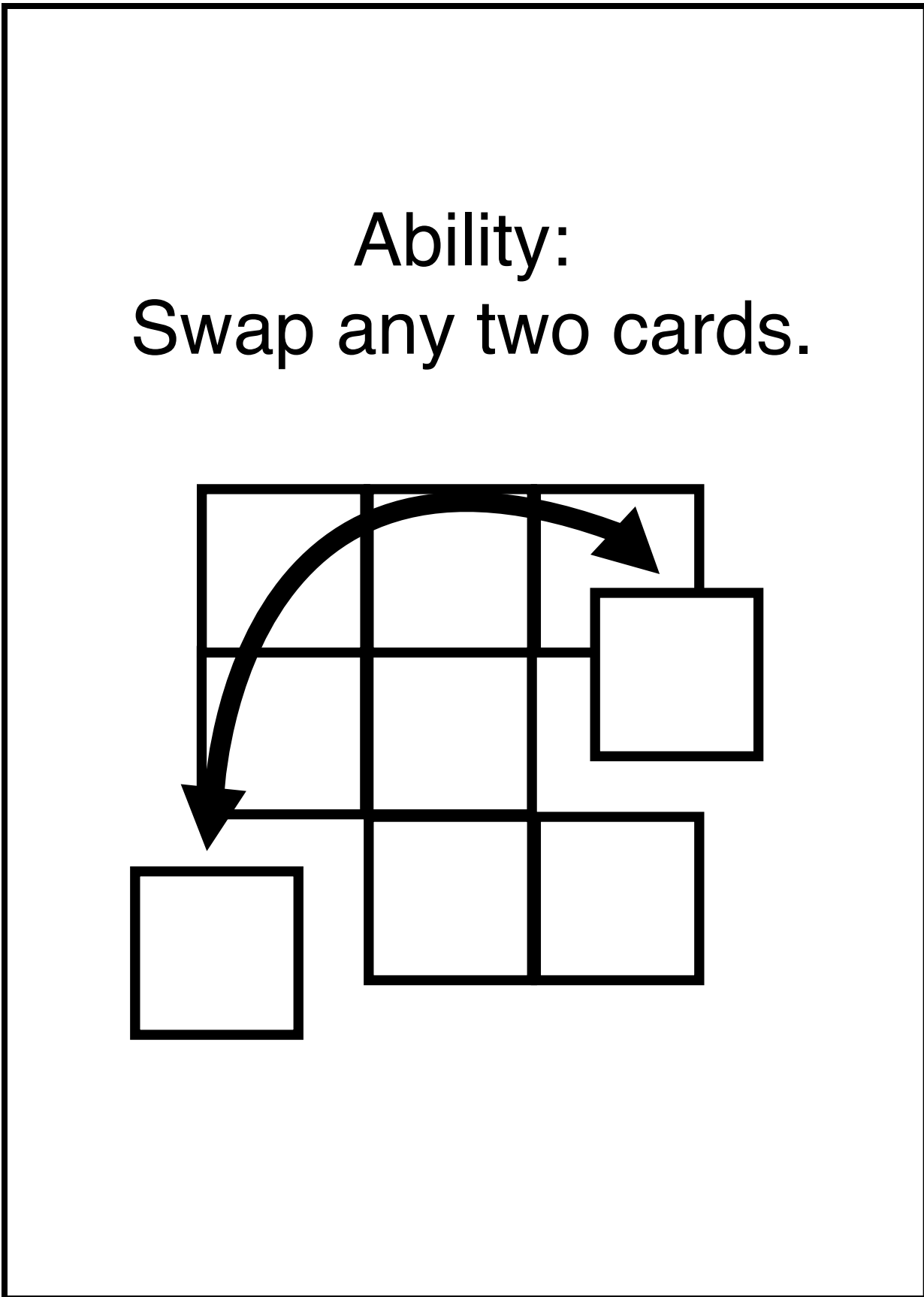
9 Puzzle Tiles



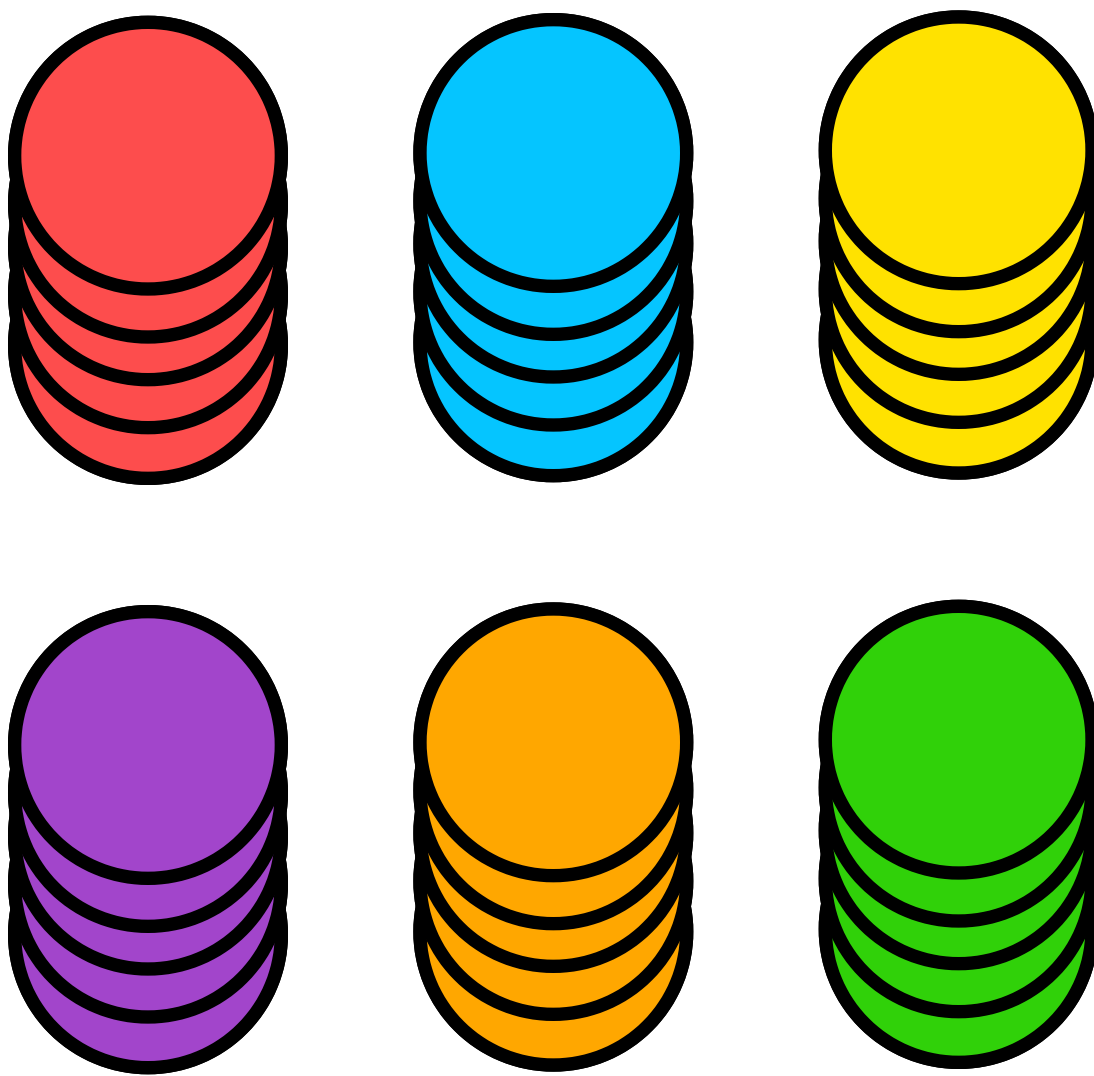
21 Circle Cards



24 Ability Cards



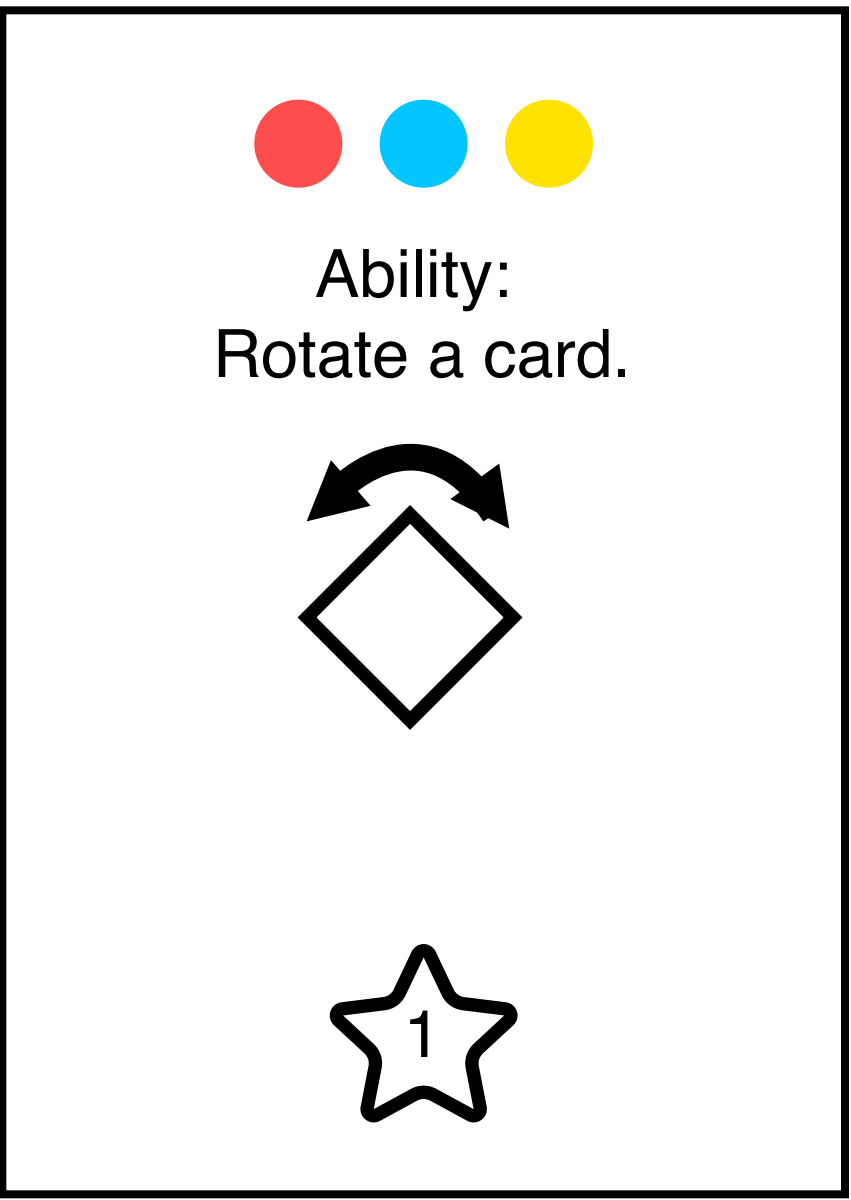
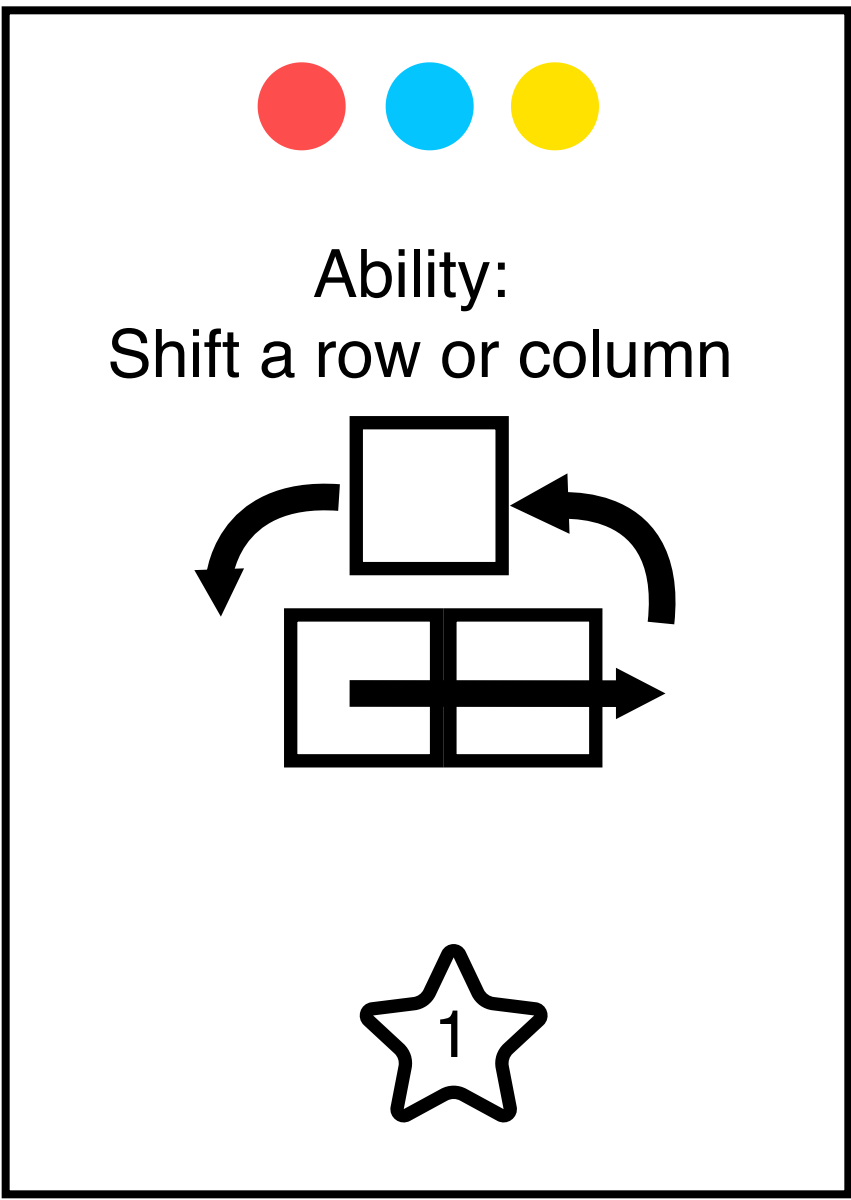
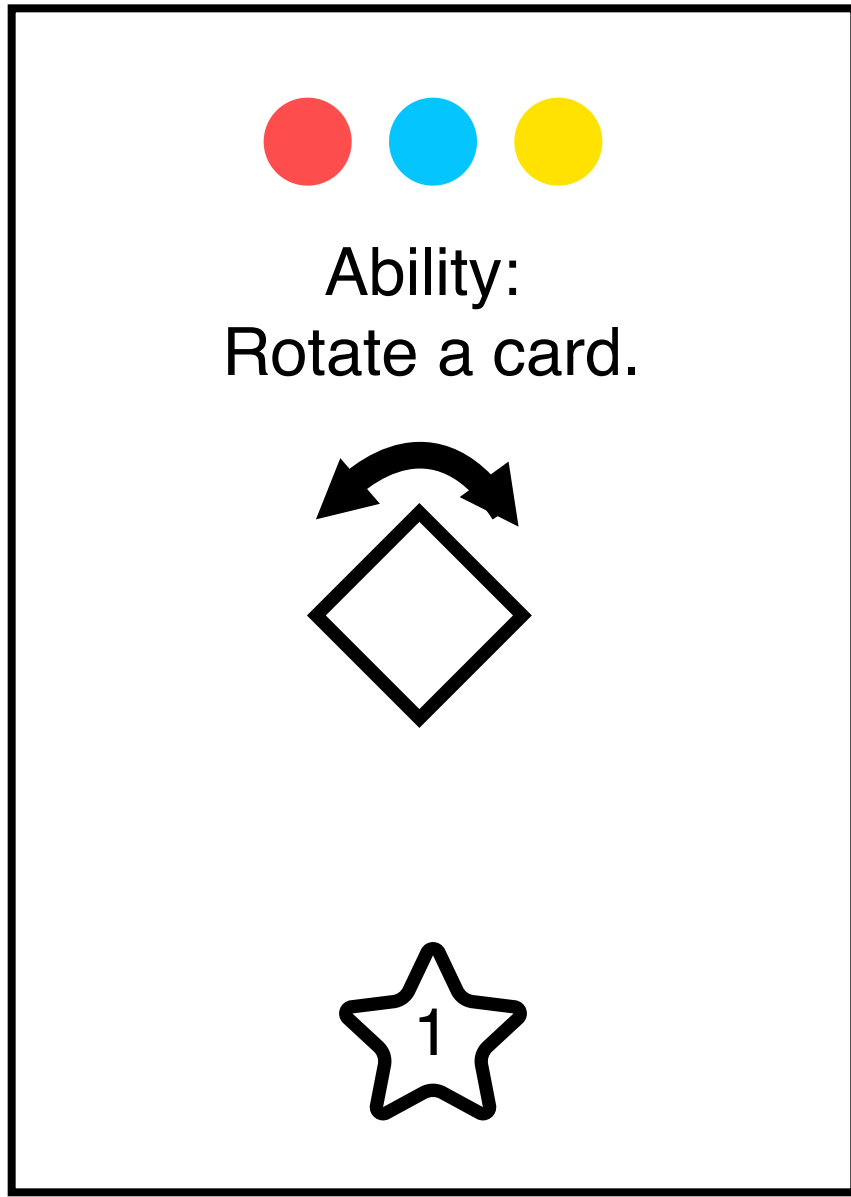
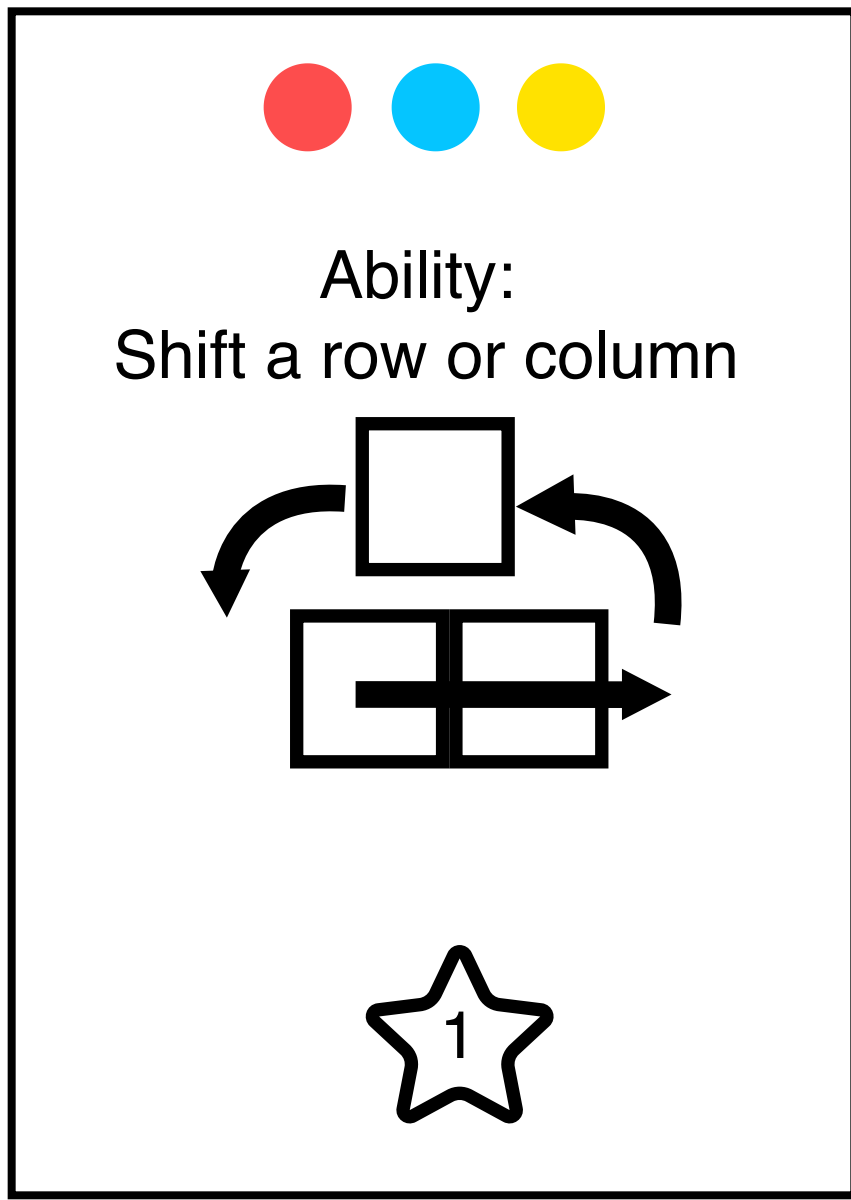
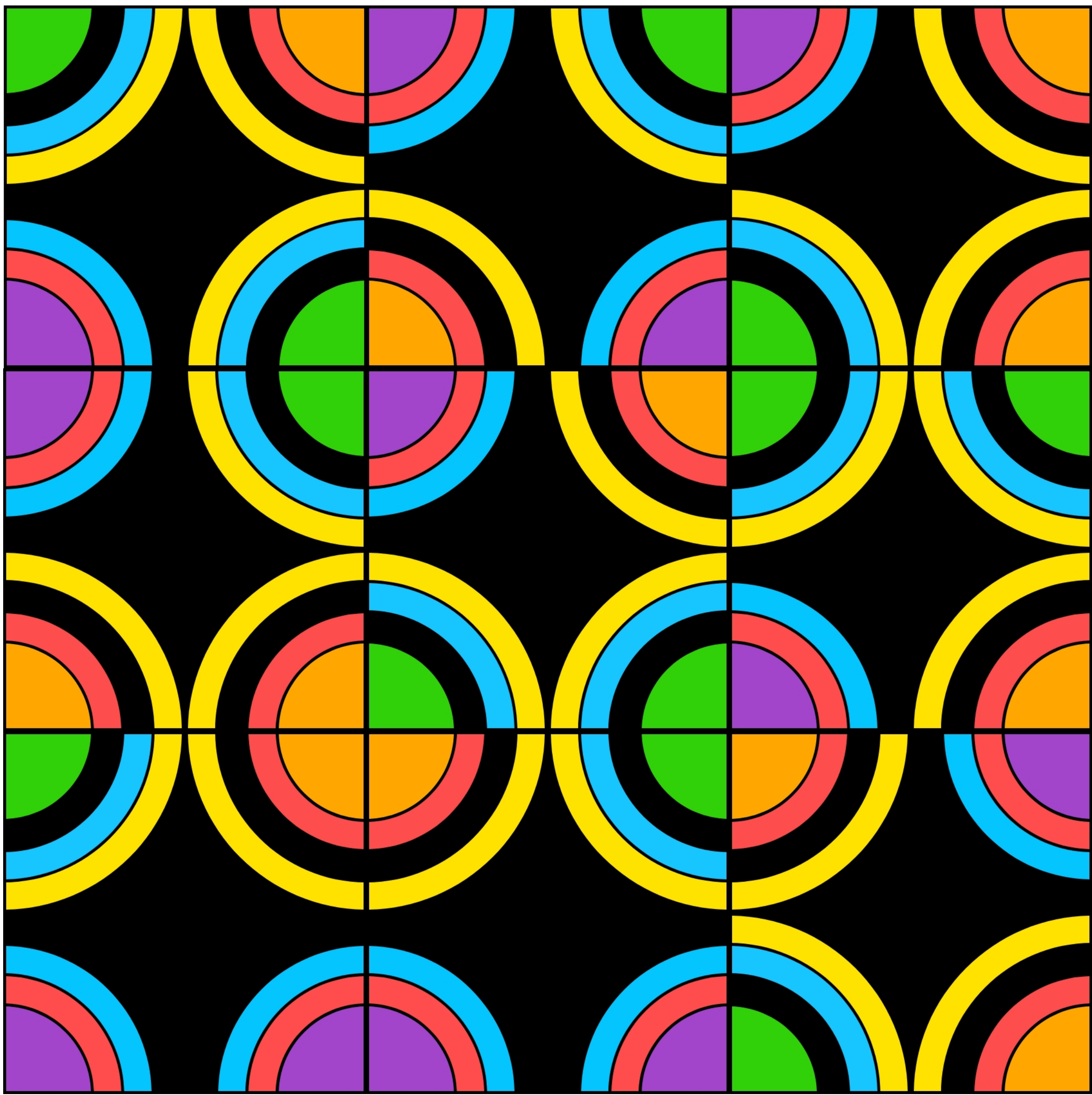
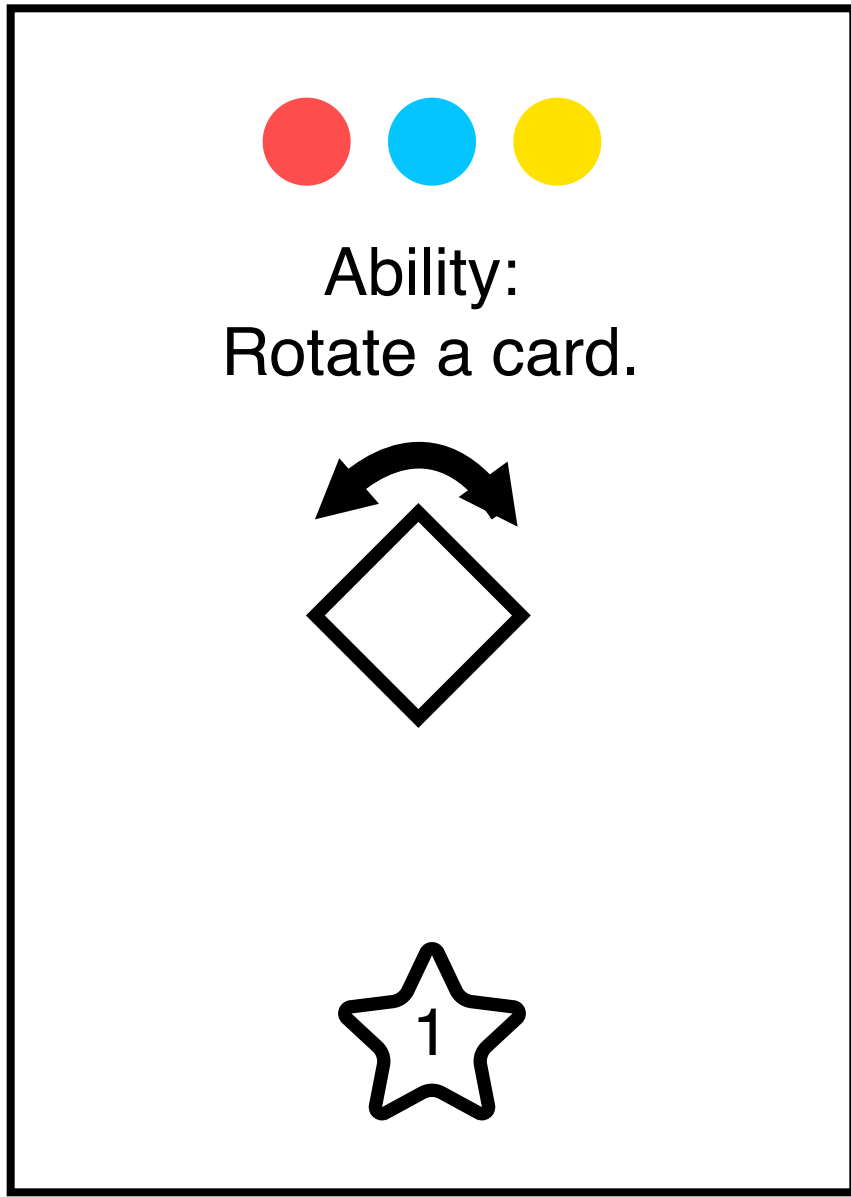
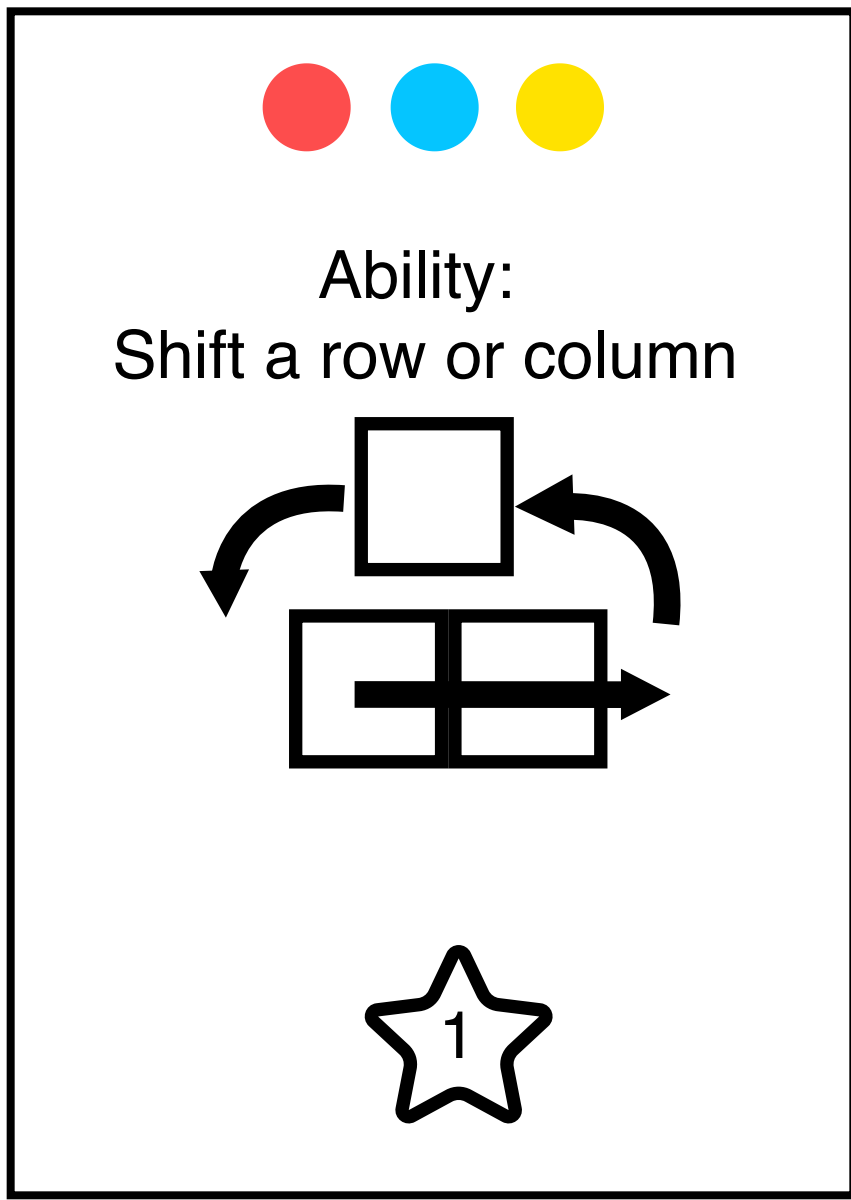
15 Starter Ability Cards  
(5 of each)



A bunch of tokens  
In 6 different colors:  
Red, Blue, Yellow  
Purple, Orange, Green

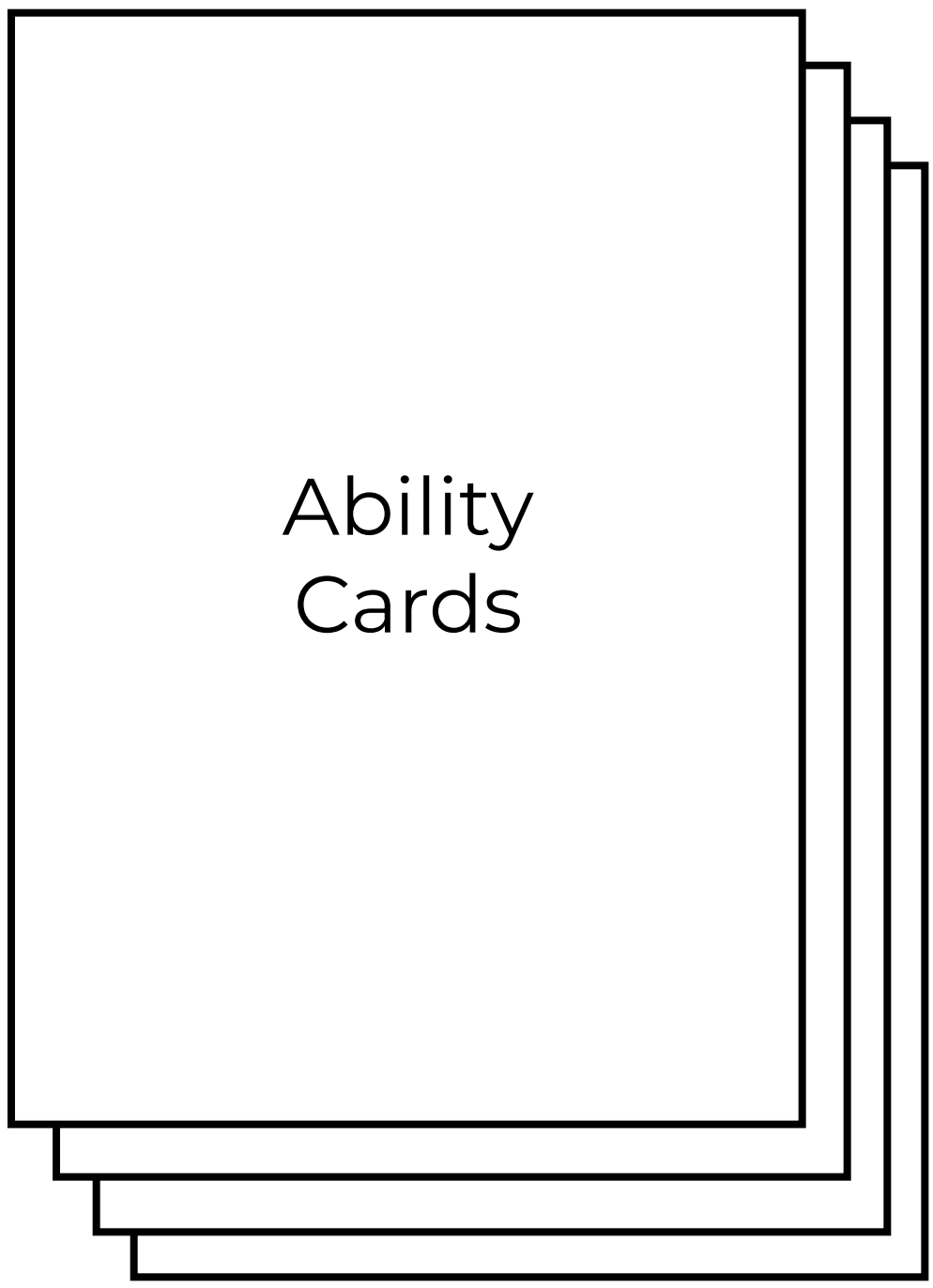
# SETUP

Lay the 9 Puzzle Tiles in a 3x3 grid so that none of the central Color Wheels are fully Orange, Purple, or Green.  
This grid will be referred to as the Puzzle.  
The four circles at the central intersections are called “Color Wheels.”

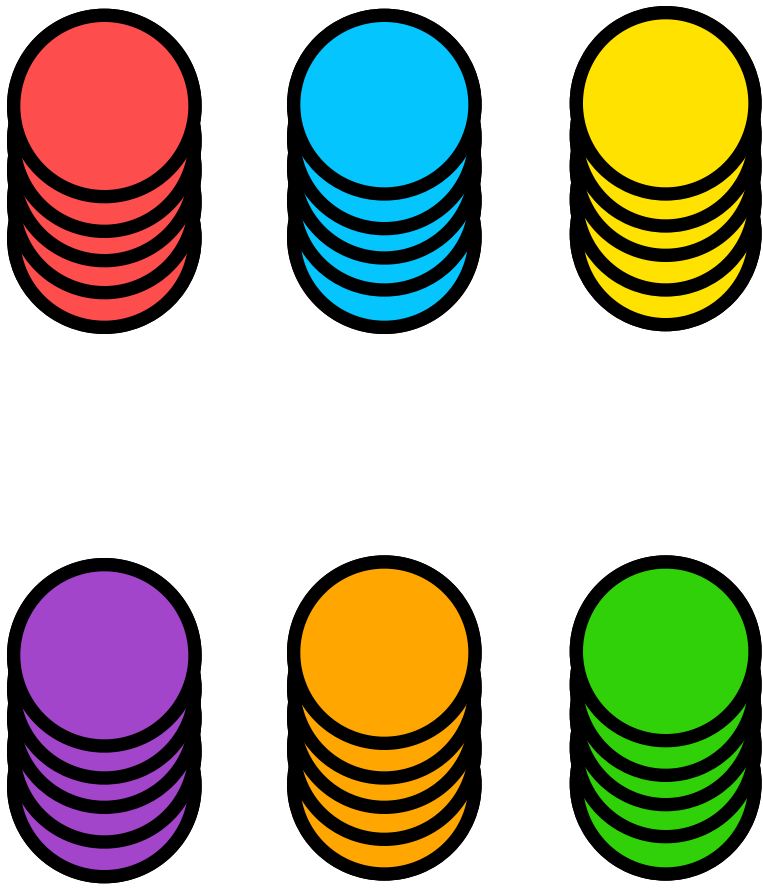


Give each player a Starter Ability card with the “Swap” ability.

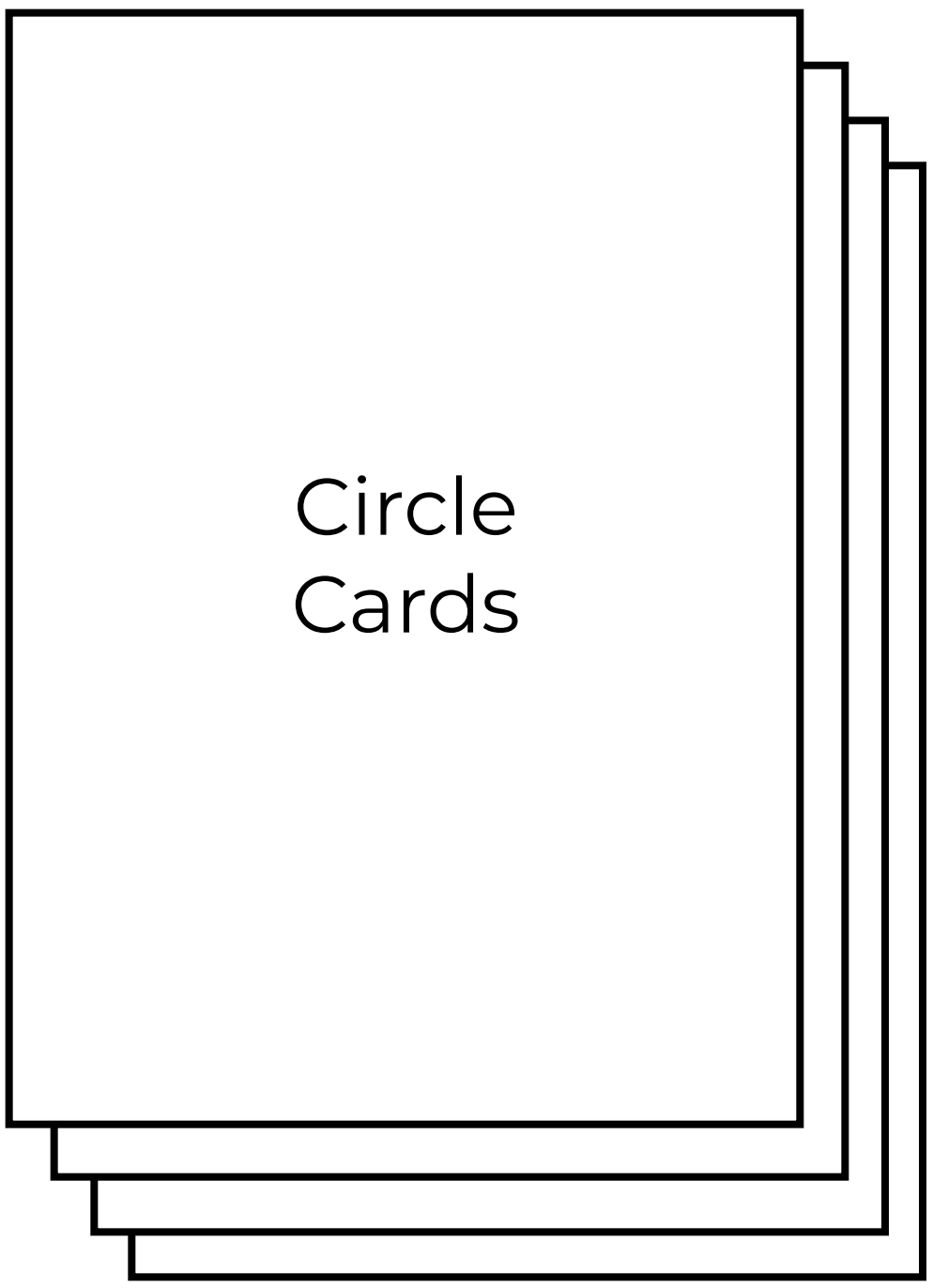
Then take one “Shift” and one “Rotate” card for each player and return the rest to the box.  
Place these cards around the Puzzle.  
(Showing setup for a 3-player game)



Shuffle the Ability Cards and place them in a facedown pile nearby.



Place the Color Tokens nearby so they are accessible to all players.



Shuffle the Circle Cards and deal two to each player, then place the rest in a facedown pile nearby.



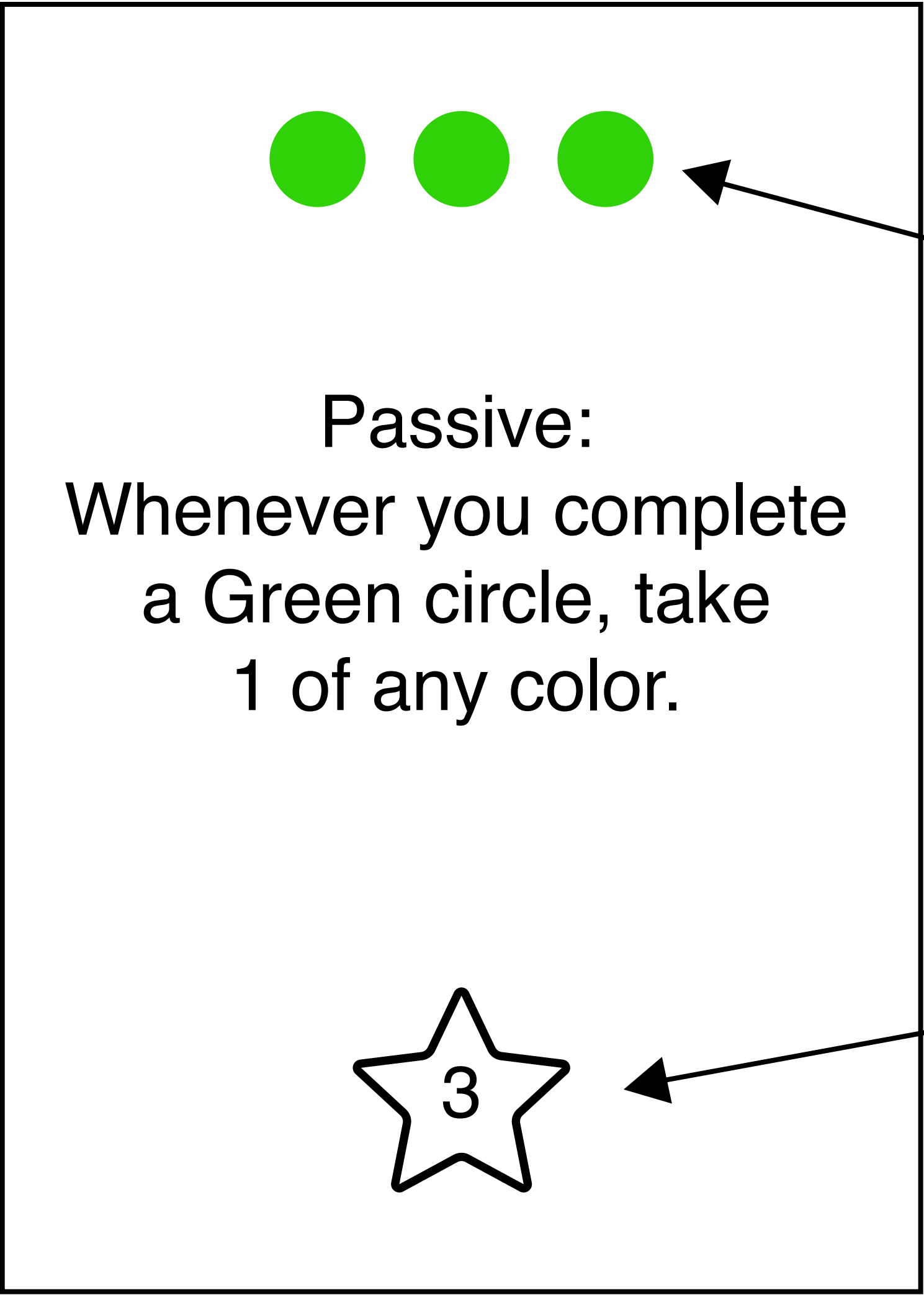
# GAMEPLAY

The goal of the game is to collect  
Victory Points.



There are two ways to do that:  
By purchasing Ability Cards.  
By scoring Circle Cards.

## ABILITY CARDS



Ability Cards can be purchased with tokens.

Each Ability Card shows its cost at the top.

*(Primary tokens can be used to pay for Secondary token costs at a rate of 2+2:1.  
For example, 2 Blue tokens and 2 Yellow tokens may be used to pay the cost of 1 Green token.)*

Whenever an Ability Card is purchased, that player places it face-up in their play area  
and replaces it with a card from the Ability Card deck.

Some Ability Cards give you new ways to manipulate the Puzzle.  
Others give you passive abilities, or allow you to take multiple actions.

All Ability Cards have Victory Points.

Each player may only purchase one of each Starter Ability Card.

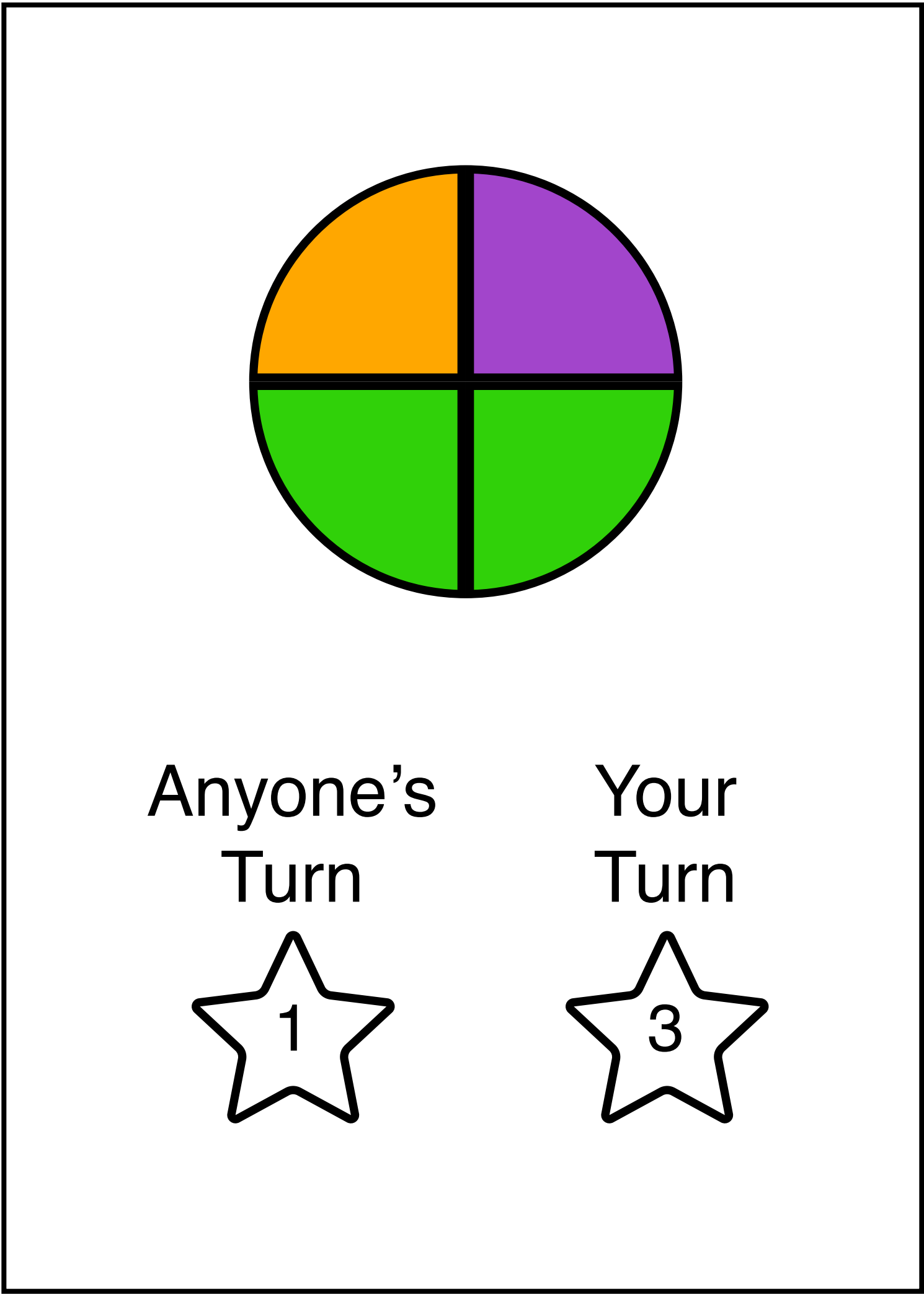
## CIRCLE CARDS

Whenever any player sees a Color Wheel on the Puzzle  
that matches one of their Circle Cards,  
they may reveal their card to the other players  
and lay it face down in their play area.

Circle Cards are worth more Victory Points on your turn.  
*(If you have a Circle Card that you would like to reveal on your turn,  
you must reveal it after you manipulate the Puzzle.)*

If you reveal a Circle Card on your turn for extra points, lay it face up in your play area.

Anytime a player reveals a Circle Card, they may draw another one.  
*(Each player should have two Circle Cards at all times.)*



# GAMEPLAY

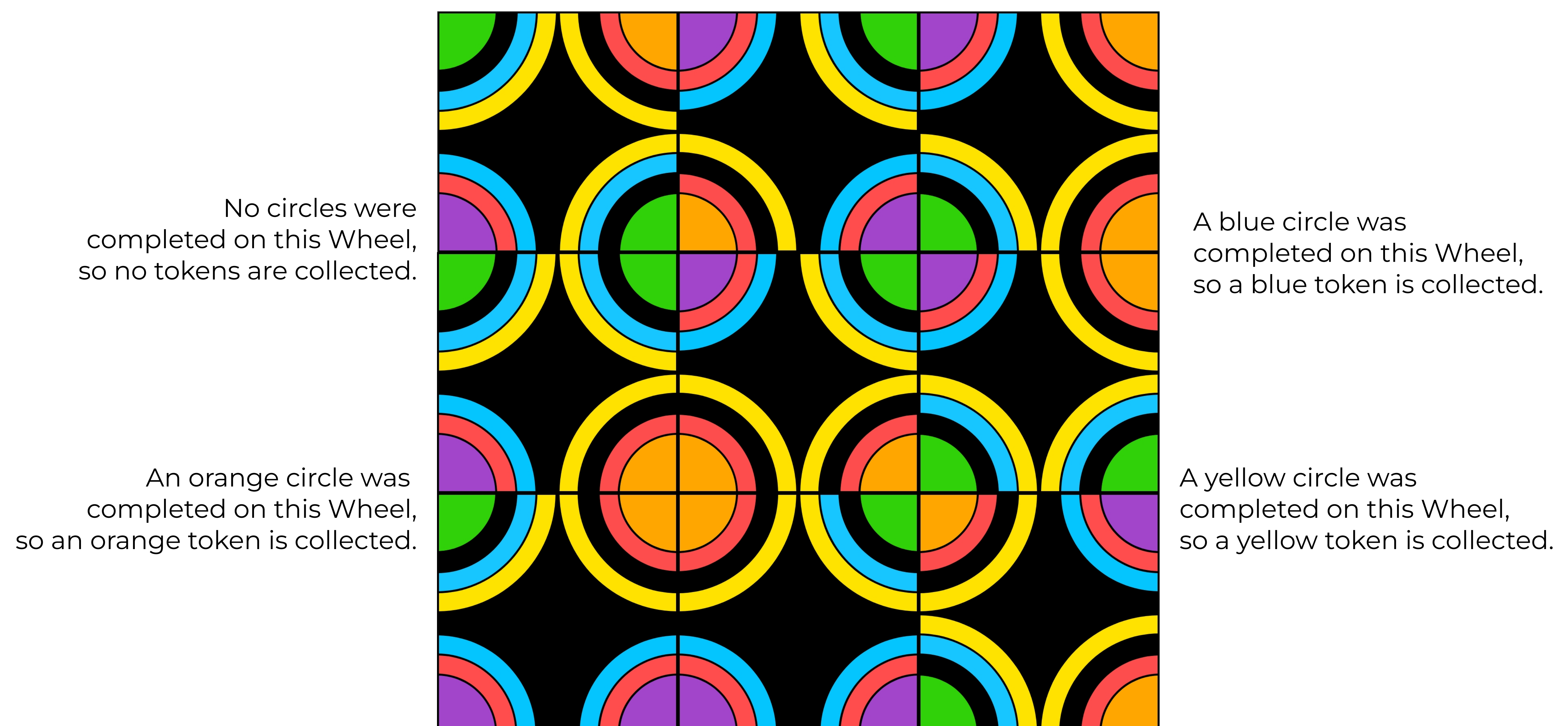
## ON YOUR TURN

On your turn, you must use an ability to manipulate the Puzzle, then collect tokens for any completed circles around the four Color Wheels.

*(If a secondary color is completed, take only the secondary token, not the two associated primary tokens.)*

You may use tokens to purchase Ability Cards at any point on your turn.  
You may purchase as many Ability Cards as you can afford.

## SCORING EXAMPLE



## ENDING THE GAME

Whenever any player has collected 15 Victory Points from Ability Cards and Circle Cards, the end game is triggered:

Finish the round so that each player has had the same number of turns.

The player with the most Victory Points is the winner.

If there is a tie, the player with the most tokens is the winner.