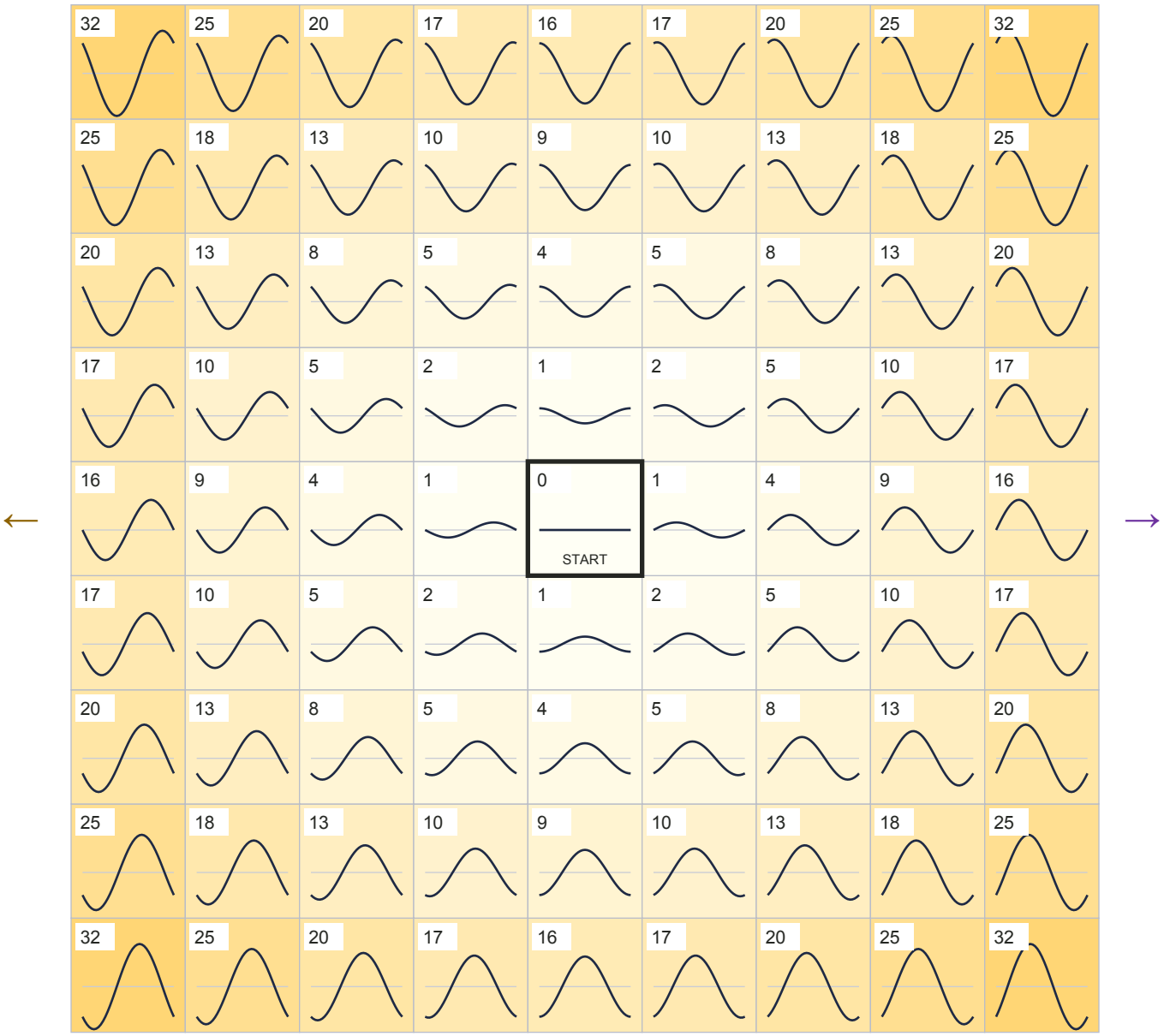
# Catch the Photon

Move in the arrow direction by the card's strength. Read brightness at the token.

↑ up




← → ↓ down

Blue ↑ · Red ↓ · Purple → · Gold ←

Brightness = $x^2 + y^2$. Each photon: A / 64, B / 64, missed = rest.

Cup: 64 slips total. Replace gray, mix, send a NEW photon.

Eventual A win: A / (A + B). Both dark: play another round.

A strength-2 card moves two squares; it cannot be shortened.