



front

# 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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