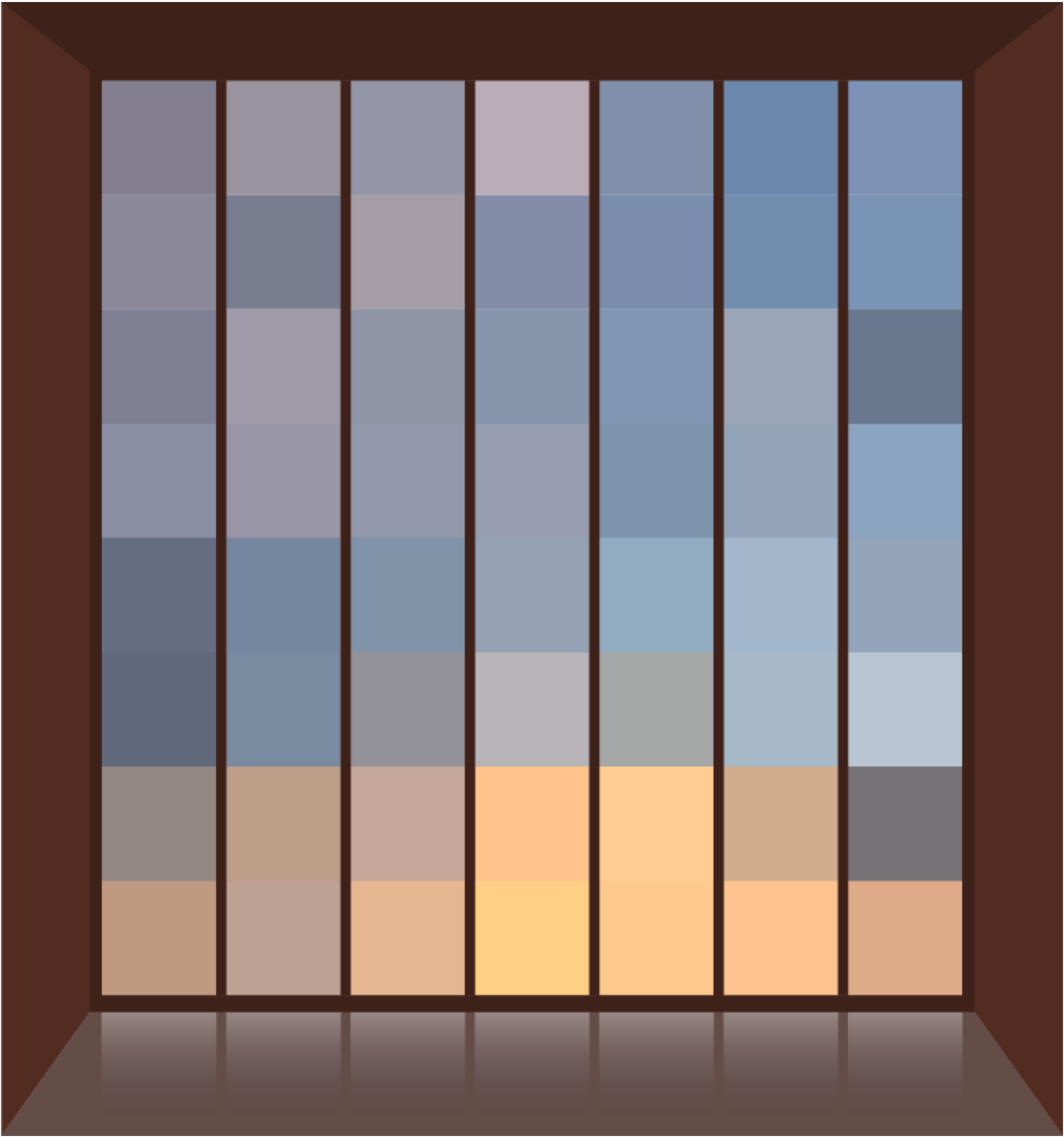

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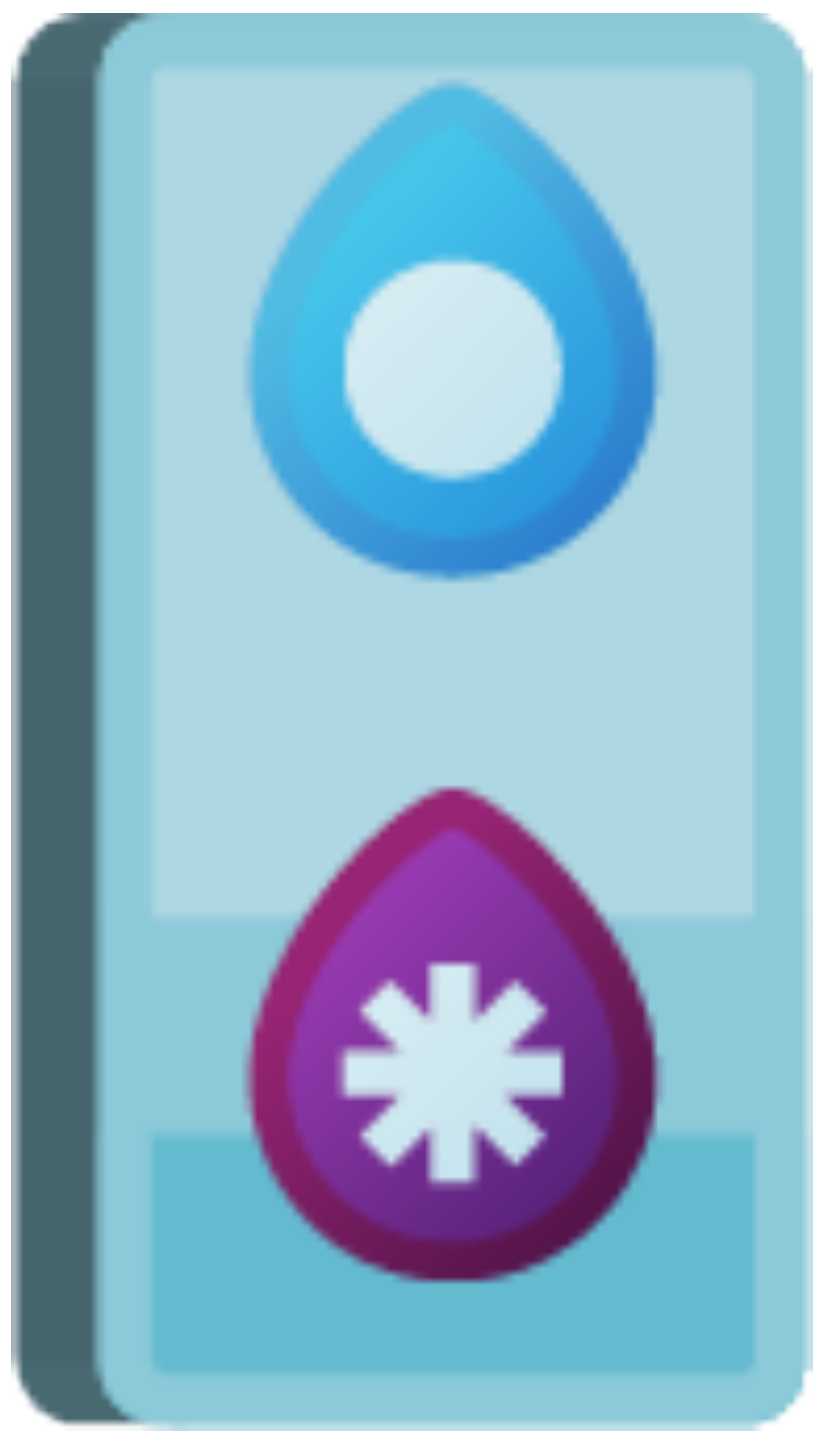
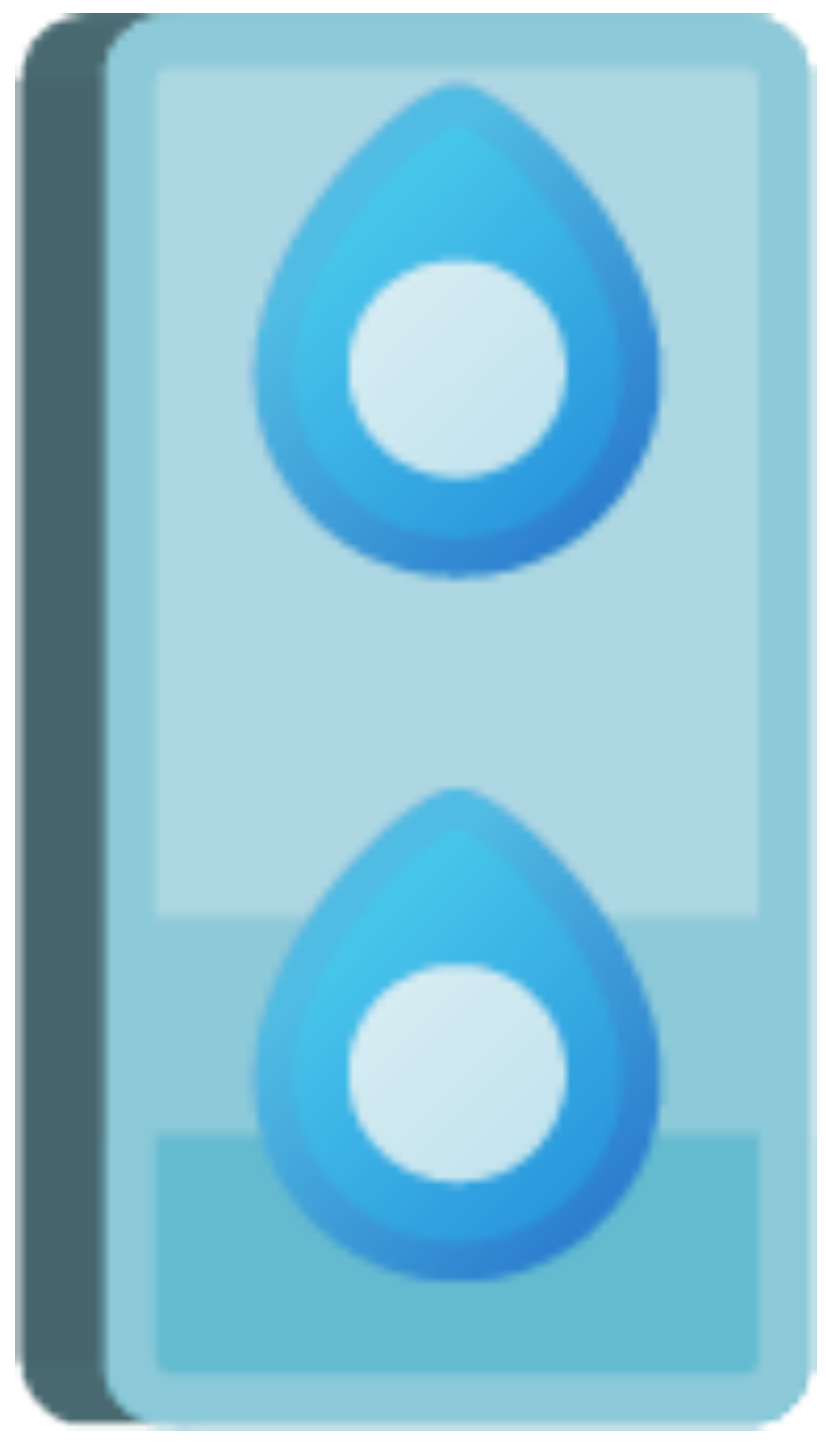
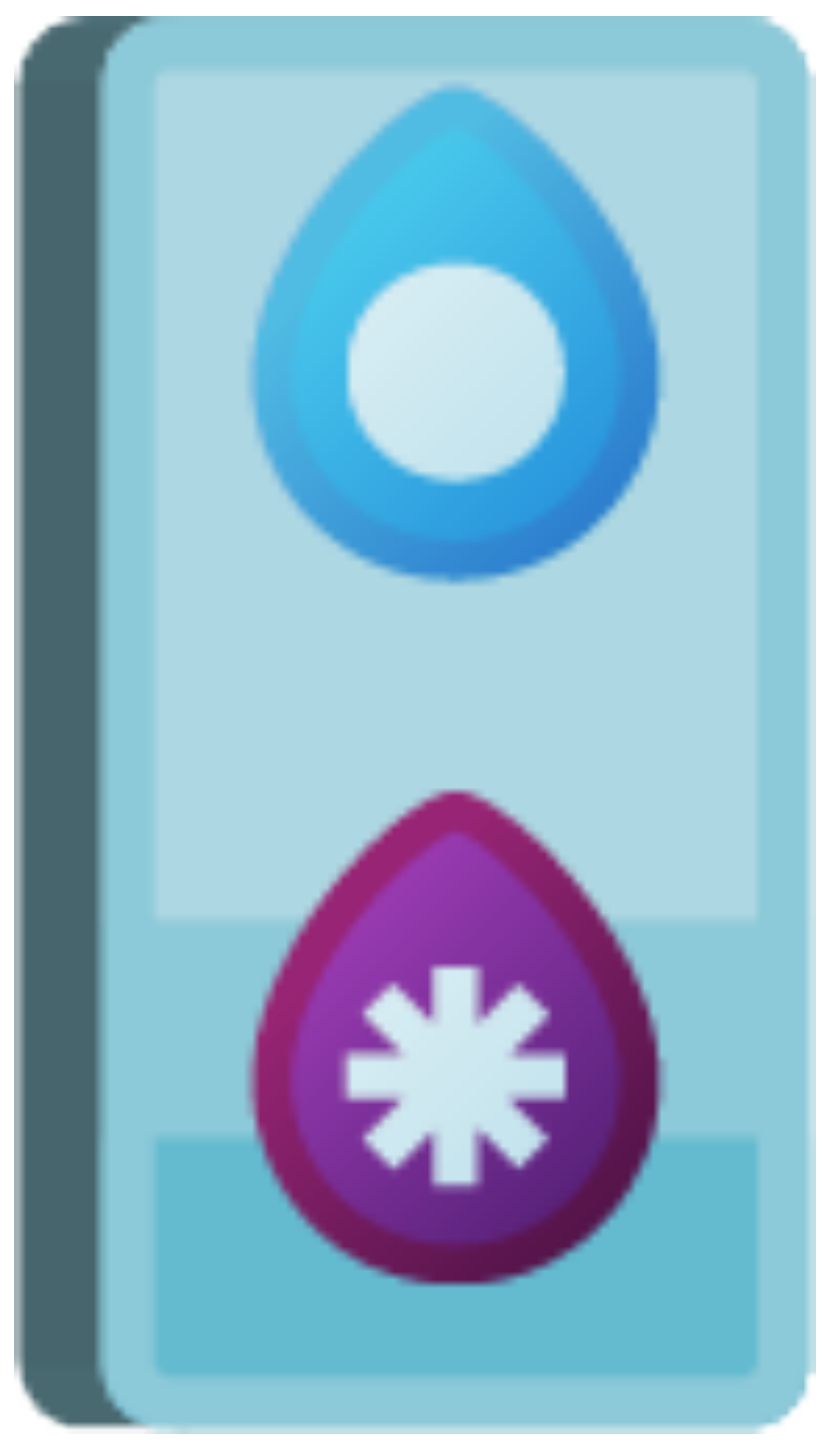
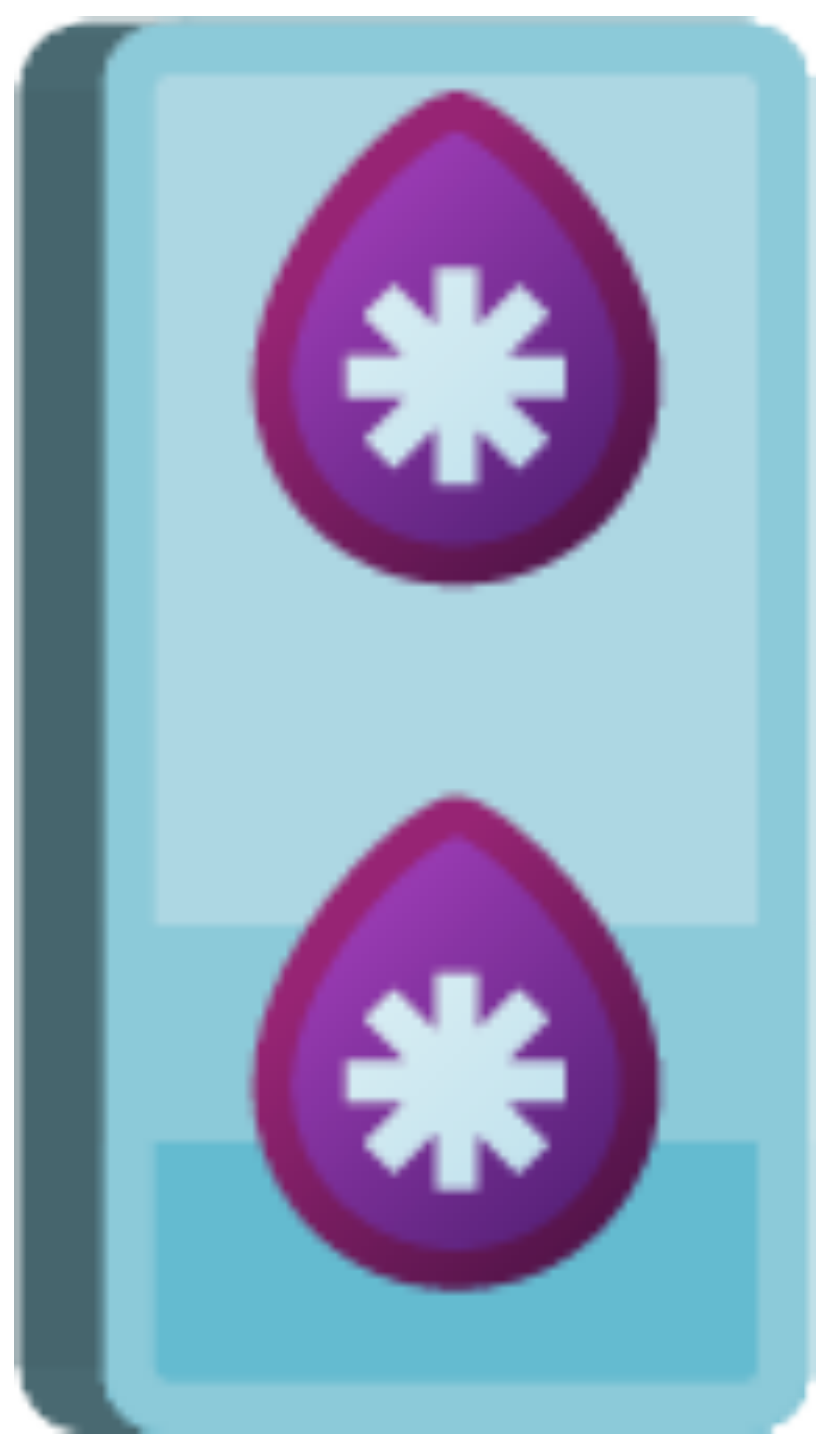


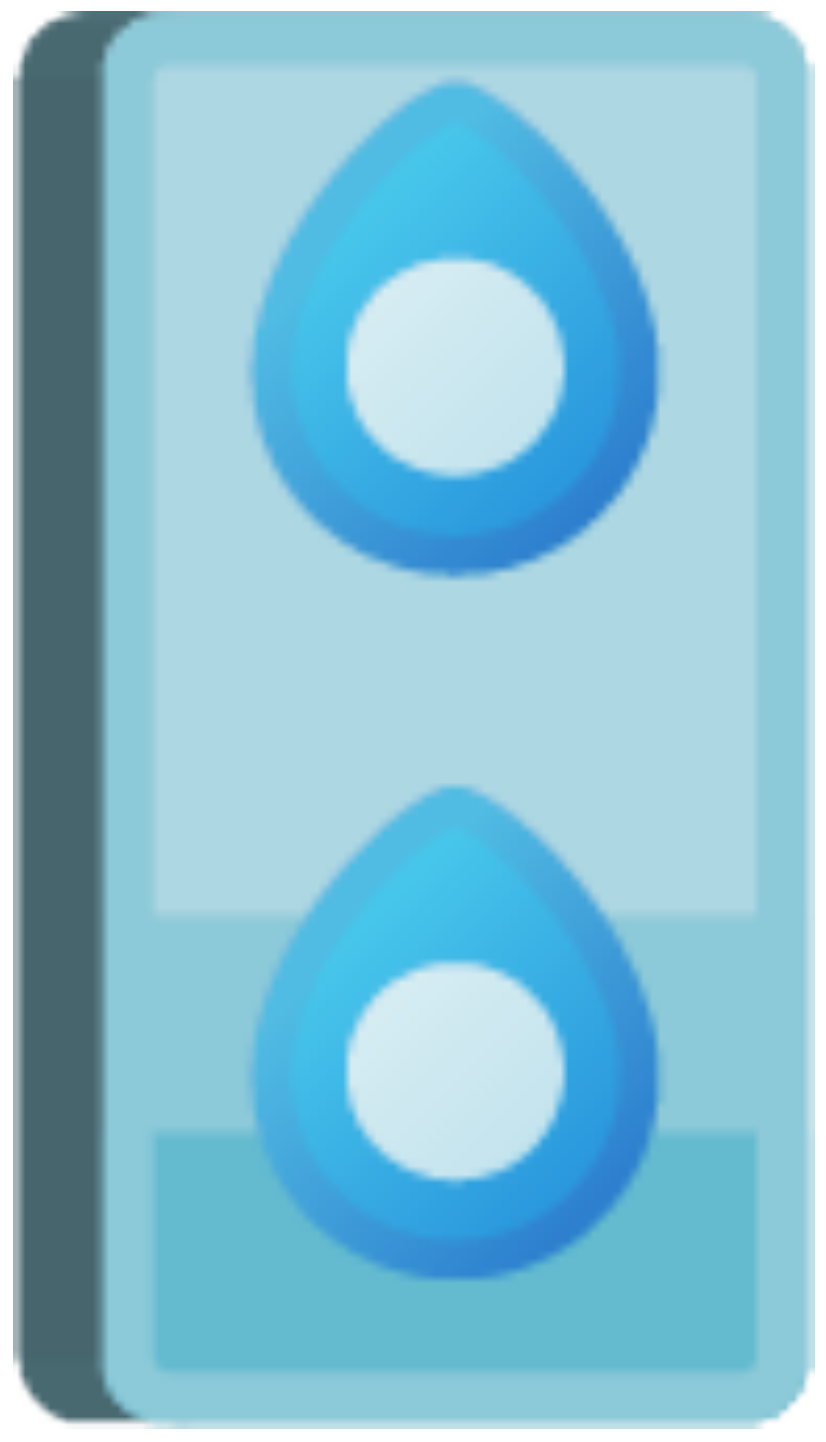


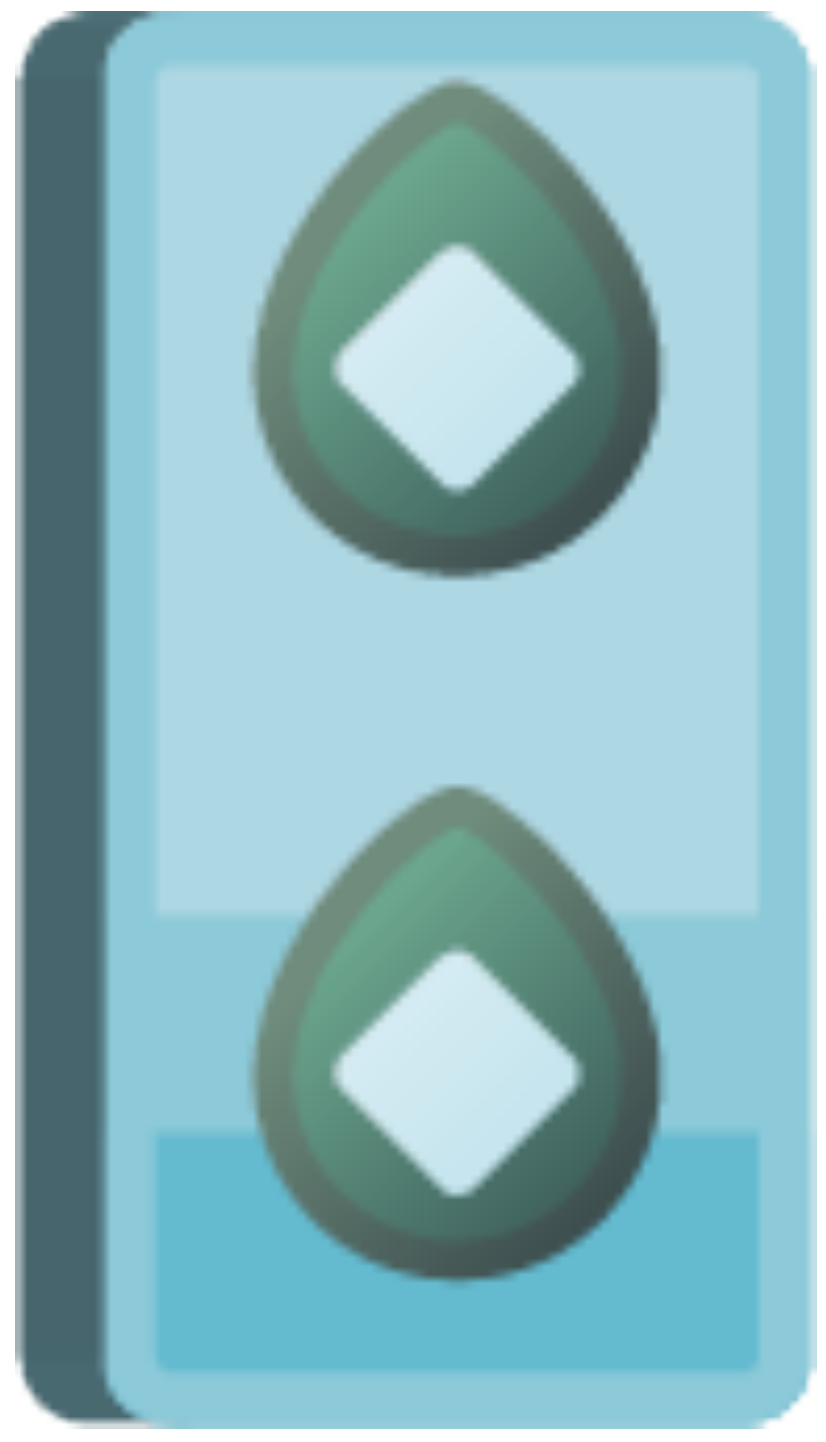
1

1









- **pattern recognition**

- pattern building

- grid movement

1

first

player

token

central

borad

player

boards

30

objective

cards

droplet

pieces

35

victory

point

tokens

80

2x1

tiles

40

1x1

tiles

- pattern recognition
- pattern building
- grid movement

1 first player token
1 central borad
4 player boards
30 objective cards
4 player droplet pieces
35 victory point tokens
80 2x1 tiles
40 1x1 tiles