








MANY MINDS MOVE AS ONE






SPECIAL RULES

FLY FAST AS THOUGHT

When you Gather or Push , they may come from or go to lands up to 2 distant (rather than adjacent only).

A JOINING OF SWARMS AND FLOCKS

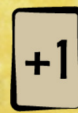
Your  may also count as . (Note: You never have more than 1  in a land, no matter how many  you have there.)

(If something changes a  that is your , it affects 2 of your  there - e.g., Push 1  will Push 2 of your  together.)

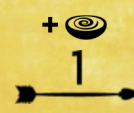
GROWTH (PICK ONE)



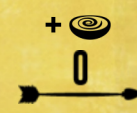
Reclaim Cards



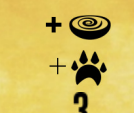
Gain Power Card



Add a Presence



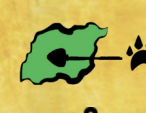
Add a Presence



Add a Presence
and a Beasts



Gain Energy



Gather up to 1
Beasts into a Land

PRESENCE



Energy/Turn



1



Air



2



Animal



3



4



Card Plays



2



Pay 2 Energy to
Gain a Power Card



3



3



4







5

INNATE POWERS

THE TEEMING HOST ARRIVES

SPEED	RANGE	TARGET LAND
		ANY



2  1  Gather up to 1 .

3  1  2  Instead, Gather up to 1  per  you have.





1  4  2  Push up to 3 .





BESET AND CONFOUND THE INVADERS

SPEED	RANGE	TARGET LAND
		INVADERS

 (below) checks the number of  in target land.

1  2  2  2  and Defend 2.

2  3  3  Instead, 3  and Defend 4.

3  4  4  Instead, 4  and Defend 7.

4  1  5  5  Instead, 6  and Defend 10.

