



STARLIGHT SEEKS ITS FORM

SPECIAL RULES

GROWTH BEGETS GROWTH

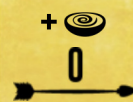
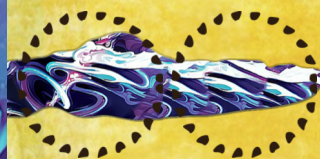
You have 6 tracks. (As usual, you may add from any track.) 4 of the tracks are next to rows of Growth choices: these choices start unavailable. Upon emptying a Growth track, pick one of its two Growth choices to be immediately available. The other stays unavailable for the rest of the game (cover with a spare piece).

After you add from a space marked , gain 1 Energy.

SLOWLY COALESCING NATURE

After revealing an , place 1 Element Marker of your choice on it. That Element is permanent and is constantly available (as if pre-printed on the track).

GROWTH (PICK THREE)



2 Damage at Range 0



+1 Card Play this turn One of your Powers is Fast



PRESENCE



Energy/Turn



2



Element



4



Card Plays



Element



Element



3

INNATE POWERS

AIR MOVES, EARTH ENDURES

SPEED	RANGE	TARGET LAND
		ANY

3 Push up to 2 or 1 .

3 Defend 5.

FIRE BURNS, WATER

SPEED

3 1 2 .

3 Remove

