



**Mission**  
**DEAD OR ALIVE?**



Visit 5 different mirages and Escher knots.

**Ability**  
**A CAT'S GRACE**

You either move to an adjacent space or 2 spaces over.



**2★**  
**DURING YOUR TURN:**

- ★ → ⚡
- ★ → Move to an adjacent space
- ★ → Move 2 spaces over
- ★ → Move to an adjacent space safely (-⚡)
- ★ → Move 2 spaces over safely (-⚡)



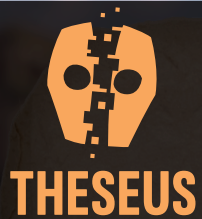
Do not activate an Escher knot or a portal when you visit one unsafely.



Name a piece and a direction. OP reveals the space adjacent to the piece in that direction.







## Mission COLLECT YOURSELF



Visit one space of each of the pairs of portals and 2 oracles.










## Ability FIGURE YOURSELF OUT

Circle the leftmost available additional bonus when visiting spaces with other pieces on them. During your turn you can use the circled additional bonus by crossing it out.



## 2★ DURING YOUR TURN:

- ★ → ⚡
- ★ → Move to an adjacent space
- ★ → Move 1 space over (⚡)
- ★ → Move to an adjacent space safely (⚡)
- ★ → Move 1 space over safely (⚡⚡)

  Replenish 1 crossed out fruit on another bonus.	    Safely move to a space with a fruit you've already visited.	   Circle the leftmost available additional bonus.
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## Mission CROWS ARE BLACK



Visit 5 different fruits (besides the starter fruit).

## Ability FRUITS ARE COLORFUL

When visiting a space with a new fruit, draw it in an empty space with a palm tree. If you visit it again and it has been crossed out, replenish it. You cannot draw the same fruits on different palm trees.



## 2★ DURING YOUR TURN:

- ★ → ⚡
- ★ → Move to an adjacent space
- ★ → Move 1 space over (-⚡)
- ★ → Move to an adjacent space safely (-⚡)
- ★ → Move 1 space over safely (-⚡⚡)

Move 1 space over unsafely or safely but without spending ⚡ or ★.

-♥ → ⚡⚡  
or  
-⚡ → ♥♥♥.

OP reveals all 6 spaces around your piece but does not announce the directions they are in.







## Mission I CAME BEFORE YOU



Score OP's pieces off 5 times.

## Ability WHAT IS DEAD...

You use ⚡ instead of ♥.

When you run out of ⚡, you perish.  
Each time you are revived you get 1⚡ less (4⚡ minimum).



## 2★ DURING YOUR TURN:

- ★ → ⚡
- ★ → Move to an adjacent space
- ★ → Move 1 space over (-⚡)
- ★ → Move to an adjacent space safely (-⚡)
- ★ → Move 1 space over safely (-⚡⚡)

When moving into the ocean, safely move back to the space you moved from.

Name any OP piece:  
OP marks it on your board without showing the other players.

⚡⚡ when two other pieces meet on the island.







## Mission RUN, ACHILLES, RUN



Move into the ocean from 5 different corner spaces.











## Ability SECOND WIND

When you scare one of OP pieces off, you can cross out it's symbol and gain ⚡ instead of just ⚡.



## 2★ DURING YOUR TURN:

- ★ → ⚡
- ★ → Move to an adjacent space
- ★ → Move 1 space over (⚡)
- ★ → Move to an adjacent space safely (⚡)
- ★ → Move 1 space over safely (⚡⚡)

  	    When moving into the ocean, safely move to a space with a captive of your choice.	   Before moving by spending ★, pick a number from 1 to 6: move as many spaces in a straight line.
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Mission  
**SO MANY QUESTIONS**



Visit 5 anomalies.

Ability  
**LEAVE THE OCEAN**

When moving into the ocean, you can unsafely move to an opposite space of the island. You are allowed to not activate lakes if you like.



**2★  
DURING  
YOUR TURN:**

- ★ → ⚡
- ★ → Move to an adjacent space
- ★ → Move 1 space over (-⚡)
- ★ → Move to an adjacent space safely (-⚡)
- ★ → Move 1 space over safely (-⚡⚡)



You are immune to interacting with one OP piece of your choice until your next turn.



Choose a direction. OP reveals all spaces from your piece in that direction in random order.



When visiting an anomaly, ⚡ and ❤️.

