VIVID MEMORIES

2–4 players ◦ 30–60 min ◦ ages 13+

Introduction

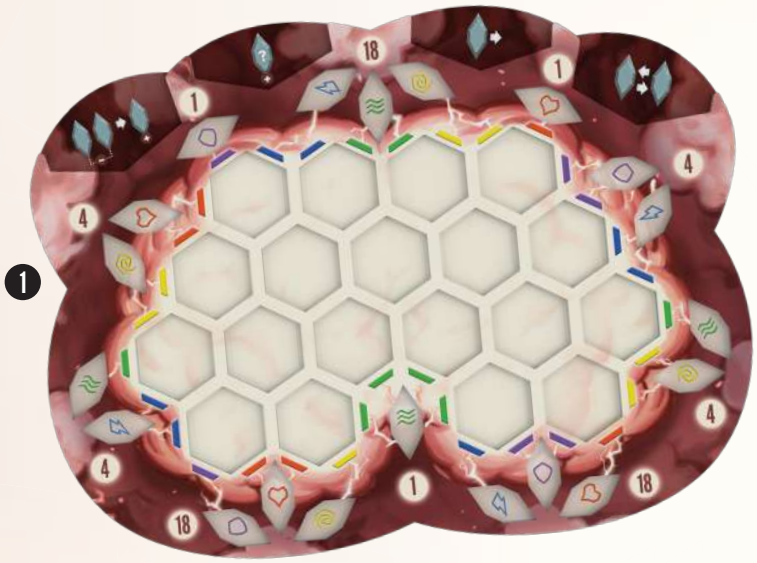
In Vivid, you'll take turns collecting fragments of childhood memories, weaving a tapestry of colored threads in your mind. Throughout your journey, you'll store important moments in your memory bank – gaining new abilities to help you score.

Cleverly create connections and earn rewards for completing core memories, matching the imagination behind each moment, and working toward your lifelong aspirations for victory.

Components

1. 4 player boards
2. 20 moment tiles
3. 5 aspiration tiles
4. 125 fragment tokens (25 per color)
5. 4 helper cards
6. Start player marker
7. 24 scoring markers (12 pairs)
8. Score & round track
9. Round marker

Drawstring bag



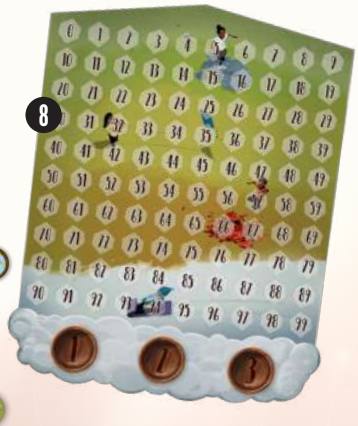












Learn to Play

We'll teach you how to play! Follow the link or scan the QR code below:
floodgate.games/vivid

Objective

Collect and arrange the memory fragment tokens on your player board, scoring points for connecting and completing core memory slots along the edges, matching moment tile conditions and for matching your aspiration tile. The player with the most points after 3 rounds wins!

Game Setup

1. Give each player a player board. 1 Player boards have hex spaces (in the middle), core memory slots (around the edges) and memory bank slots (on the top).
2. Shuffle the 5 aspiration tiles and give one to each player face-down. 2 Look at your tile, but keep it hidden from other players.
3. Shuffle the 20 moment tiles and put them beside the play area. 3
4. Put the following number of fragment tokens 4 into the bag, and place the remainder beside the play area as a supply:
   - **2 players:** put 11 fragment tokens of each color in the bag.
   - **3 players:** put 17 fragment tokens of each color in the bag.
   - **4 players:** put 20 fragment tokens of each color in the bag.
5. Place the score track 5 off to the side. Scoring will happen at the end of each round.
6. Each player selects a pair of matching score markers, 6a placing one from each pair on the 0 space of the score track and the other near their player board. 6b Return any unused score markers to the box.
7. Place the round marker on the first round slot 7
8. Give the start player marker 8 to whoever can recall the earliest positive memory, or choose a player at random.



Gameplay

The game is played over 3 rounds. In each round, complete the following phases in order:

1. **Prepare:** Place moment tiles and fragment tokens to create the moment line.
2. **Remember:** Take turns moving fragment tokens from the moment line to your player board, collecting moment tiles along the way.
3. **Reflect:** Simultaneously use your actions to add, multiply, exchange, move, and swap fragment tokens to try to create an arrangement which will score the most points.
4. **Reward:** Everyone scores points for matched moments, connected threads, and completed core memories. In the last round, you will also score for your aspiration tile.

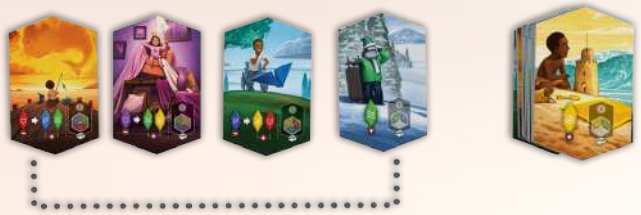
1: *Prepare* Phase

Set up Moment tiles

Draw moment tiles at random equal to the number of players plus two.
Place them in a line in the middle of the play area, creating the moment line.

- **2 players:** 4 tiles
- **3 players:** 5 tiles
- **4 players:** 6 tiles

Place the tiles with the action side face-up. The scoring pattern is also shown on the action side.



4 moment tiles in the moment line for a 2-player game



Each moment tile has an action side (left) and a scoring side (right).

Set up Fragment tokens

Draw fragment tokens at random from the bag based on the number of players.
Place them onto each moment tile in the moment line.

- **2 players:** 4 tokens per tile
- **3 or 4 players:** 5 tokens per tile



4 fragment tokens on each moment for a 2-player game

In the rare event that the bag is empty, take one fragment of each color from the supply and put these in the bag to complete setup.

2: *Remember* Phase

The player with the start player marker goes first. Players then take turns in clockwise order. On your turn, do the following in order:

Take fragments

Take 1, 2, or 3 fragment tokens from one end of the moment line.

- If you take 2 fragment tokens, they must all be the same.
- If you take 3 fragment tokens, they must all be different.



Take any fragment token and then rewire.

Take two fragment tokens of the same type.

Take three fragment tokens of differing type.

You must take fragment tokens from only one end of the moment line. If you take 1 or 2 fragment tokens and empty a moment tile, you may continue to take your fragment tokens from the next moment tile in line, up to the maximum of 3 fragment tokens in total.



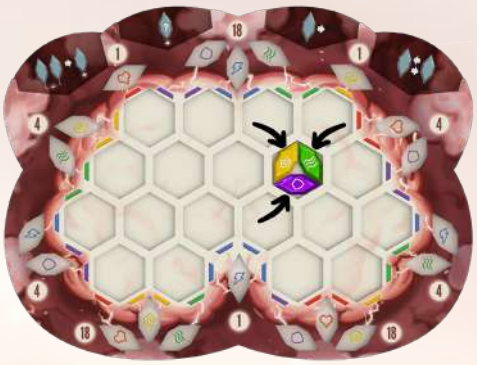
The player takes a red and a blue fragment token from the tile on the end, then takes the yellow fragment token from the next tile.

Note: It's rare, but if you start your turn with no empty hex spaces on your board, do not take new fragment tokens. Instead, perform the Rewire action (see page 6) once in such a way that you create an empty hex space, and then end your turn.

Place fragments

Place all the fragment tokens you took in a single, empty hex space anywhere on your player board.

Once placed, you cannot remove fragment tokens or move them to another hex space unless you perform a special action. The position of fragment tokens within a single hex space is not important, so you may arrange them as you wish.



The player takes three different fragment tokens and places them into a single empty hex space.

Claim moment tile

If you took fragment tokens and emptied a moment tile, also claim the tile.

If you emptied a moment tile, place it above your player board with the action side face-up. Only take a tile if you emptied it.

Note: Do not place it in a memory bank slot yet, you'll do that later.



Place the moment tile with the action side face-up

Rewire action

If you took only 1 fragment token from the moment line, you may now perform the rewire action.

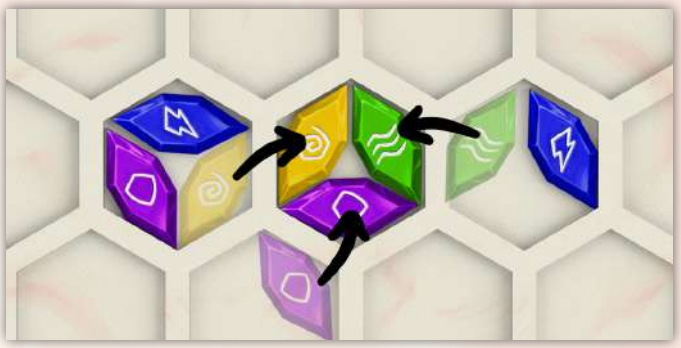
You may only take the rewire action if you took exactly 1 fragment token. To perform the rewire action, choose any one hex space on your player board and then:

- Move any number of fragment tokens out of that space into adjacent hex spaces.



-OR-

- Move any number of fragment tokens from adjacent hex spaces into that space.



You must move fragment tokens out of the chosen space or into it. You can't do both.

- The hex space you choose can be anywhere on your player board, including the one in which you placed fragment tokens this turn.
- When choosing to move fragment tokens **out** of a space, you may move some or all of them, and you may place them into the same or different adjacent spaces, in any combination.
- When choosing to move fragment tokens **into** a space, you may move some or all of them, from one or more different adjacent spaces, in any combination.
- Regardless of which hex space you choose, or which fragment tokens you choose to move, a single hex space can never contain more than 3 fragment tokens.

End of turn

If you took the final fragment token and moment tile from the moment line, the 'Remember' phase is over. Otherwise, play continues clockwise.

When the Remember phase ends, give the start player marker to the player to the left of the last player to take a turn (this may be the player who already has it. Only do this at the end of round 1 or 2). This player will take the first turn in the next round.

3: *Reflect* Phase

When the moment line is empty, players simultaneously perform up to four actions using their moment tiles and memory bank actions.

First, place each moment tile above your player board in a memory bank slot of your choice. This will remove access to that slot's action during this round, and future rounds if the tile isn't scored. You must place as many moment tiles as possible (up to 4); any excess tiles are discarded. Once placed, a moment tile cannot be moved to a different memory bank slot.

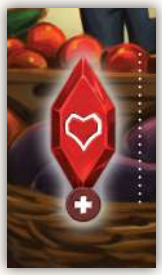
You may then perform actions from moment tiles (if the action side is face-up) or memory bank slots (if they're uncovered) once each in any order. All actions are optional.

Note: Although some of these actions let you place or move a single fragment token, they do not allow you to also take the rewire action.



Moment actions

When you activate a moment tile, you must flip it over to its scoring side and then keep it in the same memory bank slot. Moment tiles can only be flipped to their scoring side by taking the action, and they can only be removed from your player board by being scored.



Moment tiles have one of two different actions.

Add a fragment token

Take a fragment token of the color shown (from the supply) and place it into any empty hex space on your board. Then flip the tile over.



Split a fragment token

Remove a fragment token of the color shown from a hex space on your player board. Then add two fragment tokens of the colors shown (from the supply), and place them both into that same hex space. Then flip the tile over. Return the removed fragment token to the supply.

You may choose to use this action to remove a fragment token from a space containing 3 fragment tokens. If you do, replace it with your choice of one of the two fragment tokens shown.

Memory bank actions

Memory bank slots have one of four different actions. When performing a memory bank action, you may cover it with an unused score marker or fragment token from the supply as a reminder that it was used (remove them at the end of the round).



Combine fragment tokens

Remove any two fragment tokens from a single hex space on your board and return them to the supply. Then, place any one fragment token of your choice from the supply into that hex space.



Speculate

Take a fragment token at random from the bag and place it into any empty hex space on your player board. If the bag is empty, you cannot take this action.

Nudge

Move one fragment token on your player board to any adjacent hex space. (A single hex space can never contain more than 3 fragment tokens.)



Swap

Swap one fragment token on your player board with a fragment token from any adjacent hex space.



Running out of fragments

Players can usually perform their actions simultaneously. However, in cases when a specific color is running low in supply or there are only a few fragment tokens left in the bag, players should instead perform actions one by one. Take turns, beginning with the start player and moving clockwise.

4: *Reward* Phase

Each player scores points for (in order):

1. Moments
2. Connections
3. Core memories
4. Aspirations (last round only)

Moments

Look at each moment tile in your memory bank slots that has the scoring side face-up.

If a moment tile shows 2 fragment tokens, score 4 points for each hex space that contains exactly those 2 fragment tokens, and no third fragment.



This example is worth 4 points: only one hex space meets the requirements.

If a moment tile shows 3 fragment tokens, score 6 points for each hex space that contains exactly those 3 fragment tokens.



This example is worth 12 points: both hex spaces meet the requirements for 6 points each.

After scoring a moment tile, remove it from the memory bank slot and place it beside your player board. It is now a **cherished moment**! At the end of the game, each cherished moment that shows a fragment token that matches your aspiration tile will score 5 points.

- You must score each moment tile if possible, even if you would prefer to wait and score it in a later round.
- If you cannot score a moment tile, because no hexes exactly match the moment, you must leave the tile **on your memory bank board**. You will be able to take one fewer action next round.
- If you have two matching moment tiles, both tiles score for each matching hex space.
- Only score moment tiles with the scoring side face-up. If you have not used the action from a moment tile, you cannot score it.

Connections

Look for **threads** of matching fragment tokens that create connections between two or more matching core memory slots around the edge of your board. Two or more memory slots of the same color are connected if there is a continuous path of hex spaces between them, all of which contain at least one fragment token of that color.

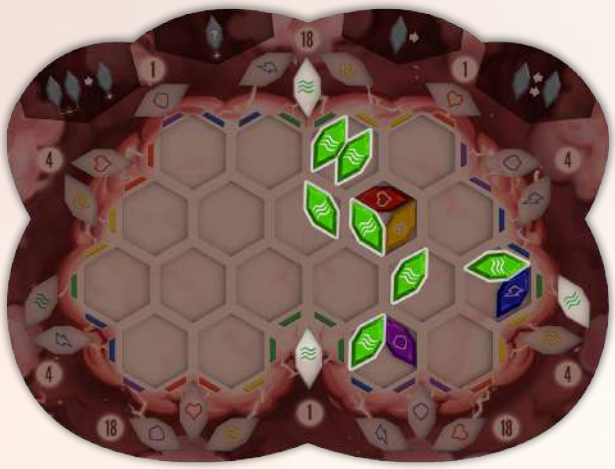
Score thread

Each thread scores points equal to the number of spaces in the thread multiplied by the number of empty core memory slots it connects. You must score every thread on your board that creates a connection between two or more slots.

points =
hex spaces in thread
x
empty core memory slots

All spaces with a fragment token of this color that are connected to any part of the thread count towards your score, even if they're not part of the shortest path between core memory slots.

- If a hex space in a thread contains 2 or 3 fragment tokens of the same color, it still only counts as one space.
- If a thread connects to a filled core memory slot, you cannot count that slot towards your score. This means that if all matching core memory slots connected by a thread are filled, the thread is not worth any points.



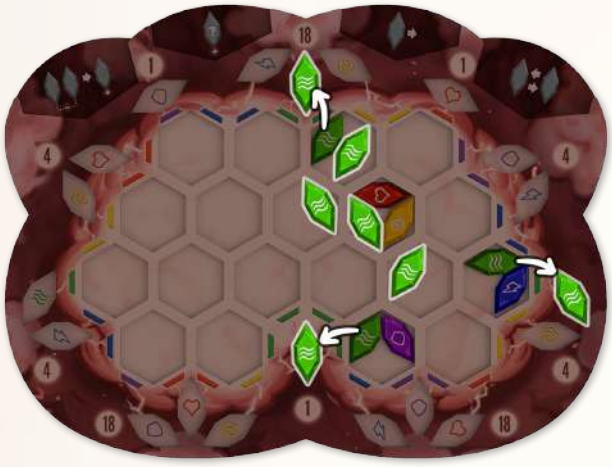
In this example, the thread of green fragment tokens is made up of 6 hex spaces, and connects 3 empty green core memory slots. You score:

6 hex spaces in thread
x
3 empty core memory slots
= 18 points

Build core memories

After you score a thread, you must move one fragment token from each end of the thread into the empty core memory slots you connected.

- If there are multiple fragment tokens in the thread adjacent to an empty core memory slot, you choose which one to move.
- Leave all of the other fragment tokens in the thread on your player board. They may be used in a later round to make another connection.



Core memories

Core memories are clusters of 1, 2, or 3 slots on the edge of your board. If all the slots in a cluster are filled with fragment tokens, the core memory is complete and scores 1, 4, or 18 points (as shown). Score points for each completed memory in the round in which it was completed, and again in all later rounds.



Aspirations (last round)

At the end of the last round, all players reveal their Aspiration tile.

- Score 1 point for each fragment token in hex spaces on your player board that match your aspiration color
- Score 2 points for each fragment token in core memory slots on the edge of your player board that match your aspiration color.
- Score 5 points for each cherished moment tile beside your board that contains a scoring pattern with a fragment token matching your aspiration color.



End of Round



If this was the end of the first or second round:
1. Advance the round marker 1 slot to the right.



2. Give the start player marker to the player to the left of the last player to take a turn (this may be the player who already has it), then begin the next round.

End of Game

The game ends after 3 rounds. The player with the most points is the winner. If two or more players are tied, the tied player who scored the most points from their aspiration tile wins. If players are still tied, ties are broken in reverse player order from the final round start player.

Solo Play Rules

Can you score more than *the automa*? An automated player will collect fragments using ever-changing preferences; try to beat their score! Find the rules here:

floodgate.games/vivid-solo

Credits

Designers: Matthew Dunstan & Brett J. Gilbert

Illustration: Andrew Bosley

Graphic Design: Matt Paquette Co., Jody Henning

Development: Ben Harkins, Evergreen Board Game Studio

Playtesters:

Adrian Adamescu, Daryl Andrews, Michael Guigliano, Emily Tinawi-Harkins, Dan Marta ("it looks like a brain"), Abby Marta, Vanessa Slivken, Josh Slivken, Evan Pedersen, Brian Schreier, Ada Van Dyke, Astrid Van Dyke, Hettie Van Dyke, Melissa Derby, Owen Sessions, Adam Singer, Tanya Andrews, Andreea Adamescu, Blake Howatson, Katia Howatson, Karl Juhlke, Greg Parkinson, Ian Mackey, Karen Holah, Nik Katarya, Eli Gingerich, Matthew Tidbury, Barb Burfoot, Tony Boydell, Peter Chilvers, Andrea Gilbert, Timothée Simonot, Aurélie Raphaël, Antony Proietti, Francis Priestland, Caezar Al-Jassar, Cambridge Playtest Group, Ignacy and Merry Trzewiczek, Terezie Křížkovská, Amanda Lynn Jones, Amy Connolly, Andrew S. Hall, Bayard Caton, Bill Lasek, Brock Wager, Chris Bennett, Corey Andalora, D. Shannon Berry, Dan Lysne, Derek K. Redford, Devin Bruno, Eliza Robinson, Evangelos Beardall, Harrison Dunn, Holly 'GameGoddess' Novicelli, Janis 'Ham' Vasquez, Heather Slowik, Jared Bruck, Caroline Skellington, Jason Engle, Jaye R, Jesse Hickle, Jesse R. Hairston, Jim Dunaway, Jocelyn Chou, Joe Senese, Kelly Jean Miller, Kevin Hoover, Kristi Davis, Linda Baldwin, M. 'Fox' Marsden, Marissa Robinson, Matt Kiser, Matthew Ziff, Mike Vander Veen, Nina Jiron, Patryk Rurek, Reef's Edge Creative, Ryan Beall, Scuba Steve, Shari Forrest, Stacie Fortenberry, Steven Fortenberry, Steven Nazario, Timothy Bolton, Timothy Bumpus, Tyler Smith

© 2021 Floodgate Games, LLC. All rights reserved.
Floodgate Games - 8014 Highway 55 - #501
Golden Valley, MN 55427 - United States

UK Importer:
Asmodee UK - 6 Waterbrook Road, Alton, GU34 2UD, UK

EU Importer:
Asmodee Nordics - Valseholmen 1 I 2650 Hvidovre - Denmark