



Research

Gain 3 CYB Resources



Processing

Swap any 1 resource for CYB, give an extra action (not pass)



Ion-Canon

Destroy any two resources of another player



Robotics Facility

Generates a CYB each turn
(ability - withdraw all resources on it)



Termination

Destroy another card in play

Price

0

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Instant

Cellular optimization

Gain 3 BIO Resources

Price

2

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Active

Evolve

Pay 2 BIO, to gain 3 BIO, give an extra action (not pass)

Price

4

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Active

Mutations

Pay 1, Steal any two resources from another player

Price

3

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Passive

Bio Bank

Generates a BIO each turn (ability - withdraw all resources on it)

Price

5

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Instant

Camouflage

copy a card in play



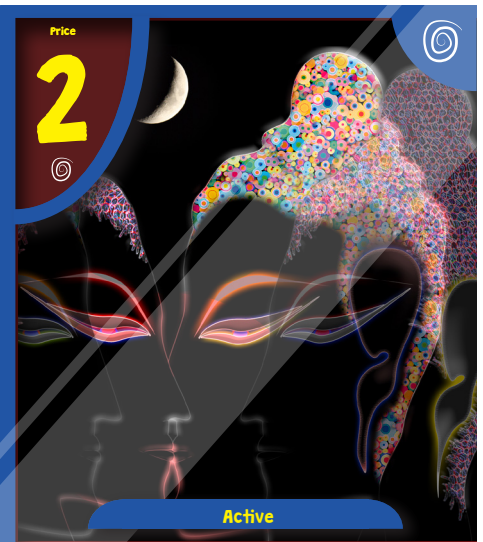
Meditate

Gain 3 SPR Resources



A mindful presence

Passive – You may use two abilities in a turn



Collective mind

Swap two of your resources with two other players



Spirit temple

Generates a SPR each turn
(ability – withdraw all resources on it)



Forceful projection

Steal a card from another player



Merge

Gain one resources and one extra action (not pass)



Conflux

Gain one of each resource



Greater Conflux

Gain two of each resource



Wrath

Destroy one resource for all other players



Greater Wrath

Destroy two resources for all other players