THE UNSEEN

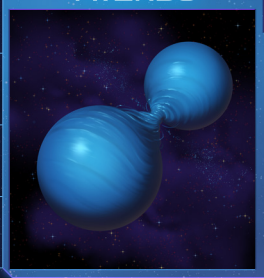
3 | Escalate

4 4 1

4 11

Gain ▣ with value ◬ +1.

ARTISINAL ULTRATECH



4

TWENSO

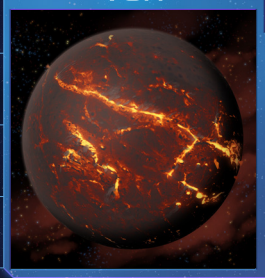
Restriction: No ▣ dice.

6 6

7

Gain ▣ with value ◬ +1.

ARTISINAL ULTRATECH



3

VOH

Restriction: No dice with value 6.

8

4 3

Gain ⬢ 6 OR spend 🚀 to roll ⬢ ⬢ ▣.

TRANSLATION ARRAY

THE UNSEEN

3 | Escalate

3 4 2

5 8

Gain 🚀 🚀.

RAPID DEPLOYMENT

3

HEMATIB

Unlock: Must fill top row before bottom row.

2

6 6

Gain ⬢ 6 OR spend 🚀 to roll ⬢ ⬢ ▣.

SOLAR COLLECTOR

3

VOH

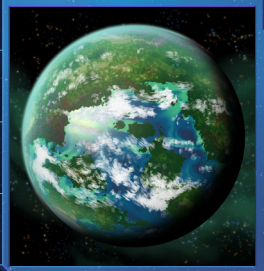
Restriction: No dice with value 6.

7

3 4

Roll ☾ OR spend 🚀 to gain ☾ 5 ▣ 4.

MATTER DUPLICATION



3

GERN

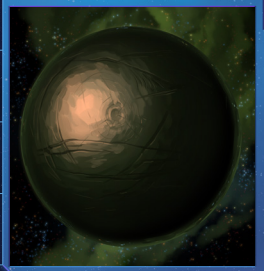
Restriction: All dice here must have different values.

5 2

8

Gain ☾ 6 OR spend 🚀 to roll ☾ ☾ ▣.

MINING PLATFORM



3

HEMATIB

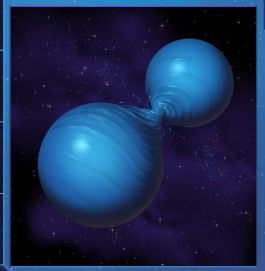
Unlock: Must fill top row before bottom row.

4

3 3

Roll ⬢ OR spend 🚀 to gain ⬢ 5 ⬢ 5.

UNIVERSAL LANGUAGE



4

TWENSO

Restriction: No ▣ dice.

4 4

13

Launch a Probe.

ACCELERATED STUDY

ONE DECK GALAXY

ONE DECK GALAXY
ONE DECK GALAXY
ONE DECK GALAXY
ONE DECK GALAXY
ONE DECK GALAXY
ONE DECK GALAXY
ONE DECK GALAXY
ONE DECK GALAXY

6

SOLWERT

X = number of here.

5+X

14−X

Roll . For each , roll another .

LATTICE FACTORY

5

ZABFAB MINE CO.

Unlock: Must fill top row before bottom row.

10

3 6

Roll . For each , gain 4.

DYNAMIC FACTORY

3

GERN

Restriction: All dice here must have different values.

3 3

10

Roll OR spend to gain 5 3 1.

WARM FUSION

5

CHILLONIS

Restriction: No dice with value 6.

2

12

Roll . Reroll any or all dice of value [] or less.

AQUATIC FACTORY

5

ZABFAB MINE CO.

Unlock: Must fill top row before bottom row.

7

5 5

Roll . Reroll up to [] dice.

TIDAL REACTOR

4

FLUTARA

Restriction: All dice here must have different values.

5 1

1 5

Launch a Probe.

ACCELERATED STUDY

5

CHILLONIS

Restriction: No dice with value 6.

4

9

Roll . If you have , reroll any or all of your dice.

FLUID NETWORK

6

SOLWERT

X = number of here.

5+X

10+X

Roll . If you have , roll .

RESONANT NETWORK

4

FLUTARA

Restriction: All dice here must have different values.

4 2

2 4

Gain .

RAPID DEPLOYMENT

ONE DECK GALAXY

ONE DECK GALAXY
ONE DECK GALAXY
ONE DECK GALAXY
ONE DECK GALAXY
ONE DECK GALAXY
ONE DECK GALAXY
ONE DECK GALAXY
ONE DECK GALAXY

7

YS KREEM

Restriction: No identical dice (color & value)

5 5 15

Roll . Increase [] of your dice by 1.

WATERGUM GREENHOUSE

5

OCEAN ONE

If studied, discard 3 cards.

15 6 6

Roll . If you have , gain 6.

FORCE REACTOR

TERRA INFIRMA

3 | Escalate

5 7 7

Roll . If you have , set up to two dice to 6.

ORGANIC REACTOR

7

YS KREEM

Restriction: No identical dice (color & value)

6 6 11

Roll . For each , gain 2.

LAVAWEED EXTRACTOR

6

RYSTWEN

Restriction: All dice here must be the same value.

2 2 5 5

Roll . For each , you may return a die to roll .

MATRIX REACTOR

TERRA INFIRMA

3 | Escalate

6 13 4

Roll . Increase [] of your dice by 1.

VERDANT NETWORK

7

NOMNOMUD

Restriction: No dice with value 1, 2, 3.

2 2 17

Spend to roll , then reroll any or all of your dice.

PROBABILITY MODULON

6

RYSTWEN

Restriction: All dice here must be the same value.

4 4 4 4

Roll . Increase a die by up to [].

BIO FACTORY

5

OCEAN ONE

If studied, discard 3 cards.

20 5 5

Roll . For each , gain 2.

WIDE-BEAM NETWORK

ONE DECK GALAXY

ONE DECK GALAXY
ONE DECK GALAXY
ONE DECK GALAXY
ONE DECK GALAXY
ONE DECK GALAXY
ONE DECK GALAXY
ONE DECK GALAXY
ONE DECK GALAXY

7

YUVGOT MAIL CO.

Restriction: All dice here must have different values.

10

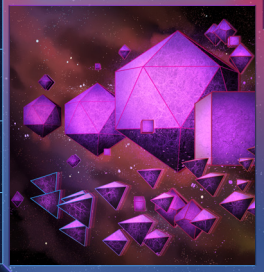
10

Roll ⚀. For each ◆ ● ◆ ▲, gain ⚀ 6.

TESSELATING SPROCKETS

SOLIDARIANS

3 | Escalate



5 5 6

6 3

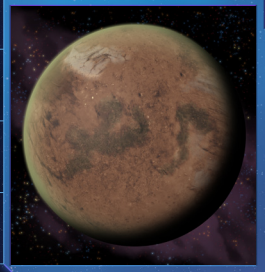
Spend 🚀 to increase three of your dice by any amount.

IMPROVOTRON COLLECTOR

7

NOMNOMUD

Restriction: No dice with value 1, 2, 3.



2 4

13

Spend 🚀🚀 to roll ☾ ● ● ⚀.

KALEIDOSCOPIC GRID

8

STAR BURGER

Restriction: No dice with value 1, 2, 3.

12

17

Add ○ to a location. If ▲ 4+, add ○○ instead.

UBIQUITOUS FRANCHISING

SOLIDARIANS

3 | Escalate

6 5 5

4 4

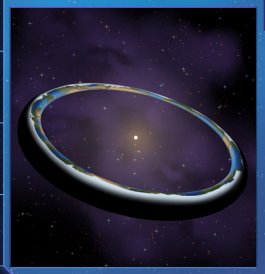
Spend 🚀🚀 to add ○ to each Location.

EXPEDITIONARY FORCE

8

SS SUNLIGHT

Unlock: Must fill top row before bottom row.



3

3 3

Roll ⚀. For each ◆ ◆, roll a ●, ●, or ☾.

VERSAWEAR IMPLANT

8

STAR BURGER

Restriction: No dice with value 1, 2, 3.

16

13

Return two dice to gain ⚀⚀ with their values.

MATTER REFRABRICATOR

7

YUVGOT MAIL CO.

Restriction: All dice here must have different values.

6

15

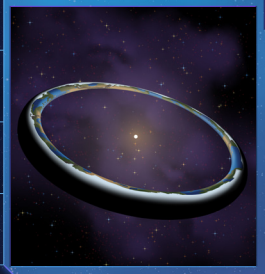
Spend 🚀 to roll ⚀⚀.

ADJUSTABLE HULL

8

SS SUNLIGHT

Unlock: Must fill top row before bottom row.



4

2 2

Roll ⚀. If you have ▲▲▲, reroll any or all of your dice.

EXTRACTQUADUCT

ONE DECK GALAXY

ONE DECK GALAXY
ONE DECK GALAXY
ONE DECK GALAXY
ONE DECK GALAXY
ONE DECK GALAXY
ONE DECK GALAXY
ONE DECK GALAXY
ONE DECK GALAXY

8

HEXFINITY

Restriction: No dice.

6 3

6 2

Gain , each with value .

INVERSION STORAGE

8

HEXFINITY

Restriction: No dice.

6 6

3 2

Spend to gain 6 6.

RAINBOW PROJECTOR

3 | Escalate

UPLIFTERS

18 18 9

Increase up to dice by .

ESCALATION BEAM

3 | Escalate

UPLIFTERS

22 22 6

Spend to use one of your techs.

REVERTED CONVERTER

NEEBLE-WOOBERS

BLOCKADE

	5	5	5	
2+	6	6	8	
3+	20		6	6
4+	30		9	9

NEEBLE-WOOBERS

ADVERSARY COLONIES

The Neeble-Woober Colonization Fleet will amass its own colonies, tucking cards under the left edge of the Adversary card. The icons on these colonies allow them to roll dice during each Escalate.

DISCOVER (END OF PHASE)

If the Adversary has 3+ , discard it all. Then, the top card of the deck is revealed and added to the Adversary as a Colony.

RESULTS (END OF PHASE)

If there are no Influence on the Adversary, Escalate.

DEFEAT

At the end of the Cleanup Phase, the players are Overwhelmed if the N-W have more than twice as many colonies as any one player's Federation Level.

NEEBLE-WOOBERS

MIRACLE WORLD

The Adversary gains this card as a bonus Colony.

NEEBLE-WOOBERS

RIVAL STARBASES

Reduce the Starbase to its previous Class. If it is Class 1, discard 5 cards.

Then, the Adversary gains this card as a bonus Colony.

NEEBLE-WOOBERS

ULTRATECH STORAGE

Place 6 from the supply on the Adversary. Return them to the supply during the Results Phase.

Then, the Adversary gains this card as a bonus Colony.

ADVERSARY EVENT
NEEBLE-WOOBERS

ADVERSARY EVENT
NEEBLE-WOOBERS

ADVERSARY EVENT
NEEBLE-WOOBERS

ONE DECK GALAXY

NEEBLE-WOOBERS

SEND ENVOYS

	6	5	16
2+	6	6	20
3+	6	6	24
4+	25		30

NEEBLE-WOOBERS

ESCALATE

The Neeble-Woobers collect one die for each icon on their Adversary Card and colonies.

Before rolling, you may discard any number of

dice by spending 2 per die,

dice by spending per die,

dice by spending from a location per die,

by placing it on any player's empty Tech.

Then roll them all. For each and each die of value x or higher, discard a card from the deck.

ONE DECK GALAXY

ONE DECK GALAXY

ONE DECK GALAXY

NEEBLE-WOOBERS

RESOURCE SCARCITY

Exile any six dice from the supply.

Then, the Adversary gains this card as a bonus Colony.

NEEBLE-WOOBERS

DEFECTORS

The players must collectively exile one Colony and one Tech.

Then, the Adversary gains this card as a bonus Colony.

THE HUNGRY NEBULA

RESEARCH TEAMS

	5	5	7	
2+	6	6	9	
3+	6	6	7	7
4+	6	6	9	9

HUNGRY NEBULA

SWELL EFFECTS

Each of the Hungry Nebula's Adversary Events has a Swell effect. Instead of being placed under the deck during setup, tuck them all here, showing their Swell Effects.

At the end of the Results Phase, the Hungry Nebula Swells X times. For each Swell, the players must choose one Swell Effect. Each chosen effect must be able to be fully executed. Effects can be repeated during a turn. If no effect can be chosen, discard 3 cards from the deck instead for each such Swell.

RESHUFFLE

When the deck is reshuffled, instead of revealing an Adversary Event, exile one of the cards tucked here. If none are present, the players are Overwhelmed.

THE HUNGRY NEBULA

DIMINISHED RESOURCES

Tuck this card under the Adversary Reference card during Setup, showing the Swell Effect.

SWELL

Exile two dice from the supply.

THE HUNGRY NEBULA

WIDE-RANGING SPREAD

Tuck this card under the Adversary Reference card during Setup, showing the Swell Effect.

SWELL

Spend 2 from locations in play.

THE HUNGRY NEBULA

DISTORTED SPACE

Tuck this card under the Adversary Reference card during Setup, showing the Swell Effect.

SWELL

Spend .

THE HUNGRY NEBULA

IMPOSSIBLE PHYSICS

Tuck this card under the Adversary Reference card during Setup, showing the Swell Effect.

SWELL

Spend a card from the Starbase.

THE HUNGRY NEBULA

LOGISTICAL CHALLENGES

Tuck this card under the Adversary Reference card during Setup, showing the Swell Effect.

SWELL

Exile or .

ADVERSARY EVENT
THE HUNGRY NEBULA

ADVERSARY EVENT
THE HUNGRY NEBULA

ADVERSARY EVENT
THE HUNGRY NEBULA

HUNGRY NEBULA

ESCALATE

The Adversary gains ⊖⊖.

DISCOVER

If there are four cards in the Discovery Zone at the start of the phase, the Adversary gains ⊖.

RESULTS (END OF PHASE)

Swell (X) times (See back of card). If there are 4+ ⊖ on the Adversary, Swell an additional time, then discard 4 ⊖ from here.

DEFEAT

After executing the Swells for the turn, the players are Overwhelmed if the number of exiled Adversary Events is higher than any one player's Federation Level.

ADVERSARY EVENT
THE HUNGRY NEBULA

ADVERSARY EVENT
THE HUNGRY NEBULA

ADVERSARY EVENT
NEEBLE-WOOBERS

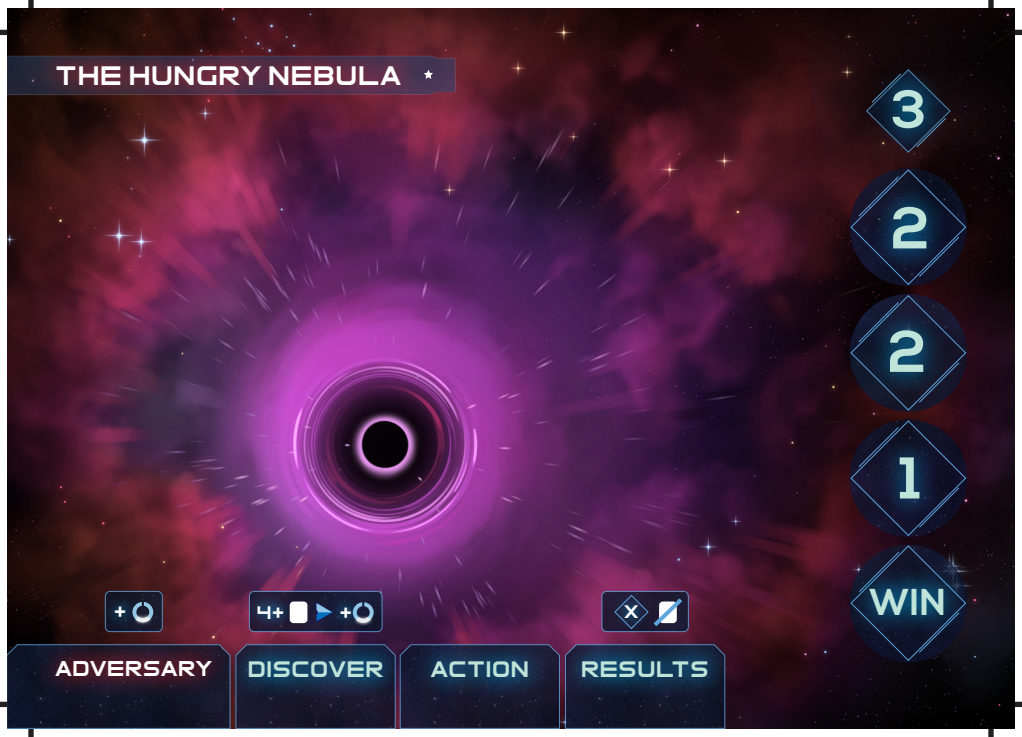
ADVERSARY EVENT
NEEBLE-WOOBERS

THE HUNGRY NEBULA

ENERGY NETS

	6	6	16
2+	6	6	25
3+	25		25
4+	30		30

NEEBLE-WOOBER COLONY FLEET
3
4
5
5
WIN
ADVERSARY
DISCOVER
ACTION
RESULTS


THE HUNGRY NEBULA
3
2
2
1
WIN
ADVERSARY
DISCOVER
ACTION
RESULTS

NEEBLE-WOOBER COLONY FLEET ****
2
3
4
4
WIN
+
!
!
ADVERSARY
DISCOVER
ACTION
RESULTS

THE HUNGRY NEBULA ***
4
3
3
2
WIN
+
4+
+
X
ADVERSARY
DISCOVER
ACTION
RESULTS

COLONIES
LIMIT: x2

ELEMENS

IP

HOMEWORLD: GEMENGI

FUEL

Have 15 dice in your pool.

Resolve the Starbase, and discard any dice used.

ADAPTIVE RESEARCH

TECHS

COLONIES
LIMIT: x2

TIMTILLAWINKS

IP

HOMEWORLD: CULLICUT

WATER

End the Results phase with no cards in the Discovery Zone.

Roll or use a Tech from an Encounter in the Discovery Zone.

SALVAGE RIGHTS

TECHS

COLONIES LIMIT: +1

TIMTILLAWINKS 2P

HOMEWORLD: CULLICUT

WATER

WATER

FUEL

End the Results phase with no cards in the Discovery Zone.

Roll or use a Tech from an Encounter in the Discovery Zone.

SALVAGE RIGHTS

TECHS

COLONIES LIMIT: +1

ELEMENS 2P

HOMEWORLD: GEMENGI

FUEL

FUEL

CRYSTALS

Have 12 dice in your pool.

Resolve the Starbase, and discard any dice used.

ADAPTIVE RESEARCH

TECHS

COLONIES
LIMIT: x2

FELISI

IP

HOMEWORLD: ARAVEEN

CRYSTALS

Have 12

Resolve up to two Location rows, then discard any dice and discs used.

NOBLE EFFICIENCY

TECHS

COLONIES
LIMIT: x2

PLUMPLIM

IP

HOMEWORLD: BRUMIGUM

PLANTS

Have 16

Move any number of Influence from one Location to another.

FLORAL INGENUITY

TECHS

COLONIES LIMIT: +1

PLUMPLIM 2P

HOMEWORLD: BRUMIGUM

PLANTS

PLANTS

WATER

Have 16

Move any number of Influence from one Location to another.

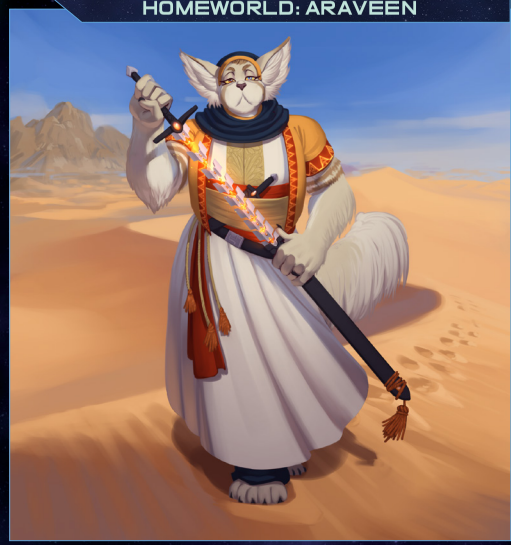
FLORAL INGENUITY

TECHS

COLONIES LIMIT: +1

FELISI 2P

HOMEWORLD: ARAVEEN



CRYSTALS

CRYSTALS

PLANTS

Have 12

Resolve up to two Location rows, then discard any dice and discs used.

NOBLE EFFICIENCY

TECHS

EXPLORERS IP

SOCIETY

FEDERATION LEVEL

1

MILESTONES

2 — Have 6 of one resource.

3 — Have 4 each of two resources.

4 — Have 2 each of four resources.

5 — Count Resource icons in the Discovery Zone as if they were attached to your Homeworld.

PROBE ARMADA

Return up to two dice. Gain that many 3.

3 Return up to three dice. Gain that many 4.

5 Return up to four dice. Gain that many 6.

SCIENTISTS IP

SOCIETY

FEDERATION LEVEL

1

MILESTONES

2 — Have 4 activated Techs.

3 — Have 5 activated Techs.

4 — Have 6 activated Techs.

5 — You can use a as a , or two as a .

MOBILE LABORATORIES

Spend to launch a probe.

3 Spend to launch a probe or study a location.

5 Spend to launch a probe and/or study a location.

SCIENTISTS 2P

SOCIETY

MILESTONES

- Have 3 activated Techs.
- Have 4 activated Techs.
- Have 5 activated Techs.

You can use a ⚗ as a ★, or two ★ as a ⚗.

MOBILE LABORATORIES

- ★ Spend 🚀 to launch a probe.
- 3 ▲ Spend 🚀 to launch a probe or study a location.
- 5 ▲ Spend 🚀 to launch a probe and/or study a location.

FEDERATION LEVEL: 1, 2, 3, 4, 5

EXPLORERS 2P

SOCIETY

MILESTONES

- Have 6 of one resource.
- Have 4 each of two resources.
- Have 2 each of four resources.

Count Resource icons in the Discovery Zone as if they were attached to your Homeworld.

PROBE ARMADA

- ★ Return up to two dice. Gain that many ⚀ 3.
- 3 ▲ Return up to three dice. Gain that many ⚀ 4.
- 5 ▲ Return up to four dice. Gain that many ⚀ 6.

FEDERATION LEVEL: 1, 2, 3, 4, 5

BOTANISTS IP

SOCIETY

MILESTONES

7 in your pool or 0 in the supply.

7 in your pool or 0 in the supply.

7 in your pool or 0 in the supply.

Dice stored here are not removed during Cleanup. Gain them to your pool after you Gather Dice.

CUBIC FARMING

Store a die from your pool here, increased by 1.

2 Store up to two dice from your pool here, increased by 1.

3 Store up to three dice from your pool here, increased by 1.

FEDERATION LEVEL

1

2

3

4

5

PIONEERS IP

SOCIETY

MILESTONES

Have 3x 3x 3x 3x in your pool.

Have 4x 4x 4x 3x in your pool.

Have 5x 5x 5x 3x in your pool.

You have no colony limit.

SUPER COLONIES

Discard a from one of your techs.

2 Discard up to two from your techs.

4 Discard any number of from your techs.

FEDERATION LEVEL

1

2

3

4

5

PIONEERS 2P

SOCIETY

MILESTONES

Have 2x 2x 2x 2x in your pool.

Have 3x 3x 3x 2x in your pool.

Have 4x 4x 4x 2x in your pool.

You have no colony limit.

FEDERATION LEVEL

1 2 3 4 5

SUPER COLONIES

Discard a from any player's tech.

2 Discard up to two from any player's techs.

4 Discard up to four from any player's techs.

BOTANISTS 2P

SOCIETY

MILESTONES

5 in your pool or 0 in the supply.

5 in your pool or 0 in the supply.

5 in your pool or 0 in the supply.

Dice stored here are not removed during Cleanup. Gain them to your pool after you Gather Dice.

FEDERATION LEVEL

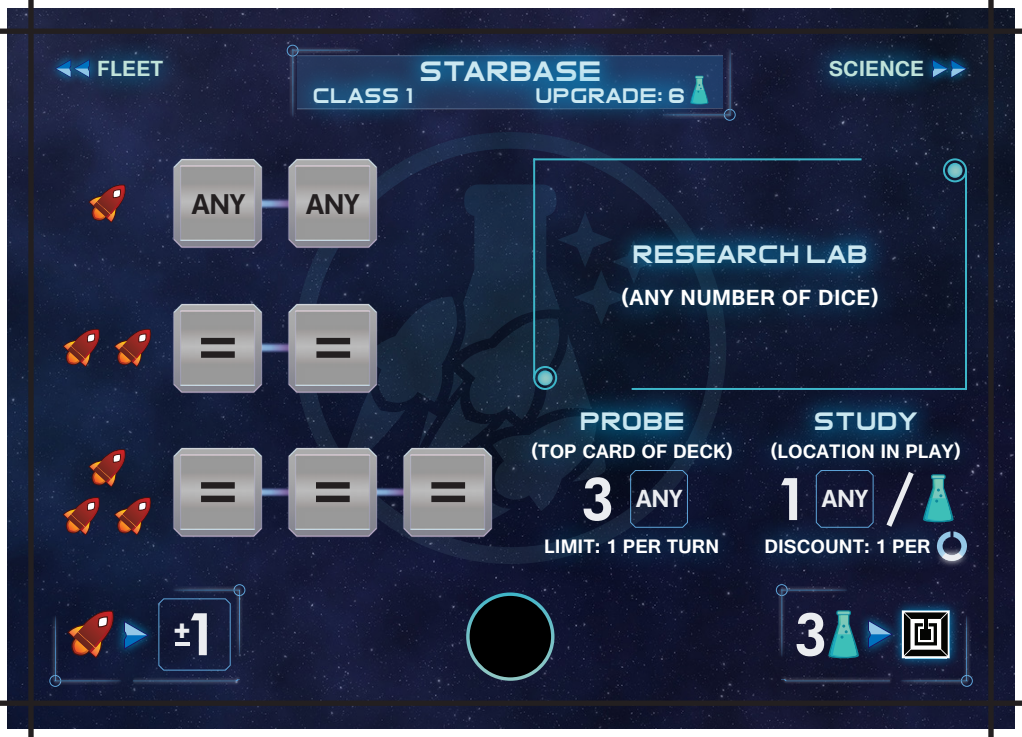
1 2 3 4 5

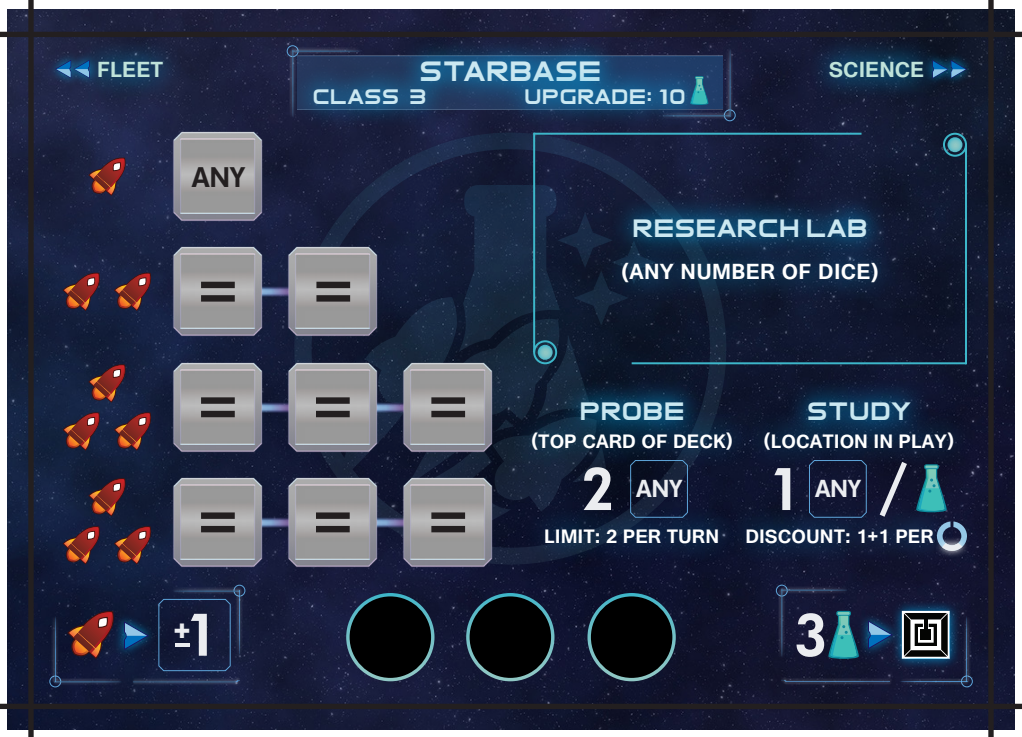
CUBIC FARMING

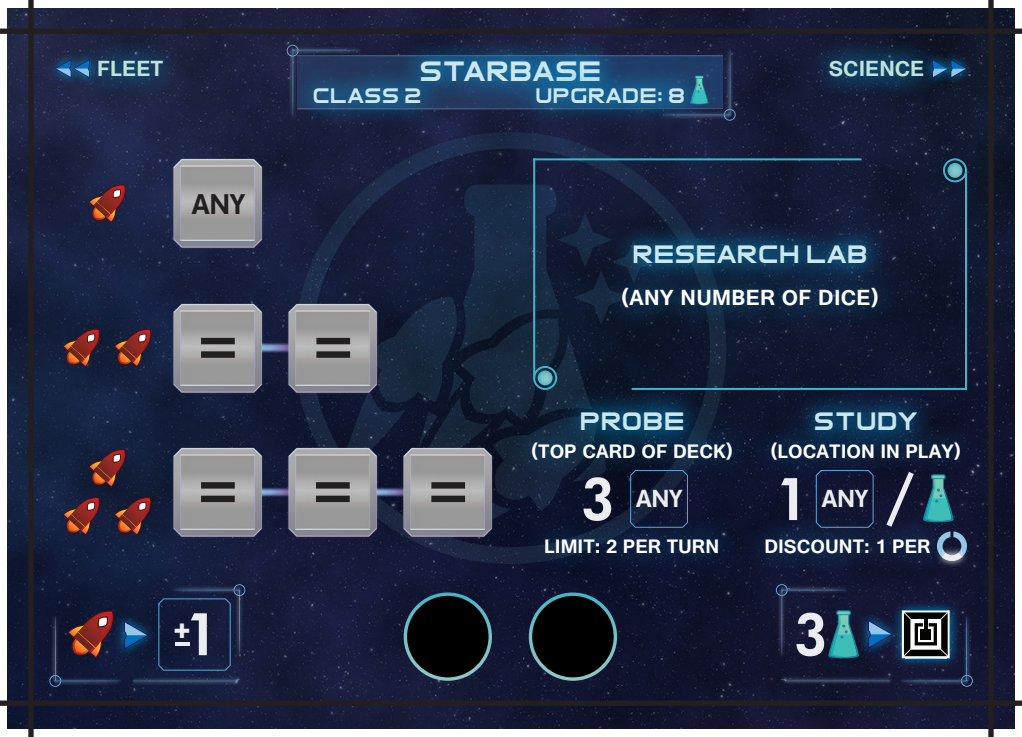
Store a die from any pool here.

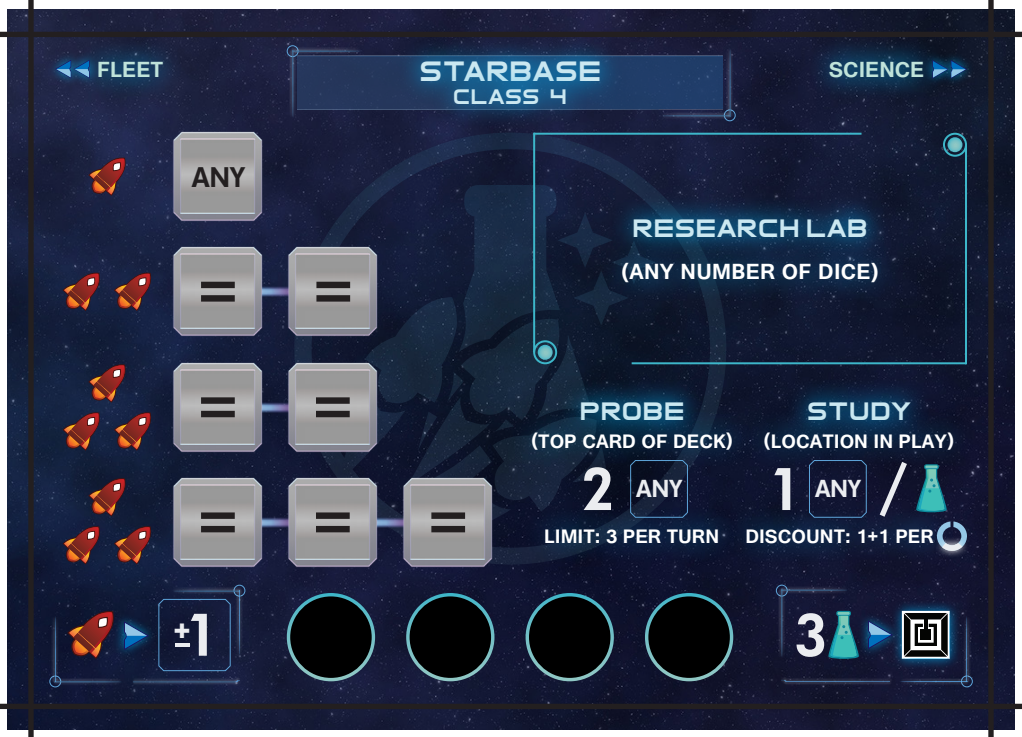
2 Store up to two dice from any pools here, increased by 1.

3 Store up to three dice from any pools here, increased by 1.


FLEET
STARBASE
CLASS 1
UPGRADE: 6
SCIENCE
ANY
ANY
RESEARCH LAB
(ANY NUMBER OF DICE)
PROBE
(TOP CARD OF DECK)
3
ANY
LIMIT: 1 PER TURN
STUDY
(LOCATION IN PLAY)
1
ANY
DISCOUNT: 1 PER
±1
3


FLEET
STARBASE
CLASS 3
UPGRADE: 10
SCIENCE
ANY
RESEARCH LAB
(ANY NUMBER OF DICE)
PROBE
(TOP CARD OF DECK)
2
ANY
LIMIT: 2 PER TURN
STUDY
(LOCATION IN PLAY)
1
ANY
DISCOUNT: 1+1 PER
±1
3


FLEET
STARBASE
CLASS 2
UPGRADE: 8
SCIENCE
ANY
RESEARCH LAB
(ANY NUMBER OF DICE)
PROBE
(TOP CARD OF DECK)
3 ANY
LIMIT: 2 PER TURN
STUDY
(LOCATION IN PLAY)
1 ANY /
DISCOUNT: 1 PER
±1
3


FLEET
STARBASE
CLASS 4
SCIENCE
ANY
RESEARCH LAB
(ANY NUMBER OF DICE)
PROBE
(TOP CARD OF DECK)
2 ANY
LIMIT: 3 PER TURN
STUDY
(LOCATION IN PLAY)
1 ANY /
DISCOUNT: 1+1 PER
±1
3