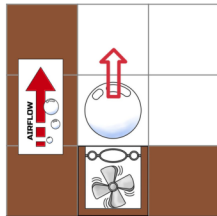
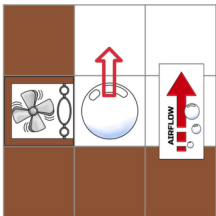




### Entrance Token

Will **spawn the Bubble** on adjacent square

**Cannot be covered by obstacles**, otherwise make free space



### the Bubble

**Moves** one square in **Airflow** direction after every player action

**Destroyed** when touch **Spikes**, **Wall**, **Obstacle** or **token parts**



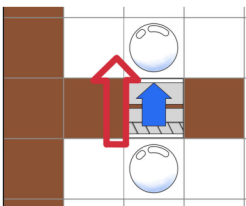
### Teleport Token

Will **teleport** the **Bubble** through **Obstacle**

Cannot be added to walls, is placed on obstacle

Can be flipped to side.

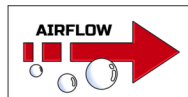
Entrance and Exit of teleport **cannot be covered**



### Exit Token

The Bubble goes here

**Cannot be covered by obstacles**, otherwise make free space



### Airflow Token

**Directs** the Bubble **movement**

**Starts** in direction of **rows**



### Flip Token

Changes Airflow **by 90 degrees** but not against entrance

**Do not need to be played immediately**, but still moves the Bubble in Airflow direction.



### Obstacle Token

Player **immediately chooses obstacle** of size 1, 2 or 3

Chosen **obstacle is immediately placed** on Game plan



### Obstacles

Can be **placed by** player with

**Obstacle Token** or **Obstacle cards**

Needs to touch another obstacle or wall with at least one side



### Spike Token

Spike token **destroys bubble**

when bubble ends its movement on this square

Can only be **placed on obstacle or wall**



### Fan Token

When the Bubble enters same row as Fan token,

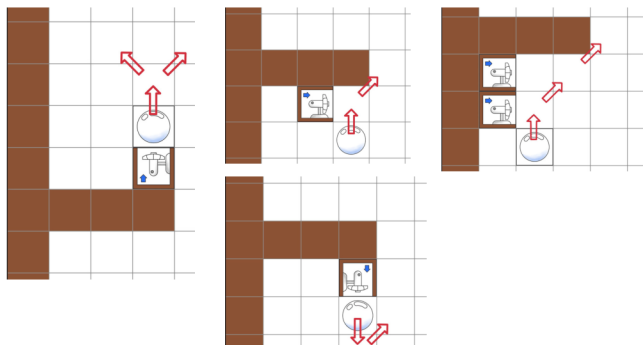
**move the Bubble diagonally**

in direction of blue arrow and Airflow

Can be added **touching** either **wall or obstacle or put in the wall**

Cannot be placed covering entrances and exits

**Reaches 3 squares on smallest** gameplan **otherwise 4**  
**Bubble cannot enter Fan Token square**



### Bounce Token

When **the Bubble enters Bounce Token** square,

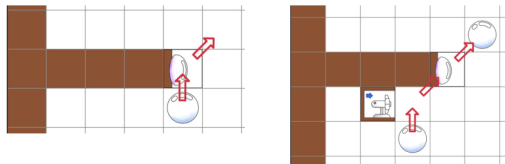
**move the Bubble diagonally** one square

in direction of airflow

**Cannot be placed on current Bubble position**

Cannot cover entrances and exits

Can be added **touching** either **wall or obstacle**



## Game Sequence

- Start
  - Determine size of Gameplan
  - Determine position of entrance and exit by spinner
  - Determine first two rows of obstacles by Obstacle cards
  - Add the Bubble token.
- Choose 4 random tokens. You cannot have more than 4 at time.
- Play a token, move the Bubble and resolve token action
- If the Bubble touches wall, obstacles, spikes or the brown parts of other tokens, **game ends**
- After placing first 4 tokens, add one more row of obstacles not closer than 3 rows above blue row 10