



## 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 +1, 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)

Reclaim One	Add a Presence	Gain Energy	Move a Presence

### 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

