



WEAVER OF TWISTS AND SPIRALS

SPECIAL RULES

CYCLICAL HISTORY

Your discard is ordered, and you only Reclaim from the top. When cards are added to your discard, put them on the bottom in any order.

MUSIC OF THE SPHERES

To **rotate** , move one of your  to the next land in number order on the same board, or to land #1 if there isn't one.

For each  you have, during the  Phase, you may .

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GROWTH

PICK ONE OF



Take a Minor Power to your discard



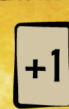
Take a Minor Power to your discard



Reclaim Half (round up)



Add presence to land #1 on any board



Gain Power Card

AND ONE OF



Gain Energy



Gain Sun or Moon

PRESENCE

Start with the left and right most spaces uncovered.  may be uncovered along any path from these.



INNATE POWERS

SUNSHOWER

SPEED	RANGE	TARGET
	—	YOURSELF

1  1  Each of your  grants Defend 1 in its land.

2  1  1 

3  2  Each of your  grants Defend 1 in its land.

4  2  2 

WHAT HAS BEEN WILL BE AGAIN

SPEED	RANGE	TARGET
	—	YOURSELF

1  1  Gather 1  into one of your lands with .

2  2  Gather 1  into one of your lands with .

3  2  Gather 1  into one of your lands with .

4  3  2  Remove an Invader that was added or moved to one of your lands this turn.

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The sun rises and sets to its own rhythm, as does the moon. The tides come and go. History seems to always repeat itself, or, at least, nearly repeats. What is fast and slow, to a celestial body?

It's not clear why the Weaver took a special interest in this particular island, when it has such friends as the Sun and Moon.

SETUP:

Put 1  in land #1 on your starting board.

You start with 0 Energy and 4 Unique Power Cards.

PLAY STYLE:

Gameplay is all about planning ahead to manage various shifts and cycles, whether cards in hand vs cards in discard, or presence slowly shifting across the island.

COMPLEXITY **HIGH**

SUMMARY OF POWERS



OFFENSE



CONTROL



FEAR



DEFENSE



UTILITY

0

TIME WASHES WOUNDS AWAY

SPEED	RANGE	TARGET LAND
	0	ANY

Push 1 .

Push 1 .

VSales

1

CAPTIVATING SUNSET

SPEED	RANGE	TARGET
	0	ANY

Gather 1 .

Gather 1 .

7

1

SUDDEN DARKNESS

SPEED	RANGE	TARGET LAND
	0	INVADERS

1 .

Add 1 .

BisBiswas

1

NEW PATTERNS BECOME FAMILIAR

SPEED	RANGE	TARGET
		ANY

Target Spirit gains 1 Energy and may Repeat a Power Card now by paying its cost.

davidevart