

CEREBRIA

THE INSIDE WORLD

FORCES OF BALANCE



∞ RULEBOOK ∞



MINDCLASH
GAMES

COMPONENT LIST



5 Gloom Essence counters



5 Bliss Essence counters



20 Willpower counters



1 Balance Quick Reference card



2 double-sided Balance Spirit boards



1 Balance Team board



1 Wheel of Intentions



16 Balance Mild Emotion cards



6 Balance Strong Emotion cards



8 Balance Aspiration cards



3 Balance Scoring Reference cards



32 Balance Vibe tokens



5 Balance Minor Identity Fragments

3 Balance Major Identity Fragments



2 Point counters (1 spare)



8 Balance Wild Vibe tokens



1 Balance Capping Identity Fragment



2 Balance Player Order markers



3 Ambition tokens



16 Strong Emotion Vibe markers



2 Balance Action Tracker tokens



2 Balance Spirit Figures with plastic stands



4 Gloom Spirit Miniatures




4 Bliss Spirit Miniatures



2 Balance Spirit Miniatures

FORCES OF BALANCE



As Bliss and Gloom struggle for control over the Inside World, a new force enters the fray. Neither judge nor spectator, Balance is an active participant, striving to ensure that no side achieves dominance. Both Bliss and Gloom are important for the health of Cerebria, and Balance seeks a way for them to coexist in harmony.





GAME OVERVIEW

The Forces of Balance expansion extends the world of Cerebria by adding a third side to the game. The Balance game mode makes it possible for 6 players to play at once, and it also works for fewer numbers of players.

This expansion is intended for use with the base game. Most of the rules needed for play are in the Cerebria Rulebook. This book explains only the adjustments that are necessary when playing with Balance.

NUMBER OF PLAYERS

Balance is intended to be played as a third side, along with Bliss and Gloom. Depending on the number of players, you may want to use the Shaper variant of the standard rules.

NUMBER OF PLAYERS	3 	4 	5 	6 
USE THIS MANY SHAPERS	3	2	1	0

NOTE: Balance cannot be used in a 2-player game because it needs both opposing sides.

When these rules refer to a team or players on a team, that includes a single player playing as a Shaper.

NOTE: Just like in the base game, instead of playing a Shaper, an experienced single player can also try controlling two Spirits at once.

GOALS

Balance has its own Wheel of Intentions and scores Intentions as Bliss and Gloom do.

Balance does not compete for the Common Aspiration. Instead, it has a Hidden Aspiration with two equivalent conditions. The first condition is like the usual Aspirations, except that Balance accomplishes them only when Bliss and Gloom are tied. The second condition is a goal unique to Balance. During a Revelation, Balance can score a Minor Fragment for meeting either condition or a Major Fragment for meeting both.

Just like Bliss and Gloom, Balance wins by having the most points at the end of the game from Identity Fragments and the Wheel of Intentions.



6-PLAYER SETUP

B



6 Common Aspirations in random order



8 Willpower

Player Order markers

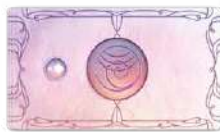


Balance players sit on this side of the board.

Balance "A" player's Emotion deck



Vibe token supply



Strong Emotion Deck



Balance Fragments

Balance "B" player's Emotion deck



Double-sided Ambition tokens



TEAM BOARD



Strong Emotion Vibe marker supply



Point counter WHEEL OF INTENTIONS



PLAYER BOARD

Each Balance player starts with 4 wild Vibe tokens. 4 Actions have been unlocked with a wild Vibe token.

Shuffled deck of Hidden Aspirations. The top card must be different from the first Common Aspiration.

Start with 1 Bliss, 1 Gloom Essence and 4 Willpower.

Action Tracker token

You start with 2 Emotions in your hand.

D

MAIN BOARD SETUP

The Main board is set up as usual, with the following exceptions:

- **A** Give each Origin Sphere 8 Willpower counters instead of 7.
- **B** Before laying out the Common Aspirations, remove the **Aspiration of Reflection** and two other Aspirations at random from the deck. The Balance game only has 6 Common Aspirations.
- **C** Randomly determine player order, as usual, except that Balance goes third and sixth. If Balance is played by a Shaper, place its Player Order markers in both of those positions.
- Give each team a Balance Scoring Reference card.

Balance places its Spirits after both Bliss and Gloom have placed theirs. Balance Spirits may be placed on any Frontier space, even one that is already occupied. However, Balance places no starting Emotions.

BALANCE PLAYER SETUP

Balance's setup is mostly like that of the other players, but there are a few exceptions.

BALANCE SPIRITS

Balance has 2 Spirits. Just like Bliss and Gloom, each has a special power:



Reason is the strategist. Whenever Reason uses a Realm Action, it always costs 1 less Willpower than the printed cost, regardless of which team controls the Realm associated with that Action.



Intuition is the incentive. Whenever Intuition gains any amount of Willpower, it may convert one into an Essence counter of its choice (Bliss or Gloom).

BALANCE AND ESSENCE (/)

Balance does not have its own Essence counters. Instead, its Spirits start with 1 Gloom and 1 Bliss Essence each.

During play, whenever a Balance Spirit gains Essence, the player decides whether to gain Gloom Essence, Bliss Essence, or (if multiple counters are gained) a mix of both. The type of Essence available will be important. A Balance Emotion card can have Bliss Essence or Gloom Essence, but not both!

WHEEL OF INTENTIONS

D Balance has its own Wheel of Intentions, which can be kept near the Balance Team board.

IMPORTANT: Forces of Balance is not compatible with the basic game rules presented in the core rulebook – it should be played with the full rule set.

BALANCE EMOTIONS

Because Balance Spirits can benefit from the Emotions of Bliss and Gloom to accomplish their Aspirations, they only need a simple Mild Emotion deck. Each Balance player has a deck of 8 Neutrality (Mild) Emotions, 2 of each Vibe. Just like Bliss and Gloom, each Balance player starts with a hand of 2 Mild Emotions.



4 types of Mild Emotions

Although every Balance Mild Emotion has the same name, they have different powers, depending on their Vibes. Unlike Bliss and Gloom Emotions, these powers trigger when the Emotion leaves play. Balance Emotion powers are explained at the back of this rulebook.

NOTE: When the rulebook refers to a Balance Emotion, that includes Neutrality and the Strong Balance Emotions.

BALANCE STRONG EMOTIONS



Choose the Strong Emotion's Vibe when you put it into play. Any Neutrality Emotion can be empowered to become any of Balance's six Strong Emotions. Unlike Bliss and Gloom, Balance Strong Emotions don't have a pre-determined Vibe – you may choose their Vibe by placing a Vibe marker on them when they are put into play. Their powers are explained at the back of this rulebook. The details of how Balance interacts with Emotions will be explained later, in the section on Gameplay.

BALANCE ASPIRATIONS

Much of the uniqueness of the Balance faction lies within their Aspirations. They do not compete for the Common Aspirations at all – for Balance, it is all about the Hidden Aspirations. They have their own set of **8 special Hidden Aspiration cards**, consisting of two parts:



1. The first condition is like one of the usual Aspirations. **(Aspiration of Reflection is the only one that is not found in Balance's deck.)** Balance meets this condition if Bliss and Gloom are tied in the Aspiration.
2. The second condition is a goal unique to Balance's deck. Generally, it is a measure of some aspect of Balance's power within Cerebria. Balance wants to meet this goal before the next Revelation. A list of these conditions can be found in the Appendix.

The two conditions are equally important for Balance. Meeting either one during a Revelation will give Balance a Minor Fragment. Balance earns a Major Fragment by meeting both conditions.

ASPIRATION SETUP

Before shuffling their deck of Hidden Aspirations, Bliss and Gloom should remove the Aspiration of Reflection from their decks. Then, all three teams each shuffle their deck of 8 Hidden Aspirations and place it face down on their Team boards. Just like in the core game, the top card of this deck will be the team's Hidden Aspiration – they may look at it at any time. If that Aspiration is the same as the first Common one, shuffle the deck until a different card is on top.

GAMEPLAY

Balance strives to keep Bliss and Gloom from dominating Cerebria. Balance has its own set of Emotions, each of which can be aligned with one side or the other, but it can also benefit from Bliss and Gloom Emotions on the board.

The rules for Balance's Actions require a number of adjustments, explained below. We also explain how Bliss and Gloom Actions relate to Balance's Spirits and Emotions.

⚡ SPIRIT ACTIONS ⚡

MOVE SPIRIT

A Balance Spirit can share its space with anyone. When Bliss and Gloom Spirits move, the Balance Spirits do not restrict them, and when Balance Spirits move, they are not restricted by other figures.



Instead of a Surmount upgrade, Balance Spirits have a second Haste upgrade, so they could potentially move 3 spaces with one Action.

INVOKE EMOTION

Balance can invoke one of its Emotions with either Bliss or Gloom Essence. Once invoked, the Emotion can have only that type of Essence until it leaves play. For example, if you invoke the Emotion with Gloom Essence, your Bolster upgrade will give it additional Gloom Essence.

ALIGNMENT

When a Neutrality Emotion is invoked, it will have an Alignment based on the type of Essence it was invoked with (Bliss or Gloom).

Alignment is important when calculating Realm and Frontier control and when checking Aspirations. In these situations, Balance Emotions count as Bliss or Gloom Emotions, depending on whether they were invoked with Bliss or Gloom Essence.

In all other cases, however, a Balance Emotion is an Emotion opposing Bliss and Gloom. For example, Bliss and Gloom can quell a Balance Emotion and they cannot intensify it, regardless of its Alignment. When evaluating Bliss and Gloom Spirit and Emotion powers, treat Balance Emotions as belonging to an opponent. **The only exception is Suspicion – this Gloom Emotion gets +1 Intensity only for Bliss Emotions.**

EXAMPLE:

When calculating Bliss's Aspiration of Unity, this Balance Emotion (Urge) is considered part of Bliss's chain. Bliss would have a Unity of 3. ①-③

However, if Bliss were to invoke Desire in that empty space next to Urge, it would not get a +1 Intensity token ④ – Urge does not count as part of the chain when evaluating Emotion powers.



QUELL EMOTION

Bliss and Gloom can quell Balance Emotions, regardless of their Alignment. Balance can quell Bliss and Gloom Emotions, but not Balance Emotions.

FORTIFY

Balance has their own Identity Fragments and can build Fortresses on empty locations. A Balance Fortress will add Intensity to either Bliss or Gloom. Balance pays Essence to use the Fortify Action – Bliss Essence when adding an Intensity token belonging to Bliss, and Gloom Essence when adding a token belonging to Gloom.

When building a Fortress as Balance, use your own Minor Fragment, but use the +1 Intensity token of whichever team is currently in control of the Realm. If Bliss and Gloom are tied, you may choose which Intensity token to use, and thus choose which of them gains control.

RAZE

Bliss and Gloom can raze Fortresses belonging to Balance, regardless of the Intensity token.

Balance can raze Fortresses belonging to Bliss and Gloom. The Essence paid for the Action must be the opposite of the type of Fortress – Bliss Essence to raze a Gloom Fortress, for example. Balance cannot raze its own Fortresses.

EXALT

Balance can exalt only Balance Fortresses. If the Fortress has Bliss Intensity, Balance must pay Bliss Essence to exalt it and must upgrade its Bliss Intensity token. Furthermore, the Fortress can only be exalted if Gloom does not control the Realm. The opposite conditions apply if Balance wishes to exalt a Fortress with Gloom Intensity.

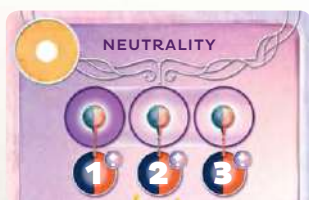
BALANCE FORTRESS ALIGNMENT

Just like Emotions, Balance Fortresses also have an Alignment. When evaluating the Aspiration of Fortitude, they count towards either Bliss or Gloom, as denoted by their Intensity token.

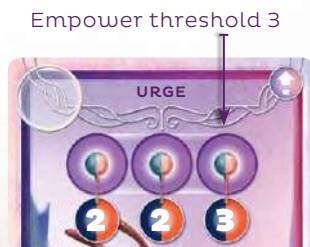
EMPOWER EMOTION

Balance has 6 different Strong Emotions. Each Neutrality Emotion can become any one of these six.

The Empower threshold can be 3, 2, or even 1. The value is determined not by the Mild Emotion, but by the Strong Emotion.



Mild Emotion



Strong Emotion

When a Balance Strong Emotion enters play, it retains the Essence of the Mild Emotion, so its Alignment will stay the same. However, as a unique ability, Balance may choose a new Vibe for their Strong Emotions as they are put into play. Place a Vibe marker of your choice on the upper left empty slot on the Strong Emotion card to denote its Vibe.

NOTE: Neutrality Emotions have abilities that trigger when they leave play. Empowering Neutrality causes it to leave play, so Balance's Empower Actions will always have some added benefit.



Realm Actions are basically the same for Balance as they are for the other teams. Reason may use all Realm Actions for 1 less Willpower (as though the Realms were under its team's control), while Intuition may use them for their printed cost (as though the Realms were not under its team's control).

NETWORK OF THOUGHTS

Balance Emotions cannot be moved by Bliss or Gloom, regardless of Alignment. Both Balance Spirits can move Balance Emotions for the usual cost, but they cannot move Bliss or Gloom Emotions.

LAND OF DESIRES

Balance Emotions cannot be intensified by Bliss or Gloom, regardless of Alignment. Likewise, Balance Spirits cannot intensify Bliss or Gloom Emotions. Both Balance Spirits can intensify Balance Emotions for their respective cost. The Essence used to intensify the Emotion must match the type of Essence that is already on the card.

WILLOW OF VALUES

Whenever a Balance Spirit gains Essence, the player chooses whether it is Gloom Essence, Bliss Essence, or some combination of the two.



∞ THE ABSORB ABILITY ∞

Balance's Absorb Ability works the same as usual, except that Balance cannot take additional Willpower from the Sphere for controlling an adjacent Frontier. Instead, the Balance Spirit takes 1 additional Willpower from the Sphere for each adjacent Triad with at least one Balance Emotion on it.

2 Triads are adjacent to a Spirit Figure in a Realm.



Only 1 Triad is adjacent to a Spirit Figure on a Frontier.

∞ REVELATION ∞

Just like in the core game, as soon as a Sphere is emptied of Willpower, a Revelation is triggered. Most steps of the Revelation are similar to the core game, but there are a few changes specific to the Balance game. We will go through all steps once again, highlighting changes that are specific to the Balance game.

1. Each side reveals their current Hidden Aspiration (the topmost card of their Hidden Aspiration deck).
2. Bliss and Gloom each check their own Hidden Aspiration and the Common Aspiration to see if they accomplished either of them. This always involves determining which team has more of something. (If both teams have the same amount, the Aspiration has not been accomplished.)

NOTE: It is not possible to accomplish the other team's Hidden Aspiration.

3. If Bliss and/or Gloom accomplished any Aspirations, they may add a Fragment to the Identity by stacking it on the center of the board:
 - A team that accomplished only one Aspiration adds a Minor Fragment.

- A team that accomplished their Hidden Aspiration and the Common Aspiration adds a Major Fragment.
 - If the team does not have any more Fragments of the type they are supposed to add, they add their Capping Fragment instead, triggering the end of the game.
4. The Balance team checks their Hidden Aspiration only. The first condition is met if Bliss and Gloom are tied in the aspect being measured. The second condition is met if Balance has reached or exceeded a certain threshold in a specific aspect.
 - If Balance meets either condition, but not both, the Balance team adds a Minor Fragment.
 - If Balance meets both conditions, the Balance team adds a Major Fragment.
 - If they do not have any more Fragments of the required type, they add their Capping Fragment instead, triggering the end of the game.
 5. Determine the new Common Aspiration:
 - The current Common Aspiration is turned face down. It will not be scored again.
 - The team with the fewest current Points (in the Identity and on their Wheel of Intentions combined) may move one of the remaining Common Aspirations to a new position. (It is still one of the remaining Common Aspirations after it is moved.) Break ties randomly.
 - The leftmost face-up Aspiration will be the new Common Aspiration.
 6. Choose new Hidden Aspirations:
 - Each team returns their Hidden Aspiration to the box, whether it was accomplished or not.
 - If a team added no Fragment during this Revelation, they may look at the top 3 cards of their Hidden Aspiration deck, choose 1, shuffle the rest into the deck, and place the chosen card on top. The Aspiration they choose must not be the same as the new Common Aspiration.
 - A team that did add a Fragment simply checks their new top card to be certain it is different from the new Common Aspiration. If it is not, they shuffle the deck until they have one that is different.
 - The top card of each Hidden Aspiration deck will be the new Hidden Aspiration for each team.

7. If the Fortress location adjacent to the emptied Sphere has a Fragment that was built or Exalted earlier than the current turn, add that Fragment to the Identity and remove its associated Intensity token from the Realm. As a result, Realm control may change.

NOTE: A Fortress that you built this turn cannot be added to the Identity. Likewise, a Fortress that you Exalted this turn (replacing its Minor Fragment with a Major Fragment) cannot be added to the Identity.

8. Finally, place 8 Willpower from the general supply into the Sphere just emptied.

NOTE: In rare cases when more than one team repeatedly scores Major Fragments, the Identity may grow very tall and thus become unstable. In this case, we suggest dividing it in half and placing it next to the Main board.

EXAMPLE:

- (A)** Realm control between Bliss ①-② and Gloom ③-④ is tied. Also, Balance has Emotions on three Realm slots ⑤-⑦. This means that Balance accomplished both the first and second condition of their Hidden Aspiration.
- (B)** Bliss ⑧-⑩ controls more Frontiers than Gloom ⑪-⑫. Bliss accomplished their Hidden Aspiration.
- (C)** Bliss has a longest chain of five Emotions ⑬-⑰, while Gloom only has four ⑱-⑳. Balance Emotions also count towards these chains. Bliss accomplished the Common Aspiration.
- (D)** Finally, Gloom has 11 total Essence on their Emotions in play, while Bliss only has 10. Gloom also accomplished their Hidden Aspiration.

All three teams did quite well during this Revelation. Balance adds a Major Fragment for accomplishing both conditions on their Hidden Aspiration. Bliss also adds a Major Fragment for accomplishing both the Common Aspiration and their Hidden one. Gloom accomplished only their Hidden Aspiration, so they add a Minor Fragment.



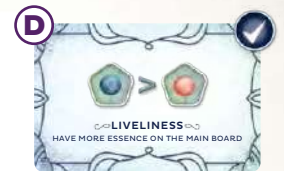
Balance Hidden Aspiration



Bliss Hidden Aspiration



Common Aspiration



Gloom Hidden Aspiration



ENDING THE GAME

As usual, the end of the game is triggered

- when any team has 20 or more points on their Wheel of Intentions;
- when any team is supposed to add a Fragment to the Identity and has no more Fragments of that type;
- after scoring the sixth Common Aspiration.

When playing with Balance, the Common Aspiration row only has 6 Aspirations, so a game will have at most 6 Revelations.

NOTE: in the unlikely case when two or more teams would score their Capping Fragment simultaneously, the team triggering the Revelation (or the team closest to that team in player order) scores the Capping Fragment, while the others that would score a Capping Fragment each score 4 points on their Wheel of Intentions instead (without gaining any bonuses from the Wheel).

FINAL SCORING

Calculate all three teams' final scores as usual. Whoever has the most points wins. In case of a tie, the team with the Capping Fragment wins. If neither team has the Capping Fragment, the game ends in a tie.

CREDITS

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APPENDIX

SECOND CONDITIONS OF BALANCE ASPIRATIONS

Each Balance Aspiration has two conditions. The first is like a usual Aspiration. The second is unique to Balance.



Aspiration of Attitude: There are at least 3 Balance Emotions on Realm slots.



Aspiration of Openness: There are Balance Emotions on at least 2 different Frontiers.



Aspiration of Awareness: There are Balance Emotions in at least 3 different Triads.



Aspiration of Unity: There are at least 2 Balance Emotions in one or more Unities.



Aspiration of Liveliness: The amount of Bliss and Gloom Essence on Balance Emotions is equal (and higher than 0).



Aspiration of Versatility: There are at least 2 Balance Emotions in play with a unique Vibe. In other words, at least two Balance Emotions have a Vibe color that the teams those Emotions are aligned with do not have.



Aspiration of Fortitude: There are at least 2 Balance Fortresses in play.



Aspiration of Sensibility: There is at least one Balance Emotion in play with 3 or more Intensity.

BALANCE SPIRITS



REASON, THE LEVELER

Organized and watchful, Reason is a Spirit of restraint, order and heedfulness. With the help of Disciple, its favorite Emotion, it can even out the wild and unpredictable conflicts between Bliss and Gloom, bringing equilibrium wherever it goes. Reason is also a Spirit encouraging contemplation and self-discovery: with the help of Curiosity, it will never lose sight of its goals. No Spirit knows Cerebria better than Reason - it always feels at home in every Realm, no matter who it belongs to.



Reason may use all Realm Actions for one less Willpower. (Regardless of which team controls the respective Realm.)



INTUITION, THE UNFETTERED

Intuition represents the unrestrained joy and erratic, unpredictable behaviour. Being a Spirit of creativity and unexpected solutions, it is able to shape the Essence of Cerebria at will, aiding or turning on Bliss or Gloom on a whim. It can bring Impulse to the Inside World to let the Essence flow untethered, or Urge to hasten the development of the Identity.



Whenever Intuition gains any amount of Willpower, it may convert one of it into an Essence of its choice (Bliss or Gloom).

THE ASYMMETRIC SPIRIT BOARDS

REASON

MOVE



Flight (+1 WP): Move up to 2 extra spaces. Replaces Haste.



Command (+2 WP): If you end this Move Action on a space occupied by an opposing Spirit figure, you may pick up that figure and place it on any empty Spirit space. Replaces Haste.

INVOKE



Emerge (+2 WP): You may invoke this Emotion on any empty Emotion slot, even one you are not adjacent to. Replaces Bolster.



Conversion (no additional cost): You may take the required Essence from the general supply instead of using your own. You may only do this if you return the same amount of Essence of

the opposite affiliation from your Spirit board to the general supply. For example, you may invoke with a Gloom Essence from the general supply if you return a Bliss Essence from your Spirit board first. Replaces Inner Force.

QUELL

Extinguish: Costs 0 WP instead of 1.



Emotional Cycle (no additional cost): If you remove the last Essence from an Emotion with this Quell Action, draw a card. Replaces Determination.

FORTIFY

Raze: Costs 3 WP instead of 1 WP and 1 Ambition.

EMPOWER



Observe (no additional cost): After this Empower Action, you may use a Vibe token matching the discarded Mild Emotion's Vibe to unlock or upgrade one of your Spirit Actions. Replaces Channeled Power.

INTUITION

MOVE

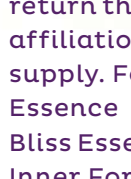


Hide and Seek (+1 WP): Instead of moving, switch spaces with any other Spirit. Replaces Haste.

INVOKE



Bolster: Costs 3 WP instead of 1 Ambition.



Conversion (no additional cost): You may take the required Essence from the general supply instead of using your own. You may only do this if you return the same amount of Essence of the opposite affiliation from your Spirit board to the general supply. For example, you may invoke with a Gloom Essence from the general supply if you return a Bliss Essence from your Spirit board first. Replaces Inner Force.

QUELL



Mimic (no additional cost): After this Quell Action, you may use a Vibe token matching the quelled Emotion's Vibe color to unlock or upgrade one of your Spirit Actions. Replaces Determination.

FORTIFY

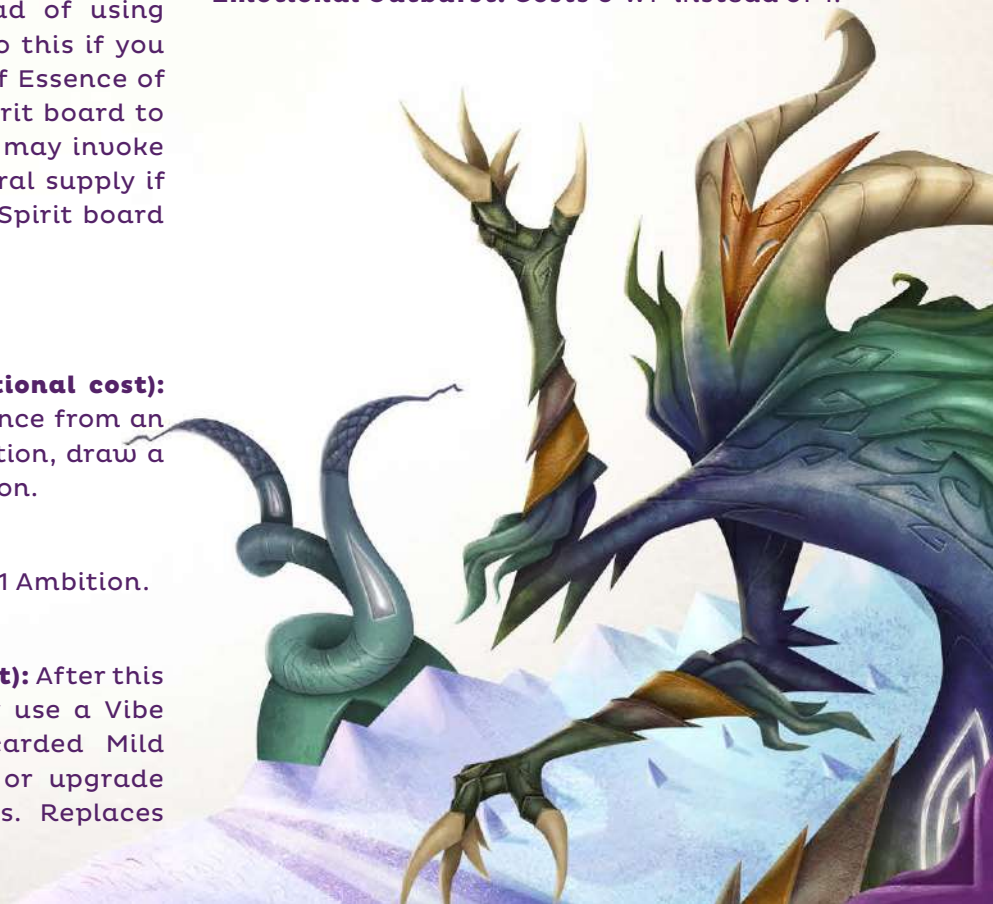
Exalt: Costs 2 WP instead of 1 Ambition.

EMPOWER



High Spirits (+1 WP): After this Empower Action, draw a card. Replaces Channeled Power.

Emotional Outburst: Costs 0 WP instead of 1.



MILD BALANCE EMOTIONS



NEUTRALITY

When this **red-Vibe Neutrality** leaves play, a Balance Spirit of the team's choice may draw an Emotion card.



NEUTRALITY

When this **yellow-Vibe Neutrality** leaves play, a Balance Spirit of the team's choice gains 2 WP.



NEUTRALITY

When this **green-Vibe Neutrality** leaves play, a Balance Spirit of the team's choice may gain 1 Gloom or Bliss Essence.



NEUTRALITY

When this **blue-Vibe Neutrality** leaves play, a Balance Spirit of the team's choice may take a Vibe token of its choice and use it to unlock or upgrade one Spirit Action.

STRONG BALANCE EMOTIONS



URGE

Empower threshold 3

When you **put Urge into play**, choose a Sphere with at least 3 Willpower in it, and return 2 of that Willpower to the general supply. You may then rotate the Origin clockwise once. This does not count as using your Absorb Ability. Urge just wants to make that Revelation happen!



DISCIPLINE

Empower threshold 2

Emotions in the same Triad as Discipline have the same Intensity as Discipline at all times. This overrules any Intensity addition or reduction, including Intensity tokens. Discipline won't let things get out of control.



IMPULSE

Empower threshold 1

When you **put Impulse into play**, you gain Essence equal to the number of Essence counters on Impulse. The Essence you gain can be of either type or a combination of the two. The possibilities are endless!



CAUTION

Empower threshold 1

When you **put Caution into play**, you may reduce the Intensity of Emotions that have Intensity tokens. The total reduction can be any number up to the number of Essence counters on Caution. Account for this reduction by removing or downgrading the Intensity tokens. Better not let those Emotions grow too strong!



INSPIRATION

Empower threshold 3

When you **put Inspiration into play**, take 1 Vibe token of each color you have the least of and use them to unlock or upgrade your Spirit Actions. Let your mind fly free! (For example, if your board has exactly 1 of each color, then you get to add 1 more of each color, thus unlocking or upgrading four times.)



CURIOSITY

Empower threshold 2

When you **put Curiosity into play**, look at the top 4 cards of your Aspiration deck, and put them back in any order. This may change your current Hidden Aspiration. Curiosity can help you achieve great things.

ICON GLOSSARY



Use Balance Absorb ability



Balance Hidden Aspiration card



Empower



Balance Spirit



Balance Emotion card



Balance Minor Identity Fragment



Balance Emotion Essence space



Discard Emotion card



Balance Major Identity Fragment



Balance Vibe token



Balance Mild Emotion card



Balance Capping Identity Fragment



Balance Strong Emotion card