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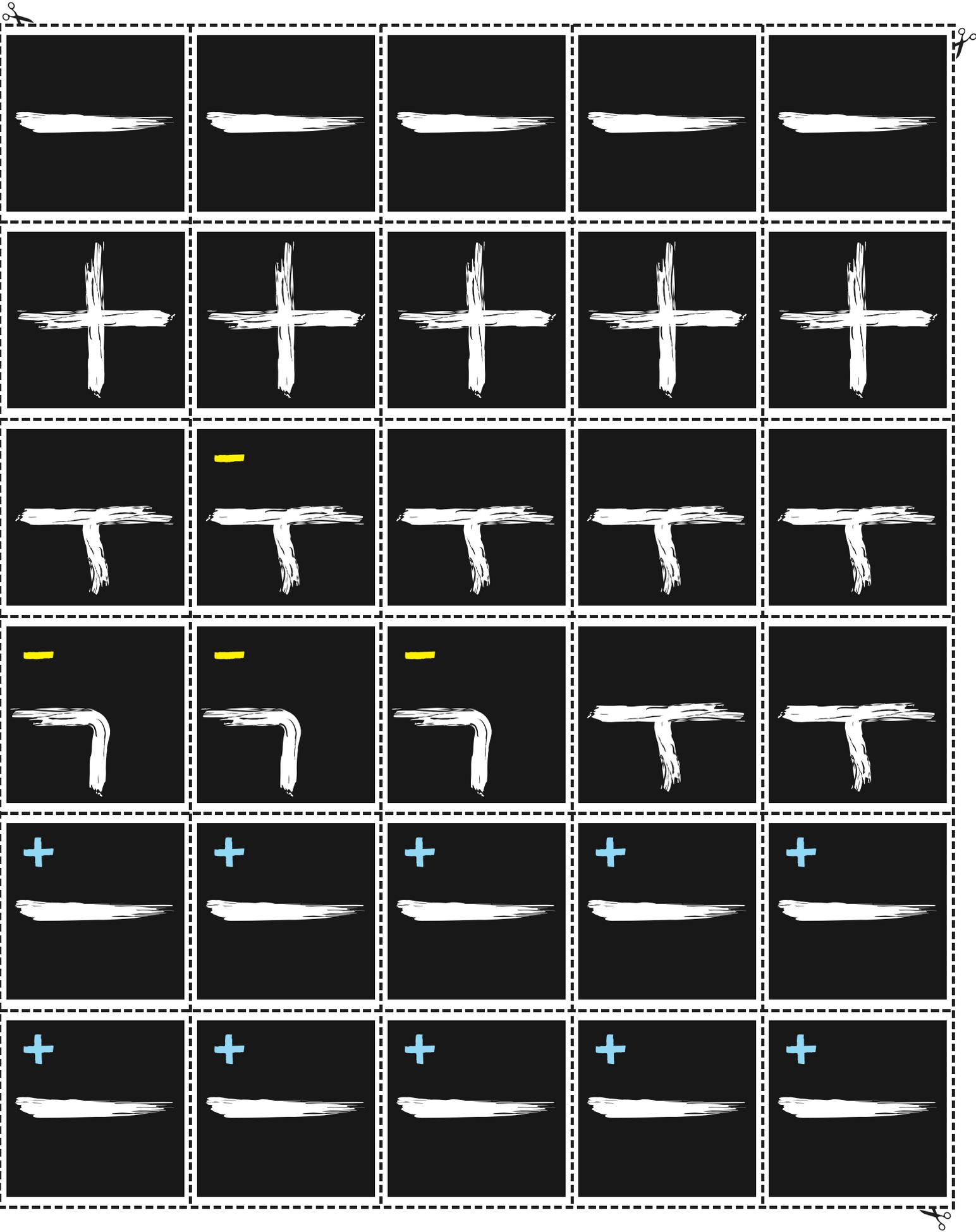
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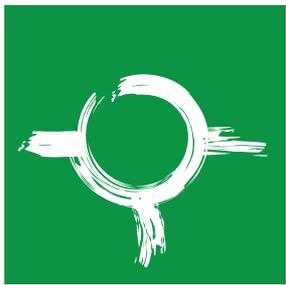
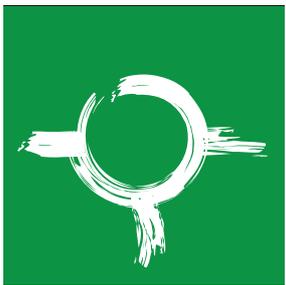
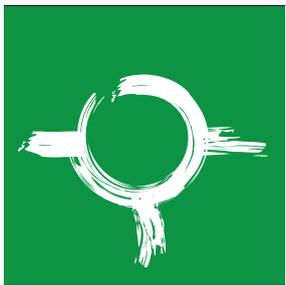
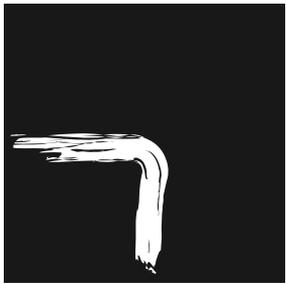
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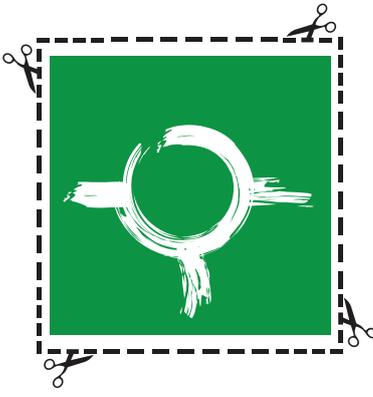
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Place a Mantis anywhere on the board. If both Mantises are placed, move one. A Mantis is not allowed to be placed on a player or a plum (card or token) but can be placed in the Lamp area.

Solo: Place a Mantis in the lamp tile closest to you.



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All players outside the Lamp area are sent back to their Starting Corners.



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Discard the next card in the
Mystery Card deck.

Discard the next card in the
Mystery Card deck.

Whoever triggered this Mystery
Card may rotate a Plum Card on
the Game Board.

Whoever triggered this Mystery
Card may rotate a Plum Card on
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Whoever triggered this Mystery
Card must discard a Path Card
from the Game Board.

That Path Card cannot be
discarded if a player is currently
positioned on that card.

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Card may discard a Path Card
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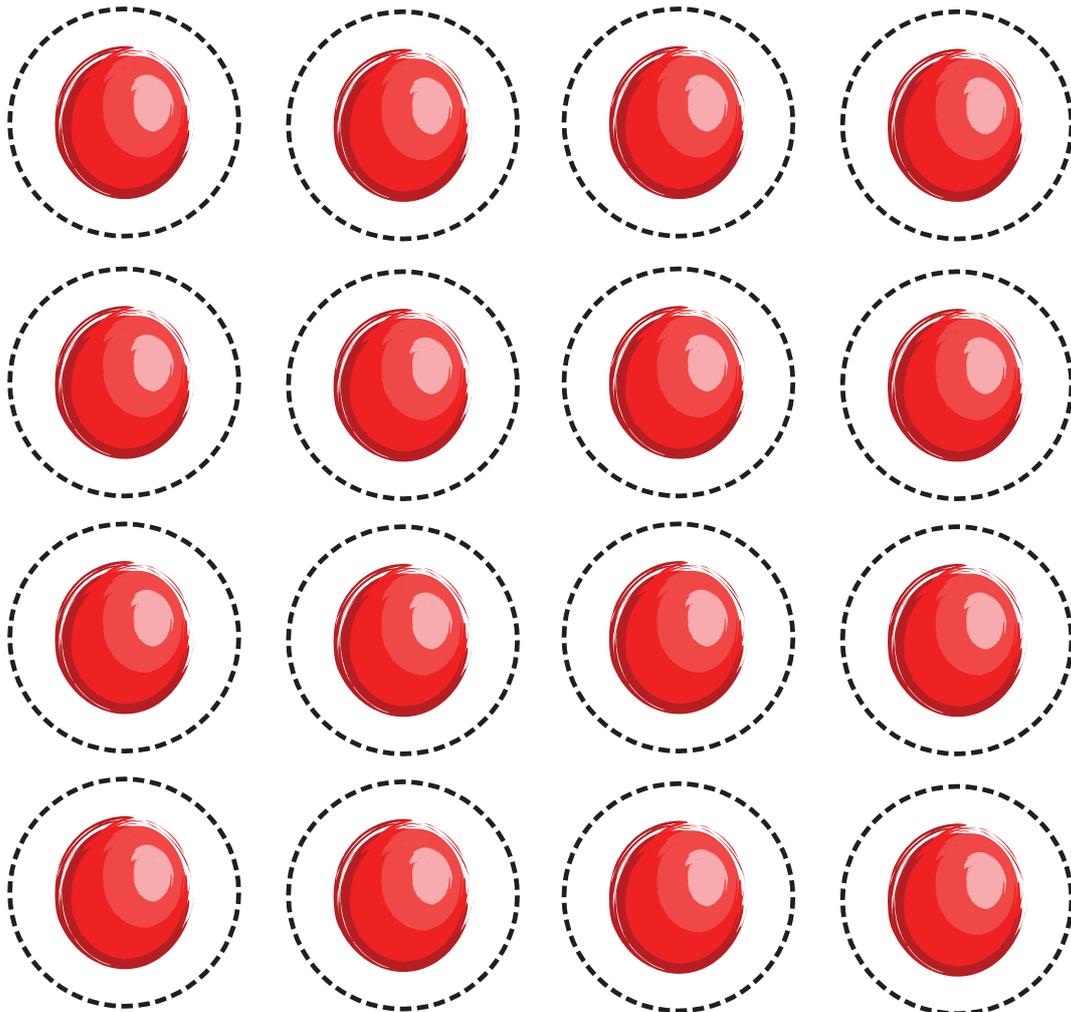




All players discard 2 Path Cards from their hand and pick up 2 new Path Cards from the deck.

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List of Content

- (75) PATH CARDS
- (19) MYSTERY CARDS
- (16) PLUM CARDS
- (16) PLUM TOKENS
- (4) PLAYER TOKENS
- (2) MANTIS TOKENS

Phototaxis

Made by:
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