



ISLAND TILES

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SPACE ACTIVATION

Portal

OP moves a captive piece to another portal with the same number.

Lake

OP places the captive piece on its side. When the captive moves, OP moves their piece in the specified direction from any space of the lake.

Oracle

The captive chooses up to 2 directions and OP reveals the spaces adjacent to the captive piece in those directions.

Escher knot

OP moves the captive piece following the arrow that connects the space the captive moved from to another space.

Fruit

The captive gains (circles) a fruit.

Camp

The captive gets   or   , or   .

Mirage

The captive gets .

Anomaly

The anomaly effect activates.

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