



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)

Element
 Reclaim Cards
 Gain Power Card
 Gain Energy

PRESENCE

Energy/Turn 1
 2
 Element
 4

Card Plays 2
 Element
 Element
 3

INNATE POWERS

| AIR MOVES, EARTH ENDURES | | | FIRE BURNS, WATER FLOODS | |
|--------------------------|----------------------|-------------|--------------------------|---------|
| SPEED | RANGE | TARGET LAND | SPEED | |
| | | ANY | | |
| | Push up to 2 or 1 . | | | 1 . 2 . |
| | Defend 5. | | | Remove |

