

EN



6-99



2-4



20'

# Misty

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## GAME MATERIAL

54 cards  
1 rule booklet

## IDEA OF THE GAME

*It was a dark and stormy afternoon... The rain is streaming down the windows and fog is slowly covering the glass. While you're doodling on the window, your drawings suddenly come to life: trucks are moving, rockets are soaring, leaves are falling. Watch out, a flower-eating monster is lurking nearby... Welcome to Misty!*

## AIM OF THE GAME

Each player lays out a 12-card window.

To build their window, each player will have to choose a card from their hand, and then pass their remaining cards to their neighbor. Players will have choices to make: should they take this card, or prevent their neighbor from getting that one?

Once all the cards have been played, some of them will move and cover other cards: these cards will then be eliminated from the game. To win, players must plan ahead and optimize their window to get as many points as possible.

The first player to win 2 rounds is declared the winner.

## SETTING UP THE GAME

Shuffle the cards and deal 6 cards to each player, face down. Put the remaining cards aside.

## HOW TO PLAY

The round is played in 2 phases: the construction phase and the card activation phase.

### Construction phase

Each player chooses one card from their hand and puts it in front of them, face down. When every player is done, they simultaneously reveal their cards and place them in front of them to build their window.

The 5 remaining cards go to the next player to their left, face down. Each player then takes the cards they got from their neighbor: this is their new hand. Again, they choose a card, place it face down and reveal them simultaneously, then give the remaining cards to the neighbor to their left. This continues until they run out of cards.

Now, again deal 6 cards to each player and do a second round of construction just as before, but, this time, players give their cards to the neighbor on their right. Once you run out of cards, each player has a full 12-card window in front of them.

**Watch out:** All cards must be placed in the right direction: the arrow must be at the bottom of the card. When you place cards, they have to be adjacent to at least one other card, horizontally, vertically or diagonally.

Each window must be composed of 12 cards: players are not allowed to place a card outside this window space. Players can, however, choose how they orient it: 3 cards wide by 4 cards high, or 4 cards wide by 3 cards high.

### Card activation phase

Once the construction phase is finished, each player activates their window, in turn. To activate your window, you can start with any card you want and then activate the other cards in the order you choose. All the cards must stay in the window space until the end of the activation phase, unless specified otherwise.

- A card with an arrow moves one space in the direction indicated by the arrow. If another card is covered, this card is hidden and cannot be activated. **A** If it moves outside the window space, it is immediately eliminated from the game. **B**

- Once every arrow card has been moved, the monster eats the flower: the flower is removed from the window and the monster is moved to its spot. **C**
- Cards without arrows don't move but they can be covered by other cards.

### END OF THE GAME AND SCORING

When every player is done activating their window, the players count their scores as follow:

- An empty space gets 0 point.
- A space with two (or more) overlapping cards makes a blur and doesn't score any points: to make the scoring easier, these cards are removed from the window space.
- The flower scores 2 points (unless it has been eaten by a monster, see rule above).
- Each smile card scores 1 point. If you have two smile cards side by side **horizontally**, they score an extra point (3 points in total).
- Each other card scores 1 point, including the monster.

The first player to win 2 rounds is declared the winner.

### TIPS

You can slightly tilt the cards that have already been moved.

Programming your moves in advance can be smart: e.g., if the monster is covered, it cannot eat the flower anymore.

### VARIATION/INITIATION GAME

For young players, build a 3 cards wide by 3 cards high window by dealing 3 cards to each player and repeating the construction phase 3 times in total.

The card activation phase and the scoring phase are identical to the standard game (see rules above).



= 10 points

**HELVETIQ**