

Each Turn:

3AP Actions

Choose 1:

Meld Tapestry Card

Draw and meld immediately
Recover threads that you cover

Cast Spells

As many as you want

Casting Spells:

Reveal spell card from spell book
Add threads to Tapestry to form pattern
Spell is cast when final thread added

Threads may be shared between spells

If a thread placement completes
multiple spells, cast all of them.

Action costs:



Move self 1
Same elevation



Move self 1
Change elevation



Pick up (w/ eye)



Create eye



Move eye 1



Move thread 1



Cast cantrip

Cantrips:

Split Eyes

Choose a location where you have at least
one eye. Replace each Eye with 2 Eyes.

Anchor Eye

Choose one of your Eyes to convert into
an Anchor by flipping it over to reveal the
star.

Dispel

Remove all Eyes and Anchors from your
current location.

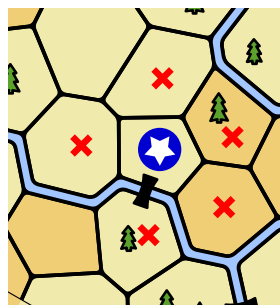
Clone

Choose another player's spell and place
one mana on it. When you cast spells, you
may reclaim this mana and then cast that
spell (if you can with your tapestry).

Anchors:

Anchors block Eyes.

Eyes may not move into any space
adjacent to an Anchor.



When an Anchor is created, any Eyes in
the same location are removed. Eyes in
adjacent locations are pushed away.

Anchors may not be placed
adjacent to a Ley Point.

