

# PHOTOTAXIS — GAME RULES

## INTRODUCTION

### For 1–4 Players, Ages +5

You, the Moth, must collect Plums and race towards the light, the Lamp, in the middle of the board before the end of the night!

*“The morning has almost dawned; yet you, the lonesome moth, has not found anything to eat and has no lamp’s warmth to bask in. Evil lurks in the dark night; will you find your way to the shining light before it disappears? Pick up as many bites of cherry plum as you can on your way to safety!” —Master Moth*

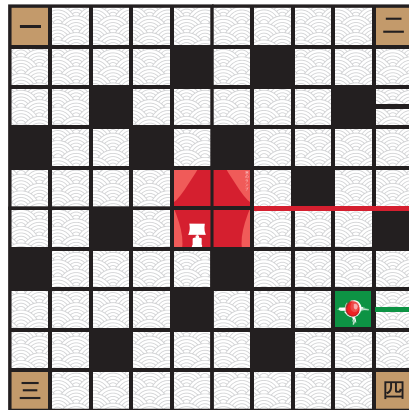
### THE GAME BOARD

PATH CARD DECK

MYSTERY CARD DECK

DISCARD PILE

MANTIS TOKEN



MARKED PLUM LOCATION

THE LAMP (4 TILES)

PLUM CARD + PLUM TOKEN

STARTING CORNER

## SETUP

Start by placing the four game board parts together. Each player then picks a Player Token and places it in one of the Starting Corners.

Shuffle the Path Cards and place them face down next to the game board. Do the same for the Mystery Cards and deal four Path Cards to each player.

Place out Plum Cards face down on all marked locations (see image) on the game board. Once all Plum Cards have been placed out, reveal them and place a Plum Token on top of each card.

The youngest player becomes the **First Active Player**.

### 1 Player:

Only use 12 Mystery Cards

### 2 Players:

Place your player tokens in opposite Starting Corners (diagonally)

### 3 Players:

Only place Plum Tokens on the game board parts that has a player in the Starting Corner (12 total)

## GAME TURN

**A Game Turn consists of steps for the Active Player. Please see the example images on Page 2.**

**STEP 1:** The Active Player draws a Path Card from the deck and places it in their hand.

**STEP 2:** The player can now choose to place one Path Card from their hand on the game board. **The card placed must be connected to that player or that player’s path.**

**STEP 3:** Choose to move your position along the connected path on which your Player Token is located. You as the active player may move across any number of tiles but can only move once per turn. If a player ends their turn on a Plum Token, they pick it up.

**STEP 4:** Draw Path Cards from the Path Card deck until you as the Active Player have four cards in your hand. If you have more than four cards in your hand, discard cards from you hand until you have four.

**STEP 5:** The next player (if any), in a clockwise direction, becomes the next Active Player.

STEP 1:

PLAYER 1 HAND

PLAYER 2 HAND

The diagram illustrates the initial state of a game. A 10x10 grid is shown with various elements: a butterfly icon in the top-left and bottom-right corners, a red square in the center, and several red circles on green squares. To the left of the grid is a hand menu with a black square, a purple rectangle, a white rectangle, and a purple butterfly icon. A blue arrow points from the butterfly icon in the hand menu to the butterfly icon in the top-left corner of the grid. To the left of the hand menu is a black hand shape labeled 'PLAYER 1 HAND' with a blue arrow pointing to the butterfly icon. To the right of the grid is another black hand shape labeled 'PLAYER 2 HAND'.

STEP 2:

The diagram shows the same 10x10 grid as in Step 1. A blue square highlights the butterfly icon in the top-left corner. A blue arrow points from the butterfly icon in the hand menu to this highlighted butterfly icon. The black hand shape labeled 'PLAYER 1 HAND' is now positioned to the left of the hand menu, indicating a move has been made.

STEP 3:

The diagram shows the 10x10 grid after a capture. The butterfly icon in the top-left corner is now a red circle. A blue arrow points from the butterfly icon in the hand menu to this red circle. The black hand shape labeled 'PLAYER 1 HAND' is now positioned to the left of the hand menu, indicating a capture has occurred.

## WINNING CONDITION

The goal of the game is to collect a specific number of Plum Tokens (varies based on the number of players) and finally reach the Lamp.

### 2–4 Players:

**Be the first person to reach the Lamp with the most collected Plums.** If a player moves their Player Token to the Lamp area with the correct number of Plum Tokens, the game will continue for two more game rounds before ending (starting with the next active player).

If another player reaches the Lamp within the same game round, the game is tied. If another player reaches the Lamp within the two rounds with more plums, that player wins.

**Players in the Lamp area cannot perform any actions.**

### 1 Player:

Reach the Lamp with the correct number of plums before all Mystery Cards are discarded.

**Number of Plums to collect before the player can enter the Lamp area:**

1 Player = 8 Plums

2 Players = 5 Plums

3–4 Players = 4 Plums



Place a Mantis anywhere on the board. If both Mantises are placed, move one. A Mantis is not allowed to be placed on a player or a plum (card or token) but can be placed in the Lamp area.

Solo: Place a Mantis in the lamp tile closest to you.

*Mystery Card: The Mantis*

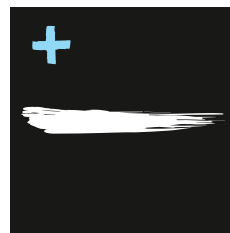
## DETAILS

### Path Cards

Path Cards cannot be placed on the same tiles as players, Plum Cards, the Lamp or the Starting Corners. They may, however, be placed on top of other Path Cards (discard the bottom card).

**Some Path Cards have special effects that activate when the card is played on the game board:**

The plus symbol indicates that a player may play an extra card from their hand



The minus symbol indicates that a player may pick up a Path Card from the game board and place it in their hand. You may not pick up Path Cards with special effects or cards that a player is currently positioned on.

### Mystery Cards

These cards are played immediately when drawn and are then discarded.

### 1 Player:

A Mystery Card is drawn from the deck at the end of each turn. When the cards run out, the game is over.

### 2–4 Players:

A Mystery Card is drawn from the deck each time a Plum Token is picked up by a player.

### The Mantis

These are special Mystery Cards. A Mantis Card blocks a tile using the Mantis Tokens, a player cannot place Path Cards on it and cannot move on or past the Mantis.

A player who wishes to remove a Mantis Token from the Game Board can do this during their turn but cannot perform any other actions during that round.

A Mantis Token cannot be placed on top of a player, Plum Cards or Starting Corners.