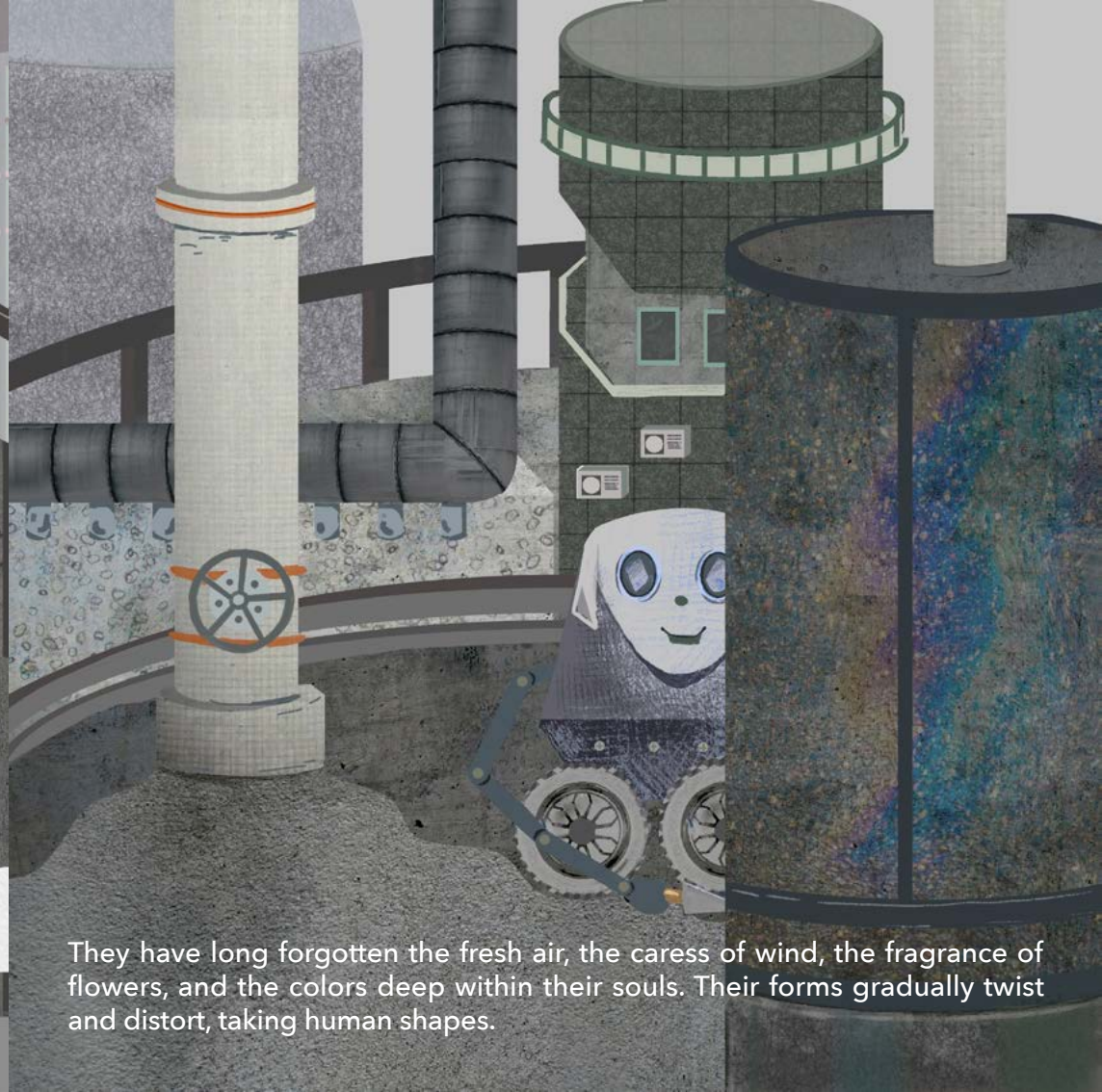


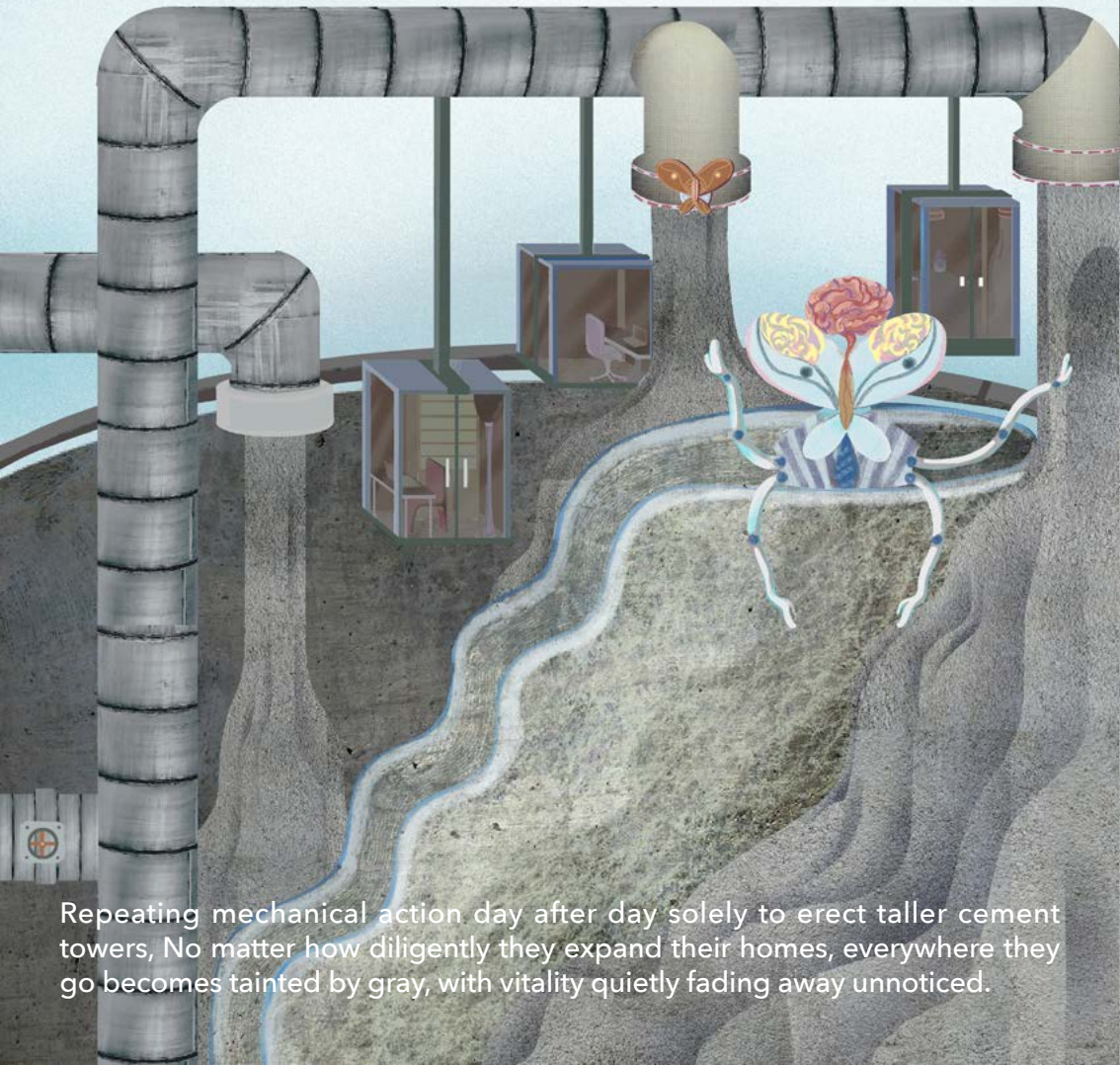
In the gray city, electronic light spots dance across cold metal and concrete surfaces, dazzling the creatures' eyes. The vibrancy of green has long been banished, replaced by an indifferent landscape.



Their world, monotonous and mechanical, seems devoured by endless gray.

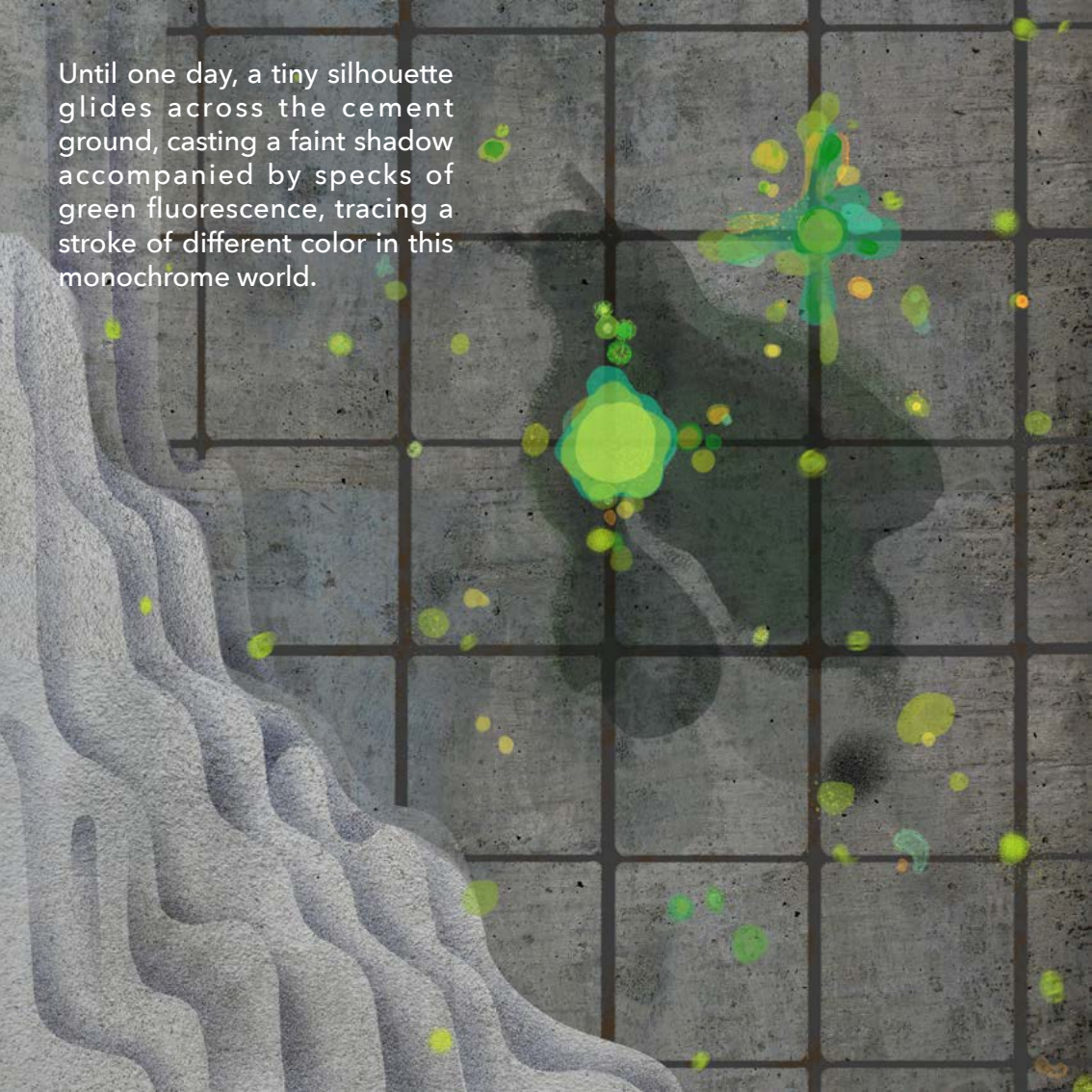


They have long forgotten the fresh air, the caress of wind, the fragrance of flowers, and the colors deep within their souls. Their forms gradually twist and distort, taking human shapes.



Repeating mechanical action day after day solely to erect taller cement towers, No matter how diligently they expand their homes, everywhere they go becomes tainted by gray, with vitality quietly fading away unnoticed.

Until one day, a tiny silhouette glides across the cement ground, casting a faint shadow accompanied by specks of green fluorescence, tracing a stroke of different color in this monochrome world.





A delicate cicada arrives gracefully, traversing steel-and-concrete towers, carrying the hues of life as it descends among the busy creatures.



Why do you remain in this joyless gray space?



Even at the highest floor, the cement remains gray, this place still bleak.



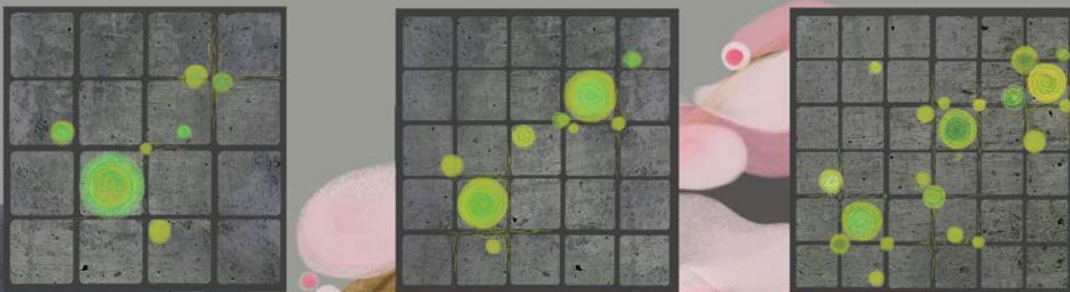
To building the tallest tower



Reach the summit and you'll see more, possess infinite colors, with no more gray surrounding you. We'll no longer be confined to this lifeless land.

We'll be unbound, like the legendary Kunpeng that leaps a thousand miles in defiance of all - that is our goal.








"You're right, I am just a small cicada."




Then it flies away from this gray world. Where it once lingered, a small patch of green moss quietly grows from cement crevices, the breath of life beginning to spread as that gray square gains its first vivid coloration.



This verdant vitality gradually expands. Witnessing this transformation, the creatures are filled with bewilderment. Gazing at this different hue brought by the cicada, they decide to stop piling towers, step out of their cement fortresses, and introduce this color into their world.



-  Personal map: 3×15 grid (1 per player)
-  Moss tokens: For collection and exchange
-  Rest point tokens: Obtained through exchange, used to fill the map

-  Sunlight tokens: Remove obstacles or enhance moss collection
-  Corrosion tokens: Block rest point placement (must be cleared)
-  Random event bag: For drawing events

COMPONENTS

Escape into the Green

Basic Information:

Game Duration:

4-5 hours (15 minutes per round)

Game Setting:

Park/garden-themed physical activity

Objective:

Players collect moss tokens to fill their personal maps and create green gardens. Every 3 moss tokens can be exchanged for 1 rest point. When rest points form a complete closed loop on the map, the player achieves victory by completing their "Mind Garden."

Setup:

1. Each player receives:
 - 1 personal map
 - Starting resource: 1 moss token
2. Place all moss, sunlight, and corrosion tokens in the random event bag in the common area.

Gameplay:

The game progresses in real-time, with 15-minute rounds. Each round, players must:

1. Draw an event token from the bag (moss/sunlight/corrosion)
2. Take corresponding action:
 - Moss: Add to personal resources
 - Sunlight (when drawn): Remove 1 corrosion token OR double moss collection this round (collect 2 moss)
 - Corrosion: Place on next empty grid space (blocks rest points/moss until cleared)

Additional Rules:

1. Clearing corrosion:
 - Spend 1 sunlight token
 - OR spend 4 moss tokens (accumulable across rounds)
2. Rest point exchange: Immediately exchange 3 moss for 1 rest point when available

Victory Condition:

First player to create a complete closed loop with rest points (fully enclosing an area) immediately wins by completing their Mind Garden.

Notes:

- Rest points must be placed in map number sequence (no skipping)
- Players may adjust game duration and round settings as needed

