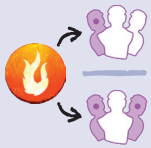
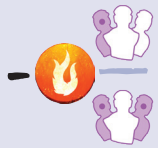
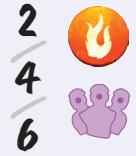
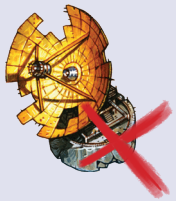
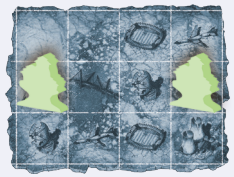
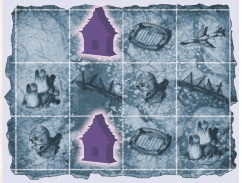
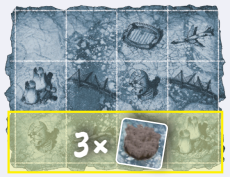
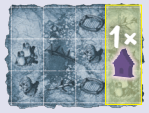
Element cards

	You must own **at least** the indicated number of cards of this element.
	You **must not** have any card of this element.
	You must own at least 1 card of each element.
	Count the total number of cards of this element owned by you and both of your neighbors to determine the strength of this card's effect.
	One, or both, of your neighbors must own at least one card of this element for either the small or large requirement, respectively.
	You must own **more** cards of this element than one, or both, of your neighbors for either the small or large requirement, respectively.
	You must have **fewer** cards of this element than one, or both, of your neighbors for either the small or large requirement, respectively. You cannot have fewer cards than a neighbor who has 0 cards of this element.
	Count the total number of cards of this element owned by you and both of your neighbors. The strength of the card's effect will depend on the number of cards that you all have : 2-3, 4-5, or 6 or more.

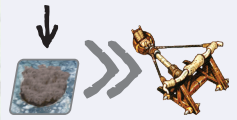
Village cards

	Both Terrain spaces with this symbol must be covered with a tile.
	Each indicated space must be covered with a Village marker.
	Each indicated space must be covered with a Temple marker.
	You must place at least X tiles in the highlighted region (3 tiles in the bottom row in this case).
	You must have a row of 3 adjacent tiles of the same color.
	You must have a column of 3 adjacent tiles of the same color.
	You must have a diagonal line (it can be in the opposite direction) of 3 adjacent tiles of the same color.
	You must have a L-shaped pattern (oriented as you wish) of 3 adjacent tiles of the same color.
	You must have at least this many Village tiles featuring the same building bonus (3 tiles with a Village marker and a Wind Portal in this case).
	You must have 9 Building bonuses on your tiles with a Village marker.

Guide Requirements

8	Have 8 Terrain **spaces** with no Pollution tokens (regardless of the number of Pollution tokens on other spaces). Spaces with a tile (including the Starting tile) also count.
2 !	Use the right side of two Village cards.
3	Slide 3 Village cards under your board (including the one placed during Setup).
	Build a Village on one of the highlighted Terrain spaces of this region.
	Place a Temple on one of the highlighted Terrain spaces of this region.

Guide cards

	Every time you play a particular card, gain the indicated benefit (play a red card and gain 3 moves, in this example). This power does not trigger if the card is discarded with the *Place a Temple* action. It only works with the *Play an Element Card* action.
	On each of your turns, you can discard a given amount of Water tokens to gain the indicated benefit (discard 2 Water to remove 3 Pollution in this example). You can only do this once per turn.
	Every time you add a Forest tile to your Terrain area, gain the indicated benefit (take 4 Water tokens in this case).
	Every time an Element card, Temple, or Village card gives you the effect indicated here, increase it by the number shown (remove 1 more Pollution token when you are told to remove a Pollution token, in this case).
	On each of your turns, you can discard 2 Water tokens to move any Wind Rider to any destination. You can only do this once per turn.
	Each time you add a Forest tile to your Terrain area, you can move one of your Wind Riders to any destination.
	Each time you add a Forest Tile to your Terrain area, you can remove **all Pollution tokens** from one of your Terrain spaces.
	Spend one fewer Water token to place your Forest tiles. Also, remove one Pollution token when you place a Forest tile. You must still spend at least 1 Water token.
	For each Pollution token that you remove, gain 2 Water tokens.
	Once per turn, you may spend 6 Water tokens to place a Forest tile (in addition to your action).
	Spend 2 fewer Water tokens to place your Forest tiles. You must still spend at least 1 Water token.