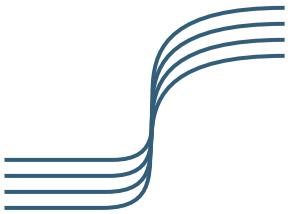
The One

2-4 players / English print edition / November 2026

Choose your power first.
Discover the test of survival next.



Move, build paths, retrieve cards and change the countdown on a shifting map. Each round brings a new survival test. Be the last player with a surviving token to become The One.

Action rules: Basic or Drifting

Eliminated players: Departed or Living Only

Print settings

A4 portrait / Actual size (100%)
Double-sided printing / Flip on the long edge

One page per side. Turn off Fit to Page, multiple pages per side and booklet printing.
Full pack: 24 pages (rules 1-8, cards 9-24), using 12 sheets of A4.
Cards-only file: 16 pages, using 8 sheets. Fronts and backs are already paired.
Print in color: some missions distinguish red symbols from black symbols.

Make your set

1. Test-print pack pages 9-10 (cards-only pages 1-2). Check orientation and alignment.
2. Print each front/back pair in its original order, starting with the front.
3. Cut using the marks on the fronts. Back colors fill the gaps between cards and extend 5 mm beyond the outside of the card grid.
4. Symbol and starting cards: **45 x 45 mm**. All other cards: **58 x 82 mm**.
5. Sort by card back. Supply your own paper, cutting tools and player tokens.

Use opaque paper, backing or sleeves so you cannot see through the cards. Choose paper your printer can handle. Check the actual alignment with a test sheet.

Scale check: this line should measure 50 mm.

Read in order: setup (2), turns and RESET (3), special actions (4), missions (5-6), elimination and the next round (7). Keep page 8 nearby as a quick reference.

Getting started

For your first game, try Basic + Departed. Choose each rule option before play and keep it for the game.

116 cards in this pack

Symbol cards	77	Ψ, Ω, Φ: 20 black + 5 red each; Σ: 1 black + 1 red.
Starting cards	3	One gray card each of Ψ, Ω, Φ, with red symbols.
Actions & aids	20	4 each of MOVE, SET and RESET; 8 special actions.
Missions	16	One each of M01-M16.

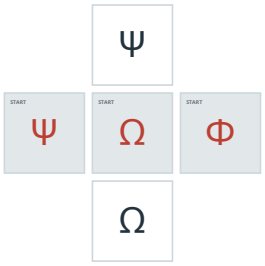
Each player supplies 2 identifiable tokens, such as matching buttons; use only 1 in a four-player game. Mark a token with a paper ring to use it as a ghost. A token's own shape never matters for missions. Keep starting cards out of the symbol deck.

Amounts by player count

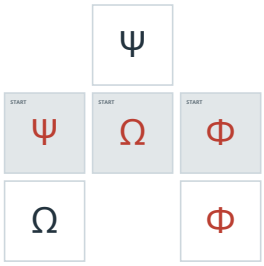
Players	Cards in hand	Tokens each	Extra map cards	First countdown
2	3 each	2	2	5
3	3 each	2	3	6
4	4 each	1	2	7

1 Deal cards and build the map

Shuffle the 77 symbol cards, deal starting hands, and leave the rest face down as the draw pile. Randomize the order of the 3 starting cards and place them in a horizontal row. Add face-up cards from the draw pile as shown below. Draw the countdown cards and lay them face up beside the map. Separately shuffle the 16 missions into a face-down deck.



2 or 4 players: 5 cards



3 players: 6 cards

Symbols shown are examples. Gray cards are starting cards; all others are drawn at random.

2 Choose a starter and place tokens

Randomly choose the first starting player. Play proceeds clockwise. Give everyone MOVE, SET and a RESET reference card. Place tokens in order, one per unoccupied map card. See page 3 for the order when placing two tokens each.

Playing a round

Choose special actions before revealing the mission. On your turn, take one action, then pass play clockwise.

Forward, then back

For a two-token setup, each player places 1 token clockwise, then places their second token in reverse order. Draft special actions the same way: display all 8, take 1 at a time in forward then reverse order, until each living player has 2. Leave unchosen cards in the shared supply.

3-player order: A, B, C, C, B, A

With 4 players, place tokens once but draft twice. Departed players do not draft.

After drafting, the starting player reveals a mission and any target cards it requires. Under Departed rules, ghosts now place their tokens. The starting player takes the first turn, then play proceeds clockwise.

Two basic actions

MOVE	Move 1 of your tokens onto an unoccupied card directly above, below, left or right. No diagonal moves, jumping, or moving into a space without a card.
SET	Place 1 card from your hand face up in an empty space next to the map. It must share an edge with an existing card. Do not overlap cards.

Flip a basic action to its USED side after using it. If an action can be performed, you must choose a legal action. Only when every unused action is impossible and RESET is unavailable may you consume an impossible action to end your turn. Flip or return a special card as your chosen mode requires.

RESET: refresh your actions

You may choose RESET only when MOVE and SET are both face down. Your special actions do not have to be used up. RESET takes your entire turn.

If countdown cards remain, choose 1 to add to your hand and turn MOVE and SET face up. Refresh special actions as described on page 4. The RESET reference card itself does not need to be flipped.

Taking the last countdown card does not end the round.
Once the countdown is empty, the next RESET or ACCELERATE starts resolution. Until then, DELAY can still add a card and extend the round.

Eight special actions

There is one of each. Use one face-up special action on your turn, resolve it, then pass play.

MOVE+

Take one extra MOVE, following the same rules. Move 1 token to an adjacent unoccupied card; this is not a two-space move.

SET+

Take one extra SET, following the same rules. Place 1 hand card in an adjacent empty space.

RETRIEVE Ψ / RETRIEVE Ω / RETRIEVE Φ

Take 1 matching symbol card or Σ from the map into your hand. You cannot retrieve a card with a token or a gray starting card. The remaining map must stay connected through shared edges.

ACCELERATE

Choose 1 face-up countdown card and add it to your hand. If the countdown is already empty, resolve the mission immediately.

DELAY

Choose 1 card from your hand and add it face up to the countdown.

DISABLE

Choose another player's unused special action. Flip it face down or return it to the shared supply, as the mode requires. You cannot target MOVE, SET or RESET.

Choose an action mode before play

BASIC

Used or disabled specials flip face down and stay in front of their owner.

RESET: turn all your used actions face up. You keep the same special cards.

DRIFTING

Used or disabled specials return to the shared special-action supply.

RESET: keep unused specials and draw randomly until you have 2. Shuffle the supply before drawing. You may draw a card you just used.

Missions: scores & positions

Resolve all living players together. Ghosts are excluded. Check your hand and the cards under your tokens.

M01-M06 / DROP and CLAIM

M01 DROP Ψ, M02 CLAIM Ψ; M03 DROP Ω, M04 CLAIM Ω;
M05 DROP Φ, M06 CLAIM Φ. **Ignore color. Σ also matches the named symbol.**

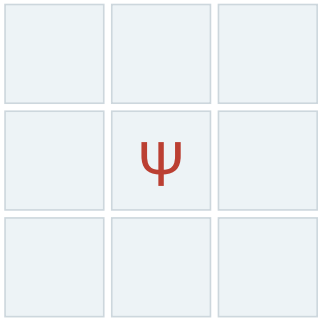
Each match in hand: 1 point + each match under a token: 2 points

DROP: every player tied for the highest score loses 1 token.
CLAIM: every player tied for the lowest score loses 1 token.
All tied players are affected. A score of 0 still counts.

Example: the mission is DROP Ψ. You hold 2 Ψ and 1 Σ; one token stands on Ψ and the other on Ω. Your score is 3 + 2 = 5. If this is the highest score, choose 1 of your tokens to remove. Keep your hand and the map cards.

M07-M12 / STAY NEAR and ESCAPE

M07/M08 name Ψ, M09/M10 name Ω, and M11/M12 name Φ. Find every red card with the named symbol, plus every red Σ, on the map. Check each living token.



Red card + all eight surrounding spaces

STAY NEAR (M07, M09, M11):
Only tokens on a matching red card or in one of its eight surrounding spaces survive. Remove all other tokens.

ESCAPE (M08, M10, M12):
Remove every token on a matching red card or in one of its eight surrounding spaces. All other tokens survive.

Diagonals count. With multiple matching red cards, combine their areas. If none are on the map, STAY NEAR eliminates every living token; ESCAPE lets them all survive.

M13 / STAND ON RED

Only tokens standing on red cards survive; remove all other tokens. Red Σ and the 3 gray starting cards with red symbols count as red. Do not check hands.

Missions: hands & targets

Reveal target cards at the start of the round. Keep them beside the mission, away from the map and countdown.

M14 / AVOID RED

If you hold any red card, or any of your tokens stands on a red card, lose 1 token of your choice. Even if several cards qualify or both tokens stand on red, you lose only 1 token. Otherwise, keep all your tokens.

M15 / MATCH FIVE

When this mission is revealed, draw 5 target cards from the symbol deck. At resolution, combine the cards in your hand and the cards under your own tokens. If you can choose **5 separate cards that match the targets, one for one**, all your tokens survive. If you cannot, lose 1 token of your choice.

Ignore color. Σ can stand for any symbol.
Each hand card or card under a token can be used only once. Extra cards do not matter.
A Σ in the target set can also be matched by any symbol, but still requires its own card.

Example targets: Ψ, Ψ, Ω, Φ, Φ



Ψ, Ψ, Ω, Φ, Σ is a valid match. The Σ fills one Φ requirement; it cannot fill two at once. Use cards from your hand, under your tokens, or both.

M16 / AVOID THE DRAWN SYMBOL

Reveal 1 target card when the mission begins. If it is Σ, set it aside and draw again. Once you draw Ψ, Ω or Φ, shuffle any set-aside Σ cards back into the symbol deck.

At resolution, lose 1 token of your choice if that symbol appears in your hand or under any of your tokens. Ignore color; Σ also matches the target. Several matches still cost only 1 token.

These missions do not make you discard symbol cards.
DROP describes the risk you should try to reduce during your turns. Resolution removes tokens only. After M15 or M16, shuffle the target cards back into the symbol deck. Keep your hand and the map.

Resolution & the next round

The last player with a living token wins. If all remaining players lose their last token together, the game is a draw.

Finish the whole mission before declaring a winner

When a player must lose 1 token, they choose which to remove. When a mission eliminates specific tokens, remove every token that meets that condition. Do not declare a winner partway through resolution. A player is eliminated after losing all their tokens.

Choose an elimination rule before play

DEPARTED

Keep your hand and take turns in your original seat, but you can no longer win.

Remove old ghost tokens each round. **After the new mission and its targets are revealed,** Departed players place 1 marked ghost token each, in clockwise order, on any unoccupied map card.

Use only MOVE, SET and RESET. Do not draft or refill specials, even in Drifting. Ghosts occupy cards normally but are excluded from mission comparisons.

LIVING ONLY

Leave the competition when eliminated. Skip your turns; do not place another token or draft special actions.

Set your hand aside. Its cards do not enter any other area.

Only living players draft and take turns next round. Use 6 countdown cards with 3 survivors, or 5 with 2. With only 1 survivor, that player has already won; do not start another round.

If at least two players survive, start another round

1. Keep hands, the whole map and all living tokens in place. Remove ghost tokens.
2. Set the completed mission aside. Shuffle its target cards back into the symbol deck.
3. Pass the starting-player role clockwise to the next living player after the old starter.
4. Draw **living player count + 3** symbol cards and reveal them as the new countdown.
5. Turn everyone's MOVE and SET face up. Collect all 8 special actions.
6. Living players draft 2 specials each, forward then back. Reveal the new mission.
7. Under Departed rules, place ghost tokens. The starting player takes the first turn.

Both elimination rules set the countdown by living player count; ghosts do not count. Both action modes draft afresh each round. Their difference is how specials are used, returned and restored during the round.

If fewer than 3 missions remain to draw, reshuffle all 16. If the symbol deck cannot supply the next countdown or required target cards, stop this game and start a new one. Do not award victory by token count or hand size.

Quick reference

Keep this page nearby to check round order, countdown timing and symbol rules.

Round sequence

Prepare	Countdown = living players + 3. Refresh basics and collect all specials.
Draft	Starting player first; forward then back. Each living player chooses 2.
Reveal	Reveal the mission and any targets. Ghosts now place their tokens.
Act	Clockwise, take one available action, or RESET when eligible.
Resolve	Once the countdown is empty, the next RESET or ACCELERATE triggers resolution.
Check	One survivor wins; no survivors means a draw. Otherwise, start the next round.

Four combinations

Basic + Departed: restore the same specials; ghosts keep influencing the map.

Drifting + Departed: specials circulate; ghosts still use only basics and RESET.

Basic + Living Only: keep the same specials within a round; eliminated players leave.

Drifting + Living Only: specials circulate among the remaining living players.

Easy-to-miss details

- Moving, placing and map connections use shared edges. Red-area missions also count diagonals.
- Gray starting cards count as red for missions, but can never be retrieved.
- Σ matches named symbols for retrieval, scoring and avoidance. Color still matters when specified.
- In MATCH FIVE, each Σ fills only 1 requirement. Never use the same card twice.
- DISABLE affects only another player's unused special, never a basic action or RESET.
- Taking the last countdown card does not trigger resolution. DELAY can still add one.

Drawing a mission: take 3 face-down cards from the shuffled mission deck. The starting player chooses 1 to reveal. Without looking at the other 2, mix them and put them on the bottom of the deck. Keep completed missions in a separate pile.


ψ ψ ψ ψ
ψ ψ ψ ψ
ψ ψ ψ ψ
ψ ψ ψ ψ
ψ ψ ψ ψ

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

Ψ	Ψ	Ψ	Ψ
Ψ	Ω	Ω	Ω
Ω	Ω	Ω	Ω
Ω	Ω	Ω	Ω
Ω	Ω	Ω	Ω

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

Ω	Ω	Ω	Ω
Ω	Ω	Ω	Ω
Ω	Ω	Φ	Φ
Φ	Φ	Φ	Φ
Φ	Φ	Φ	Φ

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

Φ	Φ	Φ	Φ
Φ	Φ	Φ	Φ
Φ	Φ	Φ	Φ
Φ	Φ	Φ	Σ
Σ	START Ψ	START Ω	START Φ

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

THE ONE
TABLE BY STILLWIND

STARTING CARD

THE ONE
TABLE BY STILLWIND

STARTING CARD

THE ONE
TABLE BY STILLWIND

STARTING CARD

THE ONE
TABLE BY STILLWIND

SYMBOL CARD

PLAYER 1

MOVE

Basic action

Move 1 of your tokens onto an unoccupied card directly above, below, left or right.

No diagonal moves, jumping, or moving into a space without a card.

Flip after use. Your turn ends.

PLAYER 1

SET

Basic action

Place 1 hand card face up in an empty space next to the map.

It must share an edge with an existing card. Do not overlap cards.

Flip after use. Your turn ends.

PLAYER 2

MOVE

Basic action

Move 1 of your tokens onto an unoccupied card directly above, below, left or right.

No diagonal moves, jumping, or moving into a space without a card.

Flip after use. Your turn ends.

PLAYER 2

SET

Basic action

Place 1 hand card face up in an empty space next to the map.

It must share an edge with an existing card. Do not overlap cards.

Flip after use. Your turn ends.

PLAYER 3

MOVE

Basic action

Move 1 of your tokens onto an unoccupied card directly above, below, left or right.

No diagonal moves, jumping, or moving into a space without a card.

Flip after use. Your turn ends.

PLAYER 3

SET

Basic action

Place 1 hand card face up in an empty space next to the map.

It must share an edge with an existing card. Do not overlap cards.

Flip after use. Your turn ends.

PLAYER 4

MOVE

Basic action

Move 1 of your tokens onto an unoccupied card directly above, below, left or right.

No diagonal moves, jumping, or moving into a space without a card.

Flip after use. Your turn ends.

PLAYER 4

SET

Basic action

Place 1 hand card face up in an empty space next to the map.

It must share an edge with an existing card. Do not overlap cards.

Flip after use. Your turn ends.

PLAYER 1

RESET

MOVE and SET must both be face down.
Take 1 countdown card into your hand and turn both basic actions face up.
Basic: restore your specials.
Drifting: keep unused specials and randomly refill to 2.
Countdown empty? Resolve the mission instead.

Reference card / Do not flip

USED

When MOVE and SET are both face down, you may choose RESET on your turn.

Turn this card face up after RESET.

USED

When MOVE and SET are both face down, you may choose RESET on your turn.

Turn this card face up after RESET.

USED

When MOVE and SET are both face down, you may choose RESET on your turn.

Turn this card face up after RESET.

USED

When MOVE and SET are both face down, you may choose RESET on your turn.

Turn this card face up after RESET.

USED

When MOVE and SET are both face down, you may choose RESET on your turn.

Turn this card face up after RESET.

USED

When MOVE and SET are both face down, you may choose RESET on your turn.

Turn this card face up after RESET.

YOUR TURN

Choose 1 available action.

MOVE: move 1 token.
SET: place 1 hand card.
Special: follow its effect.

You may RESET only after both MOVE and SET are face down.

Then pass play clockwise.

USED

When MOVE and SET are both face down, you may choose RESET on your turn.

Turn this card face up after RESET.

USED

When MOVE and SET are both face down, you may choose RESET on your turn.

Turn this card face up after RESET.

PLAYER 2

RESET

MOVE and SET must both be face down.
Take 1 countdown card into your hand and turn both basic actions face up.
Basic: restore your specials.
Drifting: keep unused specials and randomly refill to 2.
Countdown empty? Resolve the mission instead.

Reference card / Do not flip

PLAYER 3

RESET

MOVE and SET must both be face down.
Take 1 countdown card into your hand and turn both basic actions face up.
Basic: restore your specials.
Drifting: keep unused specials and randomly refill to 2.
Countdown empty? Resolve the mission instead.

Reference card / Do not flip

PLAYER 4

RESET

MOVE and SET must both be face down.
Take 1 countdown card into your hand and turn both basic actions face up.
Basic: restore your specials.
Drifting: keep unused specials and randomly refill to 2.
Countdown empty? Resolve the mission instead.

Reference card / Do not flip

SPECIAL ACTION

MOVE+

Move 1 of your tokens onto an unoccupied card directly above, below, left or right.

This is one extra MOVE, not a two-space move.

Basic: flip / Drifting: return

SPECIAL ACTION

SET+

Place 1 hand card face up in an empty space sharing an edge with the map.

Do not overlap cards.

Basic: flip / Drifting: return

SPECIAL ACTION

RETRIEVE Ψ

Take 1 Ψ or Σ from the map into your hand.

No occupied or starting cards. The map must remain connected through shared edges.

Basic: flip / Drifting: return

SPECIAL ACTION

RETRIEVE Ω

Take 1 Ω or Σ from the map into your hand.

No occupied or starting cards. The map must remain connected through shared edges.

Basic: flip / Drifting: return

SPECIAL ACTION

RETRIEVE Φ

Take 1 Φ or Σ from the map into your hand.

No occupied or starting cards. The map must remain connected through shared edges.

Basic: flip / Drifting: return

SPECIAL ACTION

ACCELERATE

Choose 1 countdown card and add it to your hand.

If the countdown is already empty, resolve the mission immediately.

Basic: flip / Drifting: return

YOUR TURN

Choose 1 available action.

MOVE: move 1 token.
SET: place 1 hand card.
Special: follow its effect.

You may RESET only after both MOVE and SET are face down.

Then pass play clockwise.

YOUR TURN

Choose 1 available action.

MOVE: move 1 token.
SET: place 1 hand card.
Special: follow its effect.

You may RESET only after both MOVE and SET are face down.

Then pass play clockwise.

YOUR TURN

Choose 1 available action.

MOVE: move 1 token.
SET: place 1 hand card.
Special: follow its effect.

You may RESET only after both MOVE and SET are face down.

Then pass play clockwise.

THE ONE

TABLE BY STILLWIND



SPECIAL ACTION

THE ONE

TABLE BY STILLWIND



SPECIAL ACTION

THE ONE

TABLE BY STILLWIND



SPECIAL ACTION

THE ONE

TABLE BY STILLWIND



SPECIAL ACTION

THE ONE

TABLE BY STILLWIND



SPECIAL ACTION

THE ONE

TABLE BY STILLWIND



SPECIAL ACTION

SPECIAL ACTION

DELAY

Choose 1 hand card and add it face up to the countdown.

You may do this even when the countdown is empty.

Basic: flip / Drifting: return

SPECIAL ACTION

DISABLE

Choose 1 unused special action belonging to another player.

Basic: flip it face down. Drifting: return it to the shared special-action supply.

Basic: flip / Drifting: return

MISSION M01

DROP Ψ

Each Ψ or Σ in your hand scores 1 point. Each token on Ψ or Σ scores 2 points.

Every player tied for the highest score loses 1 token.

Ignore color. All ties lose a token; each affected player chooses which.

MISSION M02

CLAIM Ψ

Each Ψ or Σ in your hand scores 1 point. Each token on Ψ or Σ scores 2 points.

Every player tied for the lowest score loses 1 token.

Ignore color. All ties lose a token; each affected player chooses which.

MISSION M03

DROP Ω

Each Ω or Σ in your hand scores 1 point. Each token on Ω or Σ scores 2 points.

Every player tied for the highest score loses 1 token.

Ignore color. All ties lose a token; each affected player chooses which.

MISSION M04

CLAIM Ω

Each Ω or Σ in your hand scores 1 point. Each token on Ω or Σ scores 2 points.

Every player tied for the lowest score loses 1 token.

Ignore color. All ties lose a token; each affected player chooses which.

MISSION M05

DROP Φ

Each Φ or Σ in your hand scores 1 point. Each token on Φ or Σ scores 2 points.

Every player tied for the highest score loses 1 token.

Ignore color. All ties lose a token; each affected player chooses which.

MISSION M06

CLAIM Φ

Each Φ or Σ in your hand scores 1 point. Each token on Φ or Σ scores 2 points.

Every player tied for the lowest score loses 1 token.

Ignore color. All ties lose a token; each affected player chooses which.

MISSION M07

STAY NEAR RED Ψ

Find every red Ψ and red Σ on the map.

Only tokens on those cards or in their eight surrounding spaces survive. Remove all others.

Diagonals count. Combine the areas of all matching red cards.

THE ONE

TABLE BY STILLWIND



MISSION

THE ONE

TABLE BY STILLWIND



SPECIAL ACTION

THE ONE

TABLE BY STILLWIND



SPECIAL ACTION

THE ONE

TABLE BY STILLWIND



MISSION

THE ONE

TABLE BY STILLWIND



MISSION

THE ONE

TABLE BY STILLWIND



MISSION

THE ONE

TABLE BY STILLWIND



MISSION

THE ONE

TABLE BY STILLWIND



MISSION

THE ONE

TABLE BY STILLWIND



MISSION

MISSION M08

ESCAPE RED Ψ

Find every red Ψ and red Σ on the map.

Remove every token on those cards or in their eight surrounding spaces.

Diagonals count. Combine the areas of all matching red cards.

MISSION M09

STAY NEAR RED Ω

Find every red Ω and red Σ on the map.

Only tokens on those cards or in their eight surrounding spaces survive. Remove all others.

Diagonals count. Combine the areas of all matching red cards.

MISSION M10

ESCAPE RED Ω

Find every red Ω and red Σ on the map.

Remove every token on those cards or in their eight surrounding spaces.

Diagonals count. Combine the areas of all matching red cards.

MISSION M11

STAY NEAR RED Φ

Find every red Φ and red Σ on the map.

Only tokens on those cards or in their eight surrounding spaces survive. Remove all others.

Diagonals count. Combine the areas of all matching red cards.

MISSION M12

ESCAPE RED Φ

Find every red Φ and red Σ on the map.

Remove every token on those cards or in their eight surrounding spaces.

Diagonals count. Combine the areas of all matching red cards.

MISSION M13

STAND ON RED

Only tokens standing on red cards survive.

Remove all other tokens.

Red Σ and gray starting cards with red symbols also count as red.

MISSION M14

AVOID RED

Lose 1 token if your hand contains any red card, or any of your tokens stands on a red card.

Multiple matches still cost only 1 token. Choose which token to remove.

MISSION M15

MATCH FIVE

Reveal 5 targets at the start. Find 5 cards among your hand and the cards under your tokens that match them, one for one.

If you cannot, lose 1 token.

Ignore color. Σ is wild. Use each card once; extra cards do not matter.

MISSION M16

AVOID THE DRAWN SYMBOL

Reveal 1 target at the start. Redraw Σ.

Lose 1 token if its symbol appears in your hand or under any of your tokens.

Ignore color. Σ also matches. Multiple matches still cost only 1 token.

THE ONE

TABLE BY STILLWIND



MISSION

THE ONE

TABLE BY STILLWIND



MISSION

THE ONE

TABLE BY STILLWIND



MISSION

THE ONE

TABLE BY STILLWIND



MISSION

THE ONE

TABLE BY STILLWIND



MISSION

THE ONE

TABLE BY STILLWIND



MISSION

THE ONE

TABLE BY STILLWIND



MISSION

THE ONE

TABLE BY STILLWIND



MISSION

THE ONE

TABLE BY STILLWIND



MISSION