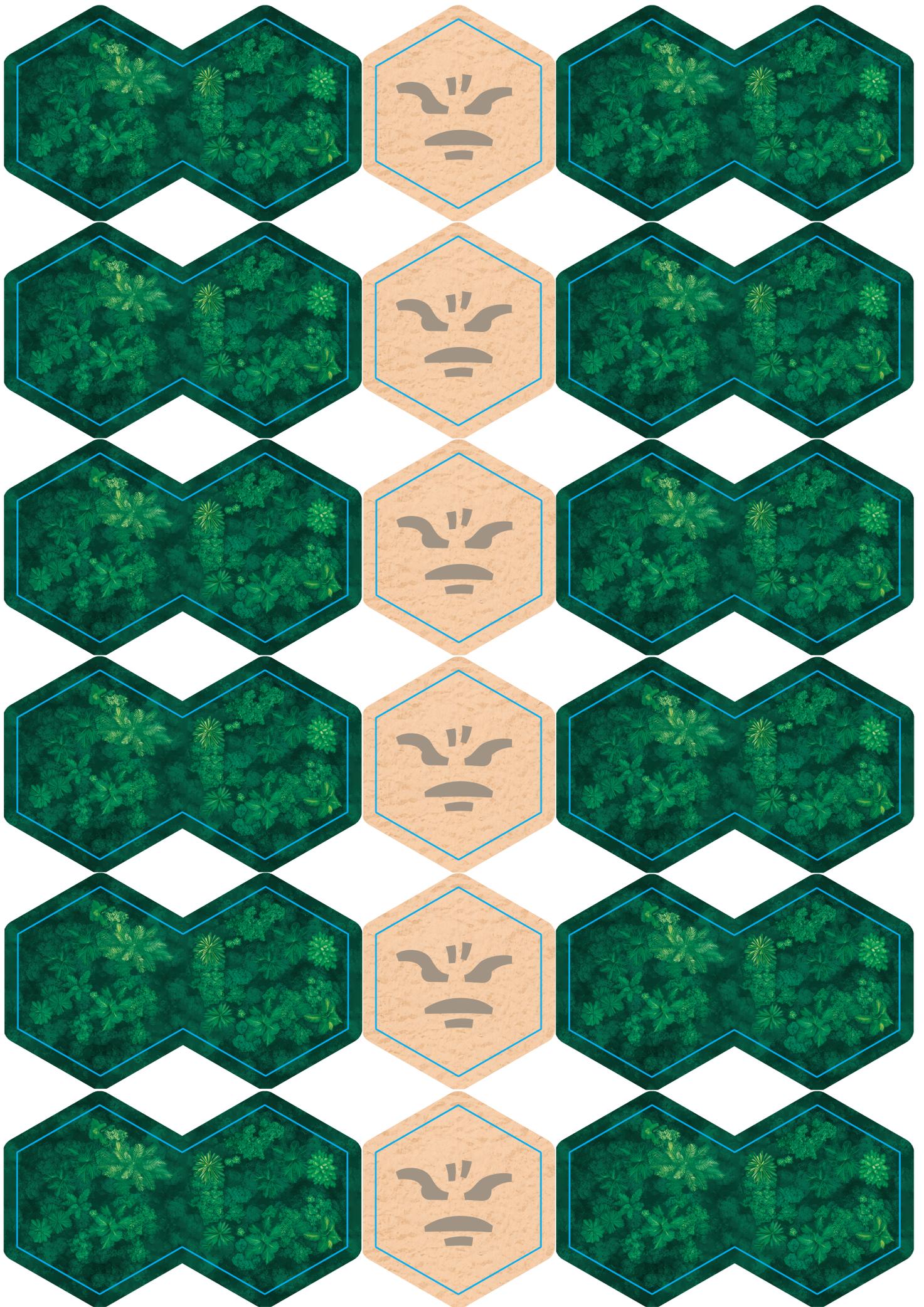
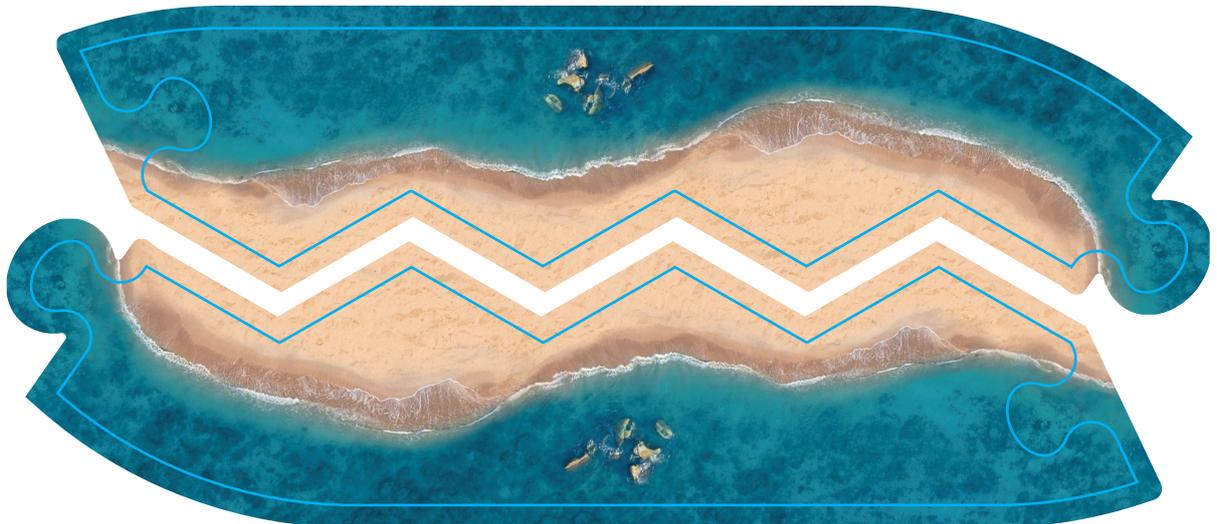
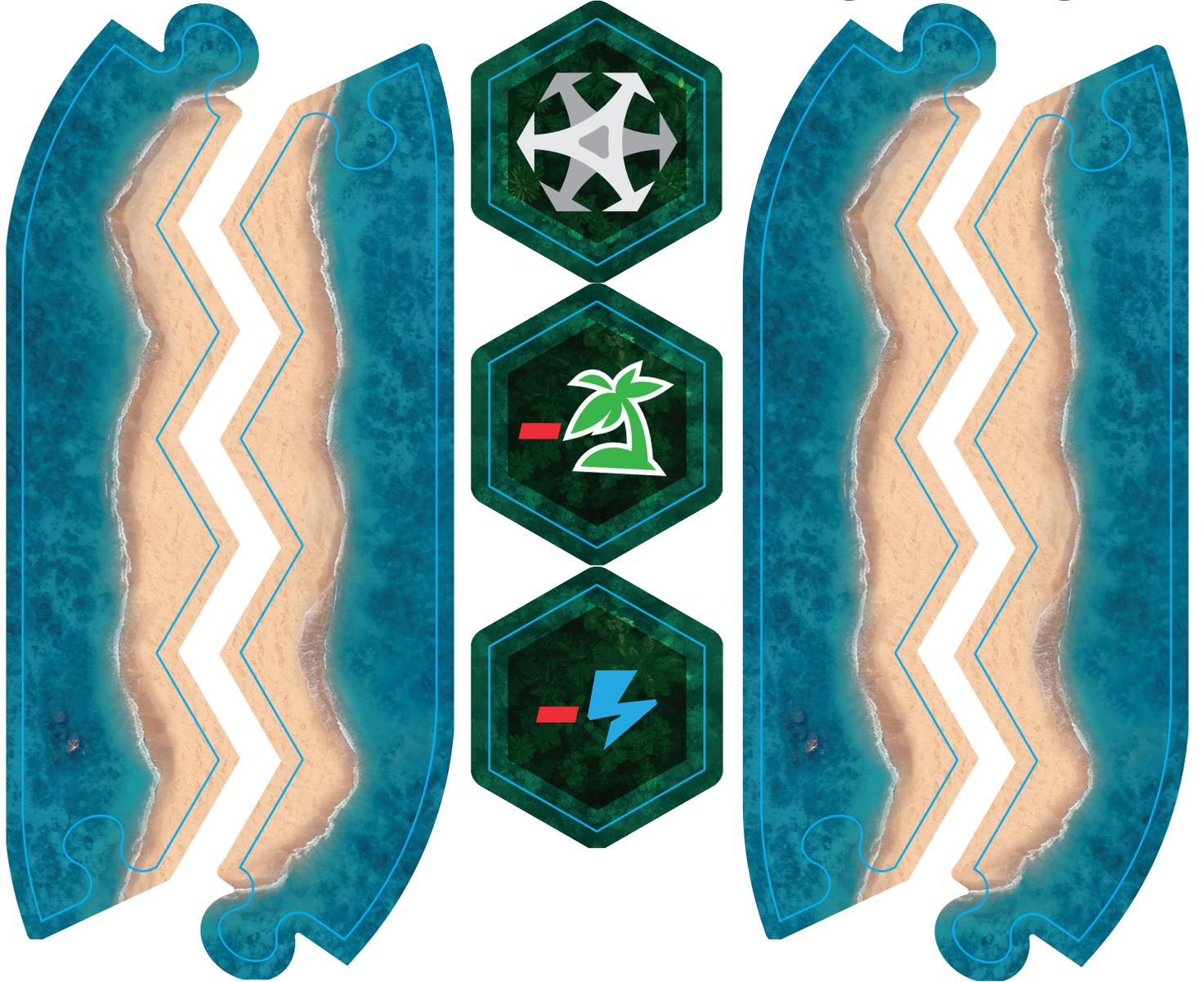




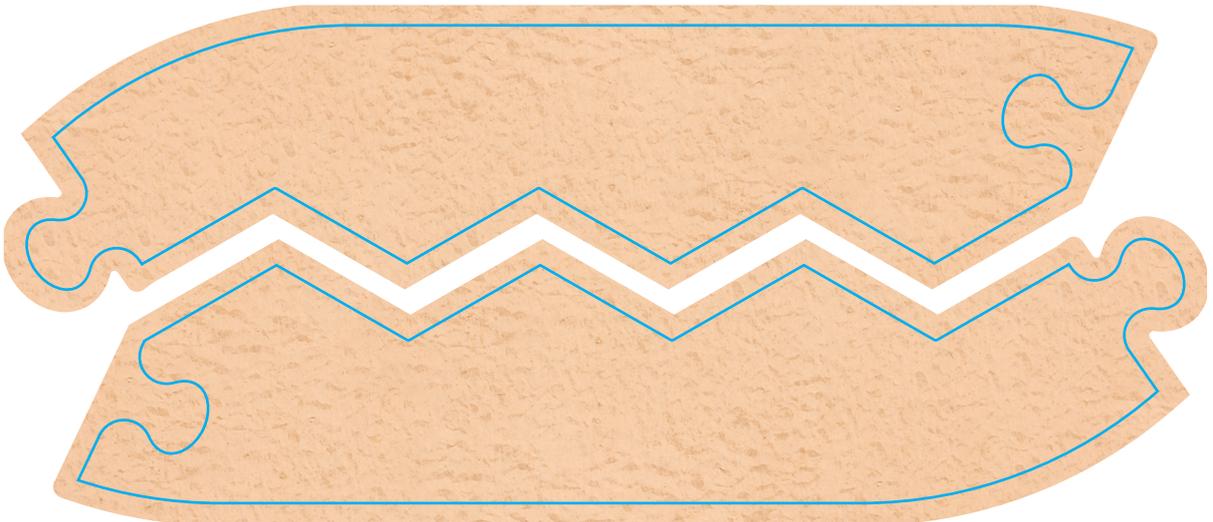
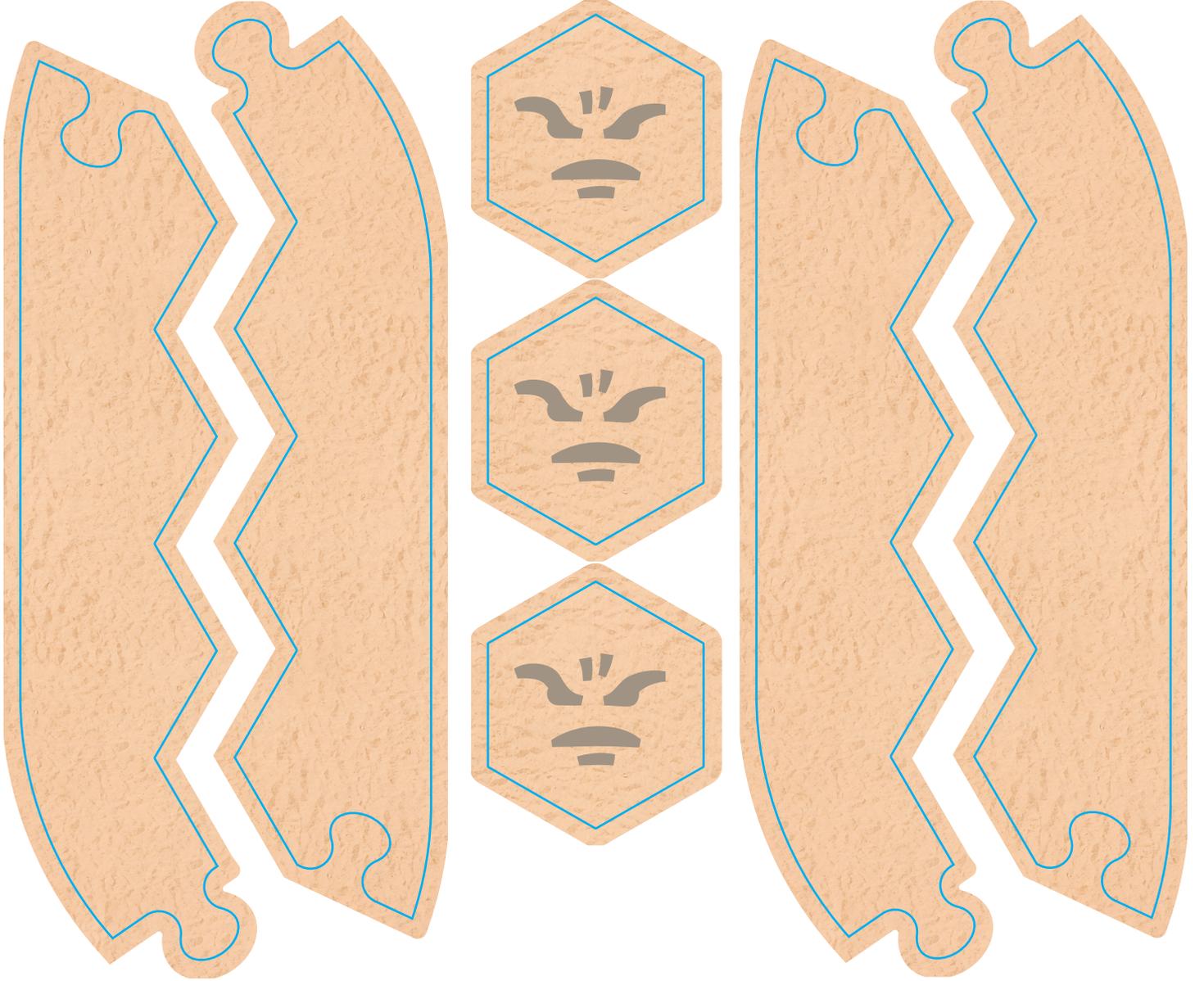
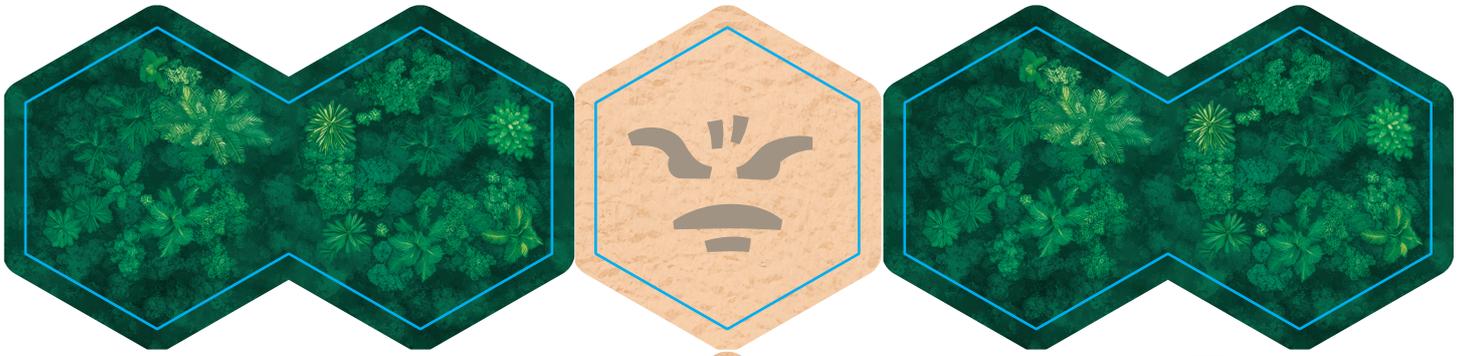
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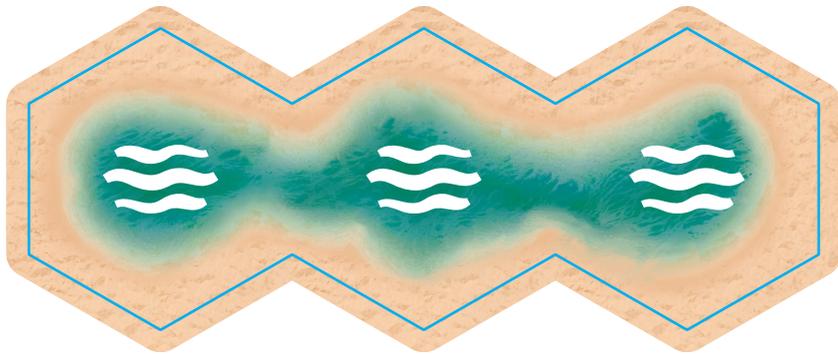
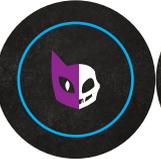
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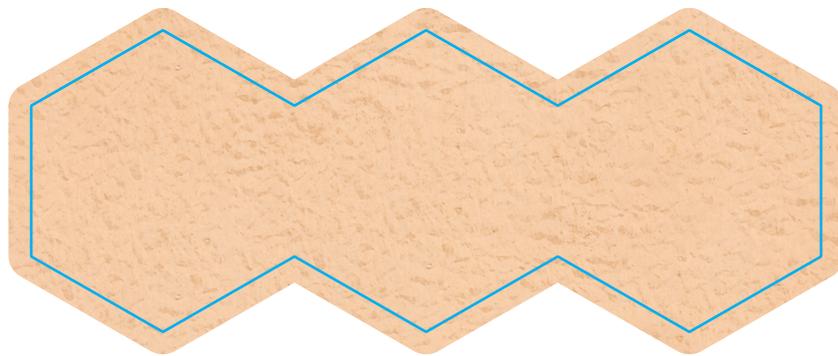
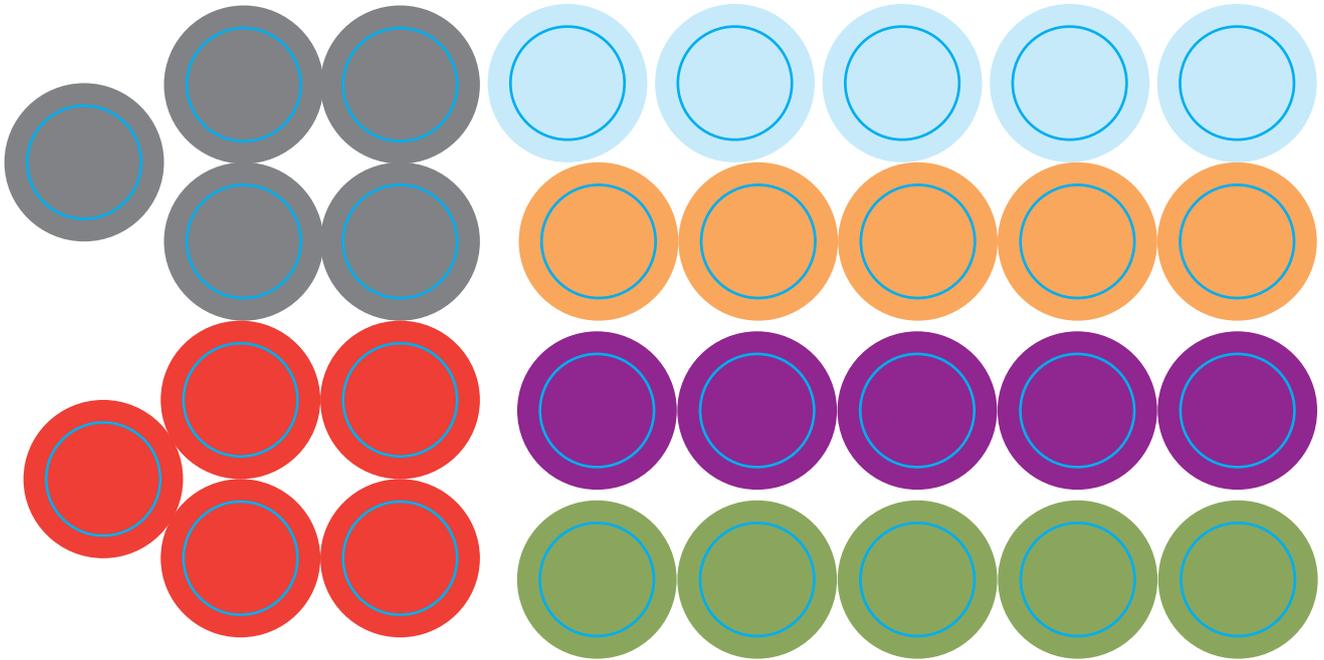
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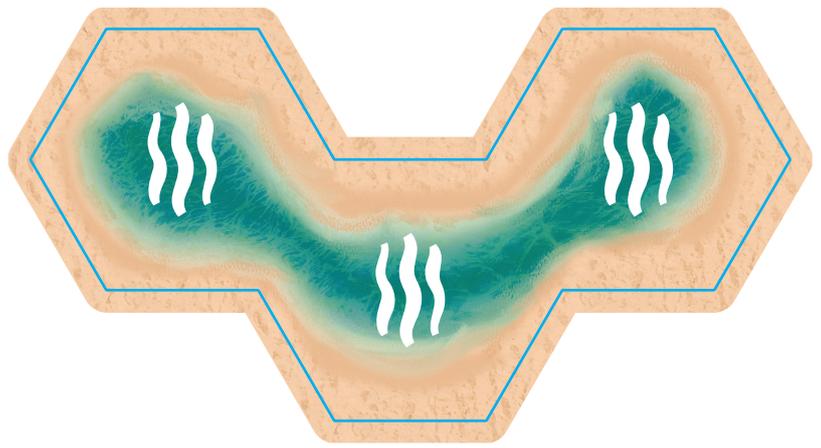
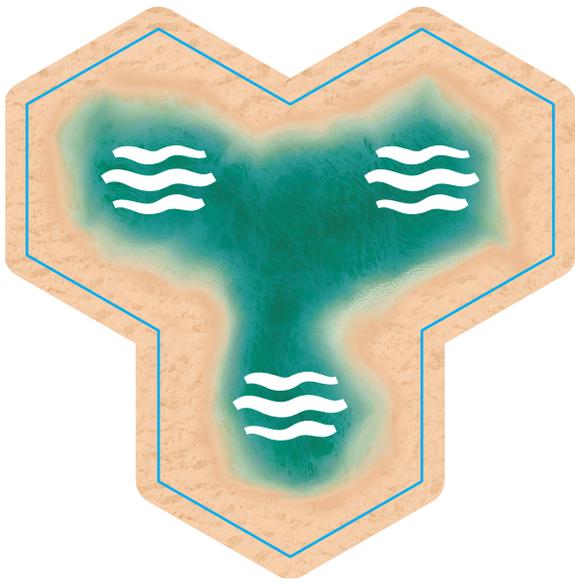


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IVY



The Bush and the Rock can use all anomalies as portal 4. When activating such an anomaly, they get an additional movement.

SEAWEED



The Bush can enter the ocean to come out on a space on the opposite side of the island. In case of encounter of the Bush and a captive, OP crosses out any one fruit on their board.

FLOOD



The Wave can move and attack in any order in one action. It can move into lakes and attack players next to them.

INSANITY



If a captive visits any anomaly or any mirage (even if it was done safely), they additionally lose -♥.

DEITY



OP can take up to 5 actions this turn.

LITHOPHYTES



In addition to their regular actions, the Bush can push a captive, and the Rock can encounter a captive and attack them, so they lose -♥ and -⚡. The Rock has to move to different spaces.

MAGNET



Instead of pushing, the Rock can move a captive from an adjacent space to the space it is on, activating it if desired.

HURRICANE



When the following spaces are visited by any piece:

- **Escher knots:** OP chooses the space a piece exits to,
- **Portals:** OP chooses the Portal the piece exits through,
- **Lakes:** captives cannot refuse activation.

DEAD END



Captives cannot activate spaces with fruits, camps and oracles.

FOG



During their turn OP does not announce their action if an encounter or any interaction with the captives does not occur.

FATIGUE

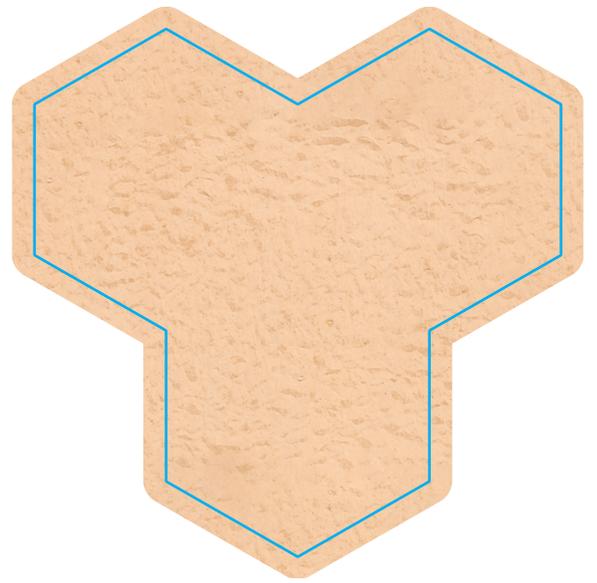
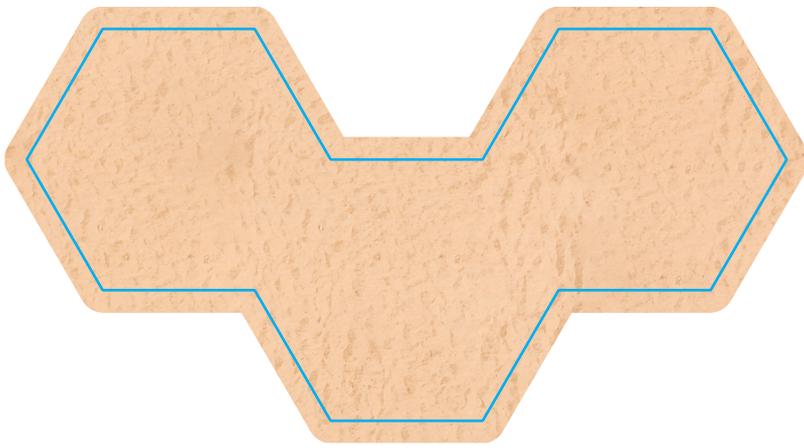


Before using a fruit bonus a captive loses -♥. When skipping a space during movement or moving safely -⚡.

HAIL



If a captives health is not full when attacked by Wave, they additionally lose -♥.



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