























<p>BLACK HOLE</p>  <p>BLACK HOLE</p>	<p>SHIFT</p>  <p>SHIFT</p>	<p>FORM</p>  <p>FORM</p>	<p>MERGE</p>  <p>MERGE</p>
<p>REFERENCE SYSTEM: place adj acent to blackhole SHIFT: move SYSTEM to adjacent tile FORM: place SYSTEM from hand, anywhere MERGE: move SYSTEM to adjacent SYSTEM</p>	<p>SHIFT</p>  <p>SHIFT</p>	<p>FORM</p>  <p>FORM</p>	<p>MERGE</p>  <p>MERGE</p>
<p>SYSTEM</p>  <p>SYSTEM</p>	<p>SYSTEM</p>  <p>SYSTEM</p>	<p>SYSTEM</p>  <p>SYSTEM</p>	<p>SYSTEM</p>  <p>SYSTEM</p>
<p>SYSTEM</p>  <p>SYSTEM</p>	<p>SYSTEM</p>  <p>SYSTEM</p>	<p>SYSTEM</p>  <p>SYSTEM</p>	<p>SYSTEM</p>  <p>SYSTEM</p>
<p>MERGE</p>  <p>MERGE</p>	<p>FORM</p>  <p>FORM</p>	<p>SHIFT</p>  <p>SHIFT</p>	<p>REFERENCE SYSTEM: place adj acent to blackhole SHIFT: move SYSTEM to adjacent tile FORM: place SYSTEM from hand, anywhere MERGE: move SYSTEM to adjacent SYSTEM</p>
<p>MERGE</p>  <p>MERGE</p>	<p>FORM</p>  <p>FORM</p>	<p>SHIFT</p>  <p>SHIFT</p>	<p>BLACK HOLE</p>  <p>BLACK HOLE</p>