

ADVANCEMENT

CORRUPTION

DISCARD THIS ADVANCEMENT:
Name a color: all the other players must discard all energy cubes of that color from their Bases and Cargo Holds.



ADVANCEMENT

DIPLOMACY

When you throw the Space Bomb, you may throw it from behind any player's Base.



ADVANCEMENT

DUPLICATOR

At the start of your turn, you may spend 1 Energy Cube (of any color) to have this Advancement act as an exact copy of another player's Advancement until the end of your turn.



ADVANCEMENT

ENERGY SCANNER

At the start of your turn, you may spend 1 Energy Cube (of any color) to move 1 Energy Crystal to another Planet of the same color.



ADVANCEMENT

EXTRA BOMB

DISCARD THIS ADVANCEMENT:
After you throw the Space Bomb, you may throw the bomb again.



ADVANCEMENT

FUSION GENERATOR

As soon as you collect your 4th Energy Cube, you may immediately return your Spaceship to your Base and throw the Space Bomb.



ADVANCEMENT

HYPER DRIVE

Once per turn, if your flick does not make your Spaceship collide with anything, you may flick it again.



ADVANCEMENT

LUCKY

You may throw the Space Bomb a second time if your first throw misses.



ADVANCEMENT

MATTER TRANSPORTER

All Energy Cubes in your Cargo Hold are immediately transported to your Base (without moving your Spaceship).


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ADVANCEMENTS



ADVANCEMENT

PIRACY

Once during your turn, if your Spaceship collides with another player's Base, you may steal 1 Energy Cube of your choice from that Base and place it in your Cargo Hold.



ADVANCEMENT

PLANETARY SHIELD

DISCARD THIS ADVANCEMENT:
Negate the destruction of a Planet hit by the Space Bomb. The player who threw the Space Bomb may throw it again.



ADVANCEMENT

RESEARCH STATION

DISCARD THIS ADVANCEMENT:
Draw 2 Advancement cards and place them in front of you.



ADVANCEMENT

SPIES

DISCARD THIS ADVANCEMENT:
Steal 1 Energy Cube of your choice from any player's Base and place it in your Base.



ADVANCEMENT

STATIC FIELD

Once during your turn, after your Spaceship collides with a Planet, you may place your Spaceship next to, but not touching, any other Planet of the same color.



ADVANCEMENT

SYNTHETIC ENERGY

You only need 3 Energy Cubes (of any colors) to power the Space Bomb (instead of 4).



ADVANCEMENT

TIME MACHINE

DISCARD THIS ADVANCEMENT:
Take another turn after this turn ends.



ADVANCEMENT

VIRUS

DISCARD THIS ADVANCEMENT:
Discard any other Advancement. The owner of that Advancement may draw a new Advancement from the top of the deck.



ADVANCEMENT

WARMONGER

Once during your turn, after your Spaceship collides with another player's Base, you may destroy any 2 Energy Cubes of your choice on that Base.


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WARP DRIVE
ADVANCEMENT
WARP DRIVE
At the start of your turn, you may spend 1 Energy Cube (of any color) to place your Spaceship anywhere within the boundaries of space, but not touching a planet. You may then flick as normal.


WORMHOLE GENERATOR
ADVANCEMENT
WORMHOLE GENERATOR
DISCARD THIS ADVANCEMENT:
Move 1 Planet to any location within the boundaries of space.


VENDETTA
SECRET GOAL
GAIN 3 VP
DESTROY TWO OF THESE PLANETS:
Score this card at the end of the game.


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