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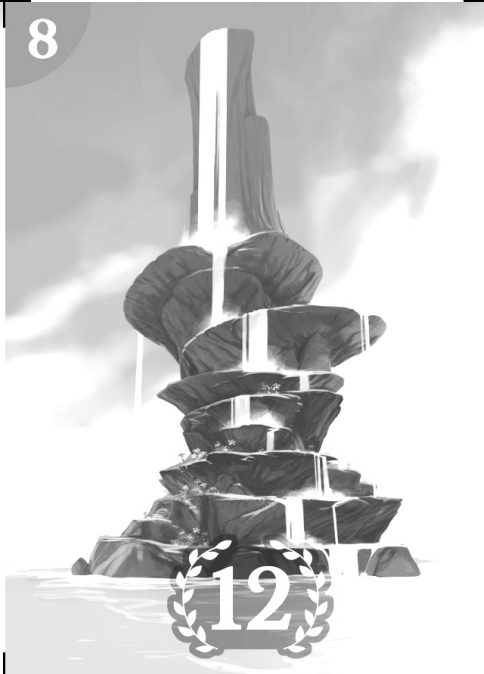


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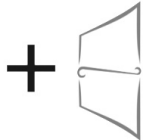
Place the Automa meeple next to yours, on the same tile.

If possible, the Automa pays 8 energy to build a Spire.

9

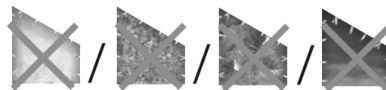
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+3



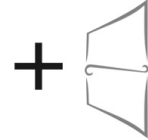
+3 energy.
Expand the world. You choose the tile and placement.

+1



+1 energy.
Choose a terrain type.
Remove all tiles from the Sky with a space of the chosen type.

+2



+2 energy.
Expand the world. You choose the tile and placement.

-1



Objective module:
-1 energy.
The Automa claims one objective of your choice.

+1



+1 energy.
If possible, the Automa pays 8 energy to build a Spire.

Objective module:
The Automa claims one objective of your choice.



Add energy to the world as if the tile with the Automa meeple was just connected.

If possible, the Automa pays 8 energy to build a Spire.

Power module:
Place the Automa meeple on a space with energy.



+1



+1 energy.
Add energy to the world as if the tile with the Automa meeple was just connected.



2

Goal module:
The Automa gets 2 extra points if the game ends this turn.



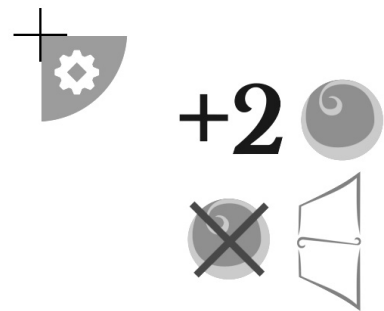
+1 energy.

If possible, place the Automa meeple on a space closest to yours with the same terrain type as your space.



+1 energy.

Place the Automa meeple next to yours, on the same tile.



+2 energy.

Remove all energy from the world.



Set-up

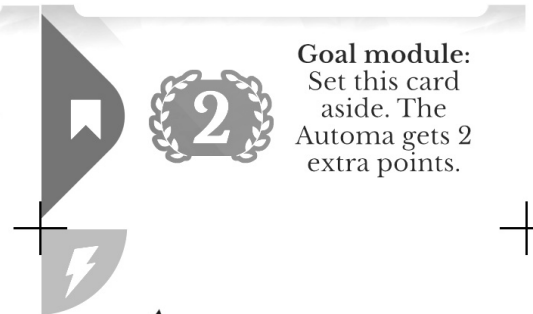
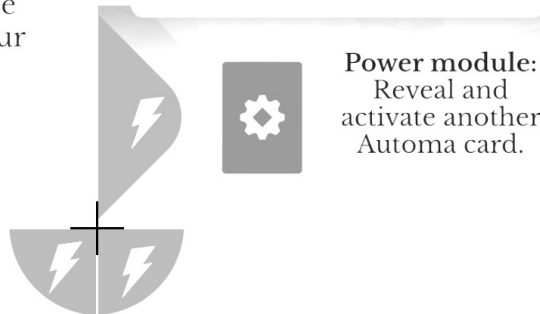
Randomly give each player 2 Power cards. Players choose 1 card to keep and discard the other card. Players keep their chosen Power face-up in front of them.

Game play

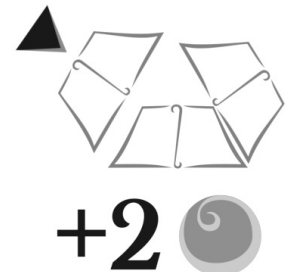
Each Power card is unique and gives the player a special ability. Most powers can be used every turn.

End of the game

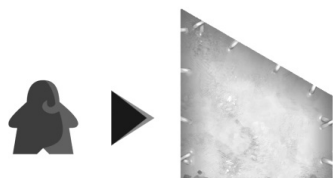
No changes.



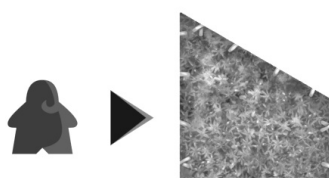
Start the game with 4 energy.



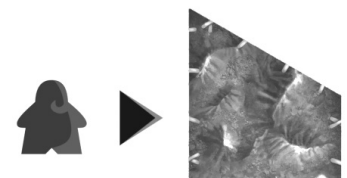
Gain 2 energy whenever you create an empty triangle by expanding the world.



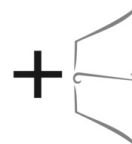
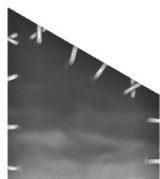
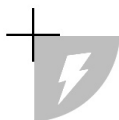
At the start of your turn, you may immediately teleport to a plains space.



At the start of your turn, you may immediately teleport to a forest space.



At the start of your turn, you may immediately teleport to a mountain space.



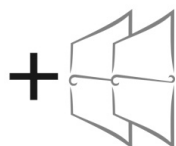
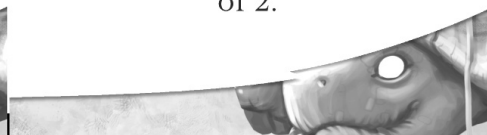
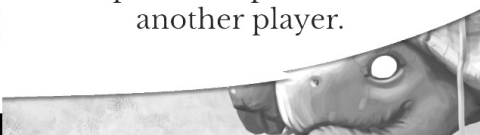
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At the start of your turn, you may immediately teleport to an ocean space.

At the start of your turn, you may immediately teleport to a space next to another player.

Increasing your stamina costs you 1 energy instead of 2.



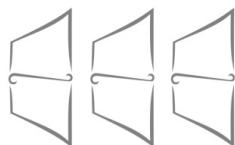
4



As an action, you may spend 4 energy to increase your stamina twice.

Once per game, you may take an extra turn after your turn.

At the start of your turn, you may return all the Sky tiles to the reserve and refresh the Sky with 3 new tiles.



At the start of your turn, you may swap one of your stamina tiles for a tile of your choice from the Sky.

At the start of the game, place the **Butterfly** token on your starting space. Other players cannot enter this space. When energy is added to this space, you immediately pick it up.

