

Card Actions

- **Replace a tile (x1 / x3)**
Replace 1 / 3 tiles from the circular board with new tiles from the bag.
- **Decrease marker (x1 / x3)**
Remove 1 / 3 marker(-s) from any axes and put them back onto the shoshin track.
- **Unbuild Queue (x1)**
Remove the last added emotile from any queue.
- **Use any Sector (x1)**
Use any section (disregarding the axes) from the board to pick up an emotile.
- **Use Adjacent Sector (x1)**
Use any adjacent sector (same level only) to pick up an emotile.
- **Reserve any tile**
Directly pick up an emotile from the board and put it into your reserve. If there is already another reserved tile, discard it by putting it back to the bag.
- **Fill empty tilespace**
Fill all empty spaces on the board with new emotiles.
- **Play a card w/o cost**
Play any card in your hand without paying / receiving crystals for it.
- **Remove a pattern**
Disregard one of the patterns within the family during the whole game.