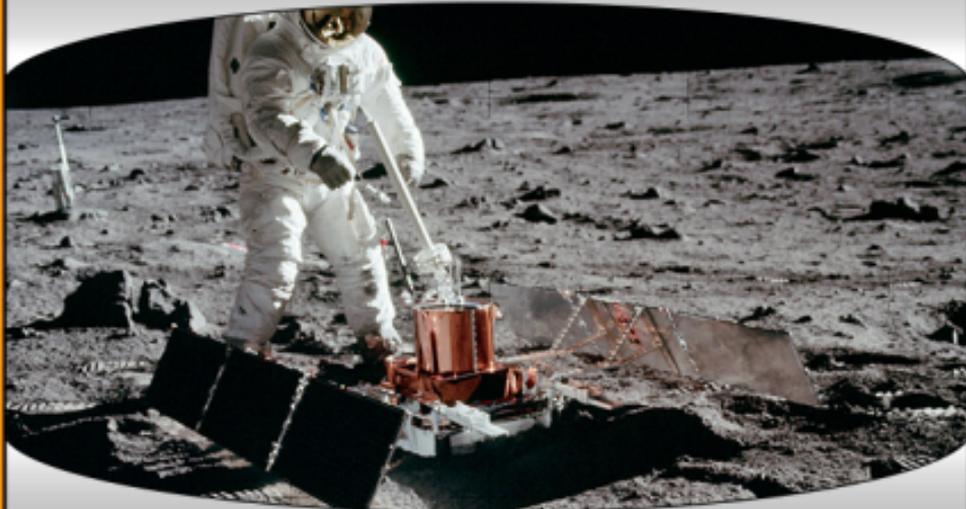


Cost
free

Activation
instant

Apollo 11



*Double the amount of the heaviest element
that you own.*

One giant leap for mankind



Cost
free

Activation
during your turn

Big Crunch



*Each player moves to a starting position on the map. You gain **2H** for each player moved (battle does not occur).*

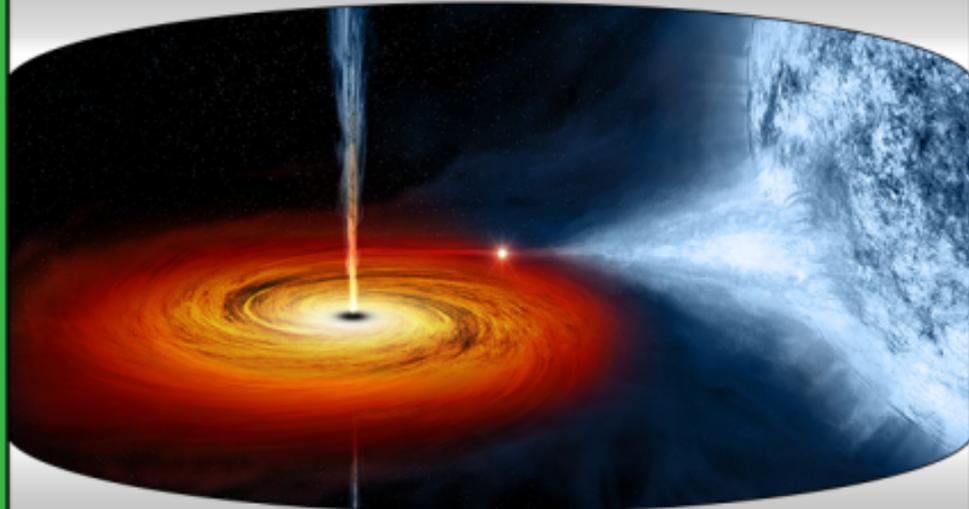
Used to be a leading cosmological theory



Cost
free

Activation
during your turn

Black Hole



Remove one of your stars from the game. Gain resources equal to double it's cost.

We have one in the middle of our Galaxy



Cost
free

Activation
instant

Cherenkov Radiation



Perform a nuclear **fusion** or a nuclear **fission**
(if possible).

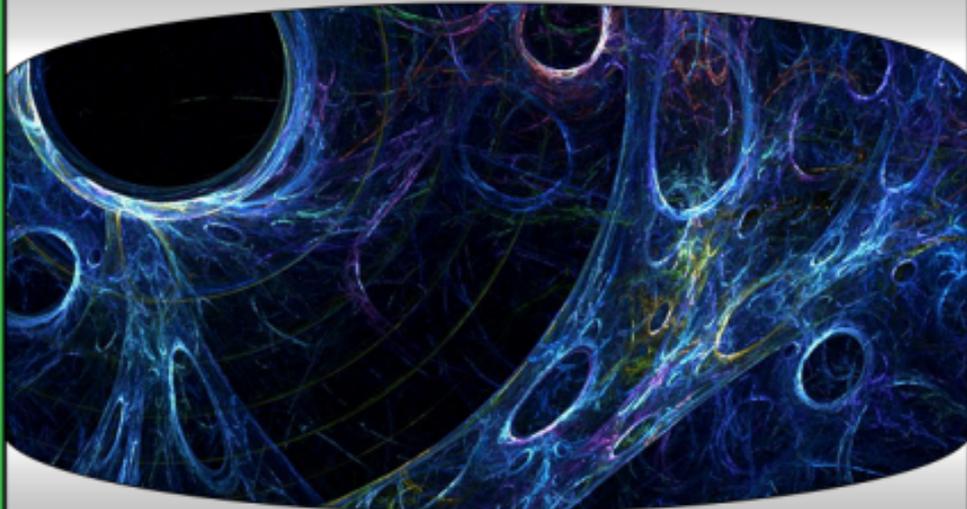
Speed of light is not always the same constant



Cost
free

Activation
during your turn

Dark Energy



*This turn you can perform any number of
nuclear **fissions**.*

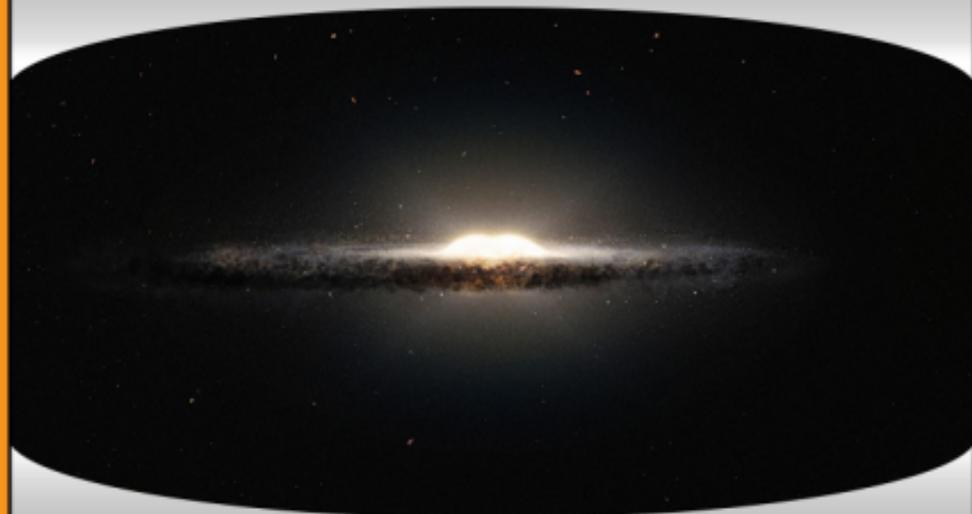
A force expanding our Universe



Cost
free

Activation
instant

Dark Matter



Each player is forced to move one field towards your current location (they do not gather resources or engage into battle). Draw another event card.

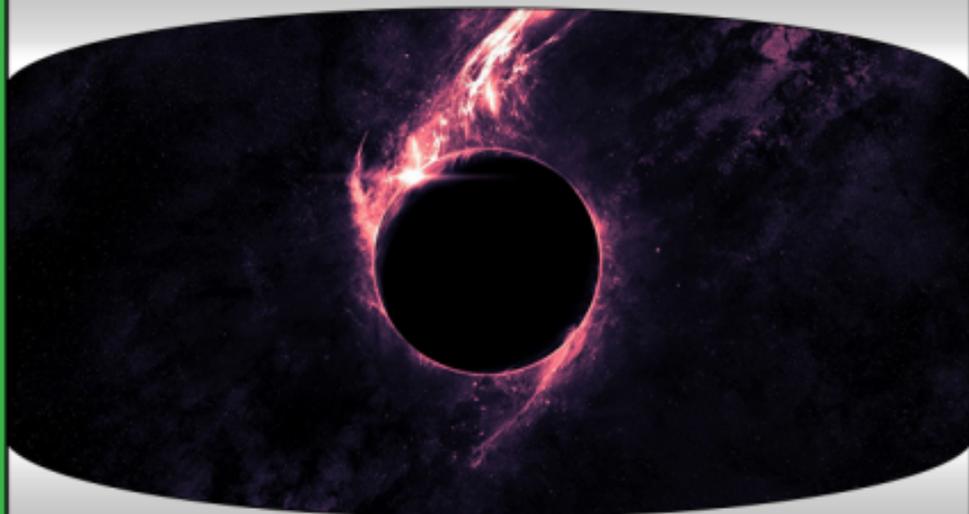
We know it's there, just can't see it



Cost
free

Activation
during your turn

Event Horizon



Pick any visible card from the stars deck and put it at the bottom of that deck. You can repeat this action once more.

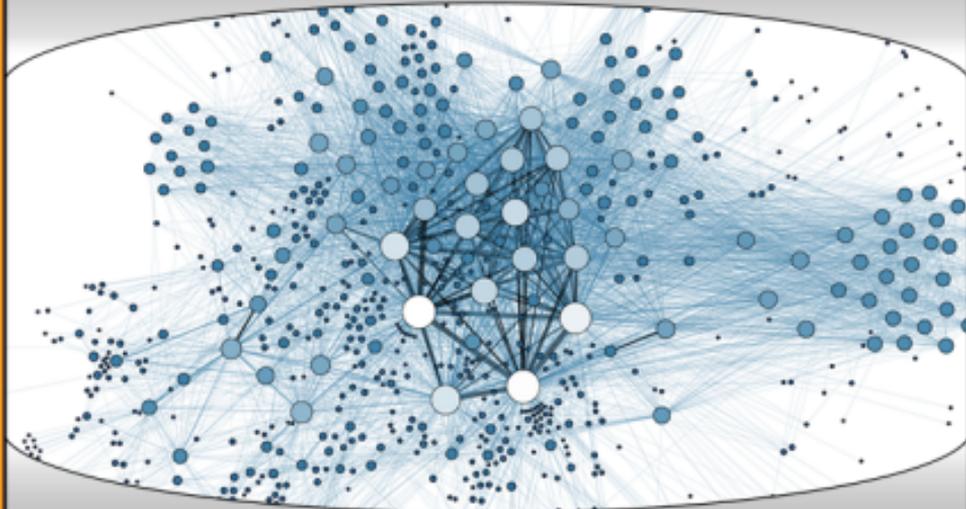
Nothing escapes. Nothing.



Cost
free

Activation
instant

Extrapolation



Draw two cards from the event deck. Take one and put the other at the bottom of that deck.

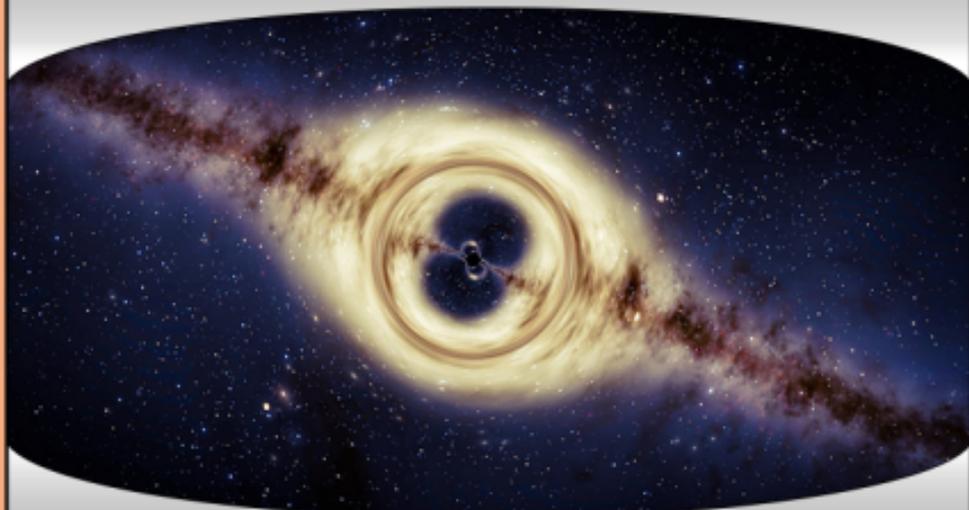
Scientific method of foreseeing the future



Cost
free

Activation
start of your turn

Gravitational Lens



*This turn, instead of a normal movement, you can place your ship on any **occupied** field (battle does not occur).*

Newton's laws break here



Cost
free

Activation
during battle

Graphene



When attacked by another player add 3 points to your battle score.

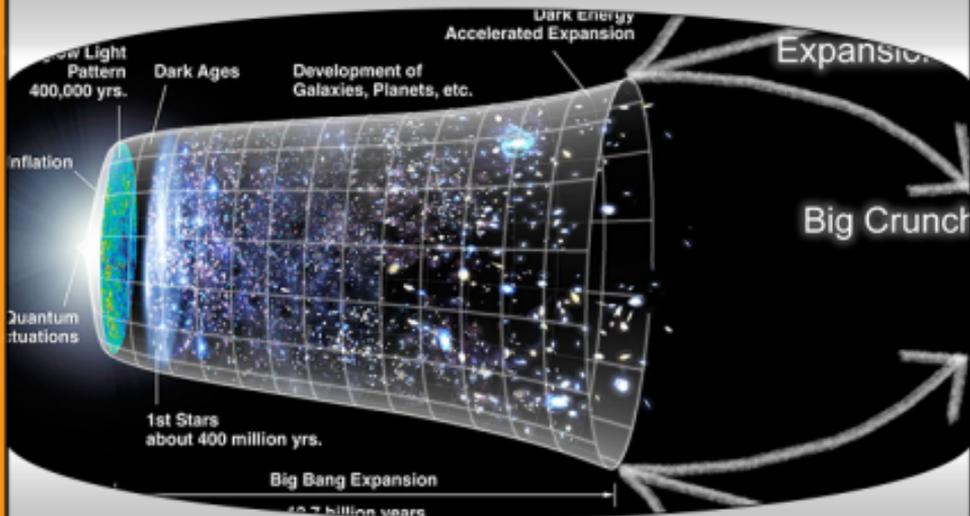
Future of construction and plating



Cost
free

Activation
instant

Heat Death



*Each player removes all H from their resource pool.
Draw another event card.*

A leading cosmological theory



Cost
free

Activation
start of your turn

Hawking Radiation



Gain double of the specified amount of resources when you gather them from the map this turn.

Black holes do more than just consume



Cost
free

Activation
during your turn

Hidden Resources



Gain 1 He and 1 O.

You never know what you can find



Cost
free

Activation
during your turn

Hidden Resources



Gain **2 He** and **1 C**.

You never know what you can find



Cost
free

Activation
during your turn

Hidden Resources



Gain 1 He and 4 H.

You never know what you can find



Cost
free

Activation
during your turn

Hidden Resources



Gain 2 He and 1 O.

You never know what you can find



Cost
free

Activation
during your turn

Hidden Resources



Gain **2 He** and **1 C**.

You never know what you can find



Cost
free

Activation
during your turn

Hidden Resources



Gain 1 He and 8 H.

You never know what you can find



Cost
free

Activation
during your turn

Hidden Resources



Gain 1 He and 4 H.

You never know what you can find



Cost
free

Activation
during your turn

Hidden Resources



Gain 3 He.

You never know what you can find



Cost
free

Activation
during your turn

Hidden Resources



Gain 3 He.

You never know what you can find



Cost
free

Activation
during your turn

Hidden Resources



Gain 8 H.

You never know what you can find



Cost
free

Activation
during your turn

Hidden Resources



Gain 8 H.

You never know what you can find



Cost
free

Activation
during your turn

Hidden Resources



Gain 8 H.

You never know what you can find



Cost
free

Activation
during your turn

Hidden Resources



Gain 2 C.

You never know what you can find



Cost
free

Activation
during your turn

Hidden Resources



Gain 1 C.

You never know what you can find



Cost
free

Activation
during your turn

I.S.S.



Pick one of your opponents and look at their event cards. Swap a chosen event with one of your own.

International Space Station



Cost
free

Activation
during battle

Magnetic Field



When attacked (before throwing dice) you can cancel that battle (it counts as if your opponent lost).

Important factor in evolution of life on Earth



Cost

1Si

Activation

during your turn

Multiverse



*Double all the resources that you own (other than **Fe**).*

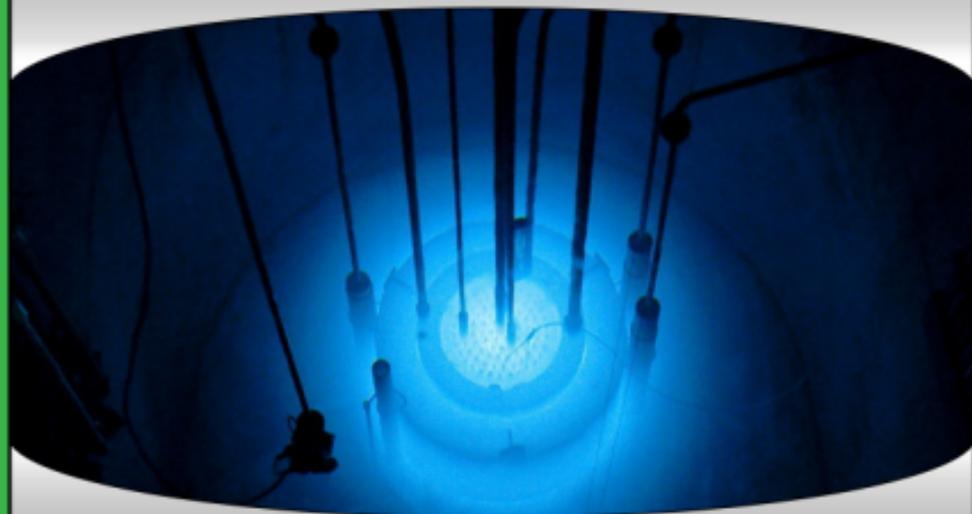
Our Universe is not the only one



Cost
free

Activation
during your turn

Nuclear Fusion



After performing a nuclear **fusion** you receive one of the elements used to perform that fusion.

Safe, clean and efficient



Cost
free

Activation
start of your turn

Out Of Gas



*This turn, instead of a normal movement, you can gather resources from a field you currently occupy and perform a nuclear **fission**.*

The importance of planning and estimation



Cost
free

Activation
during battle

Particle Acceleration



When attacking add 2 points to your battle score.

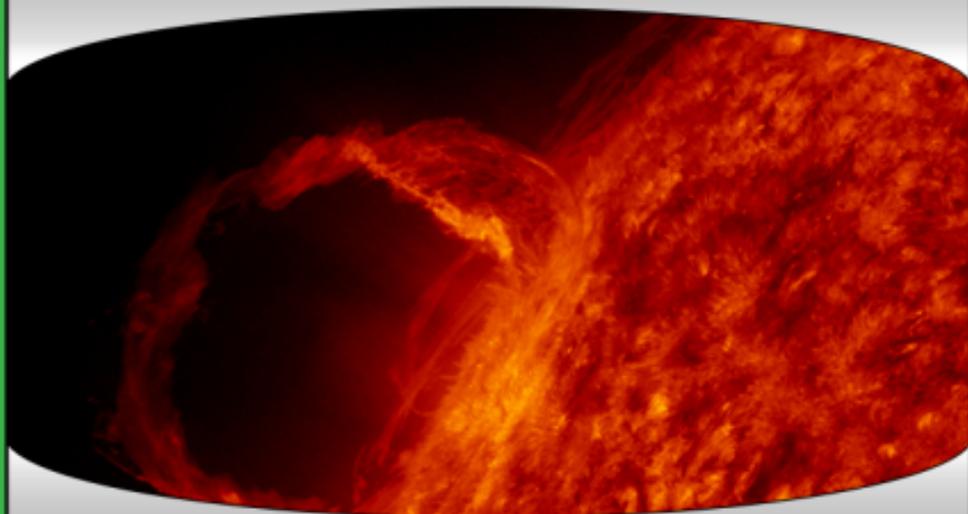
That's what they do in CERN



Cost
free

Activation
during your turn

Protuberance



Pick any element that you own. Each player has to remove all those elements from their resource pool.

A showcase of magnetic field in action



Cost

10

Activation

during your turn

Stellar Evolution



One of your stars produces all elements it's capable of.

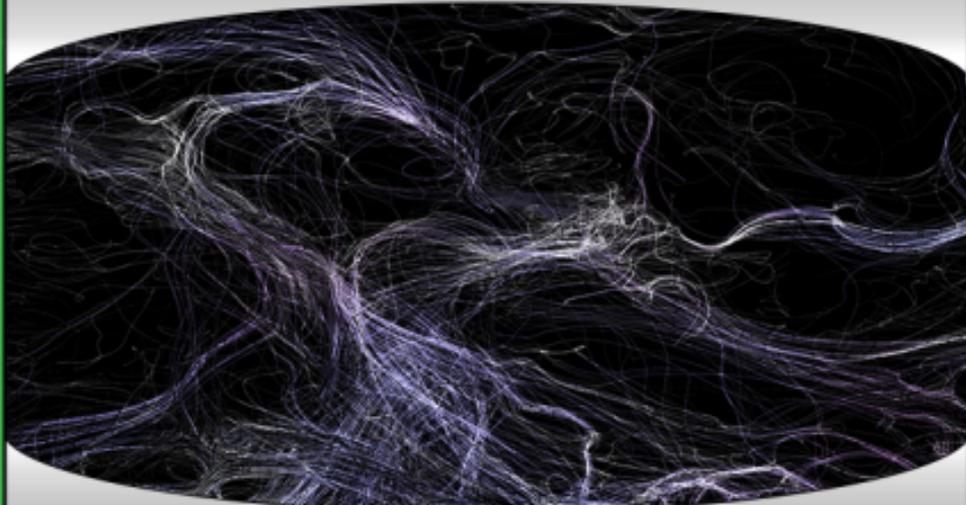
Stars evolve by burning their fuel



Cost
free

Activation
during your turn

String Theory



*Transform all your elements of one kind into
equivalent (total atomic mass) amount of
hydrogen.*

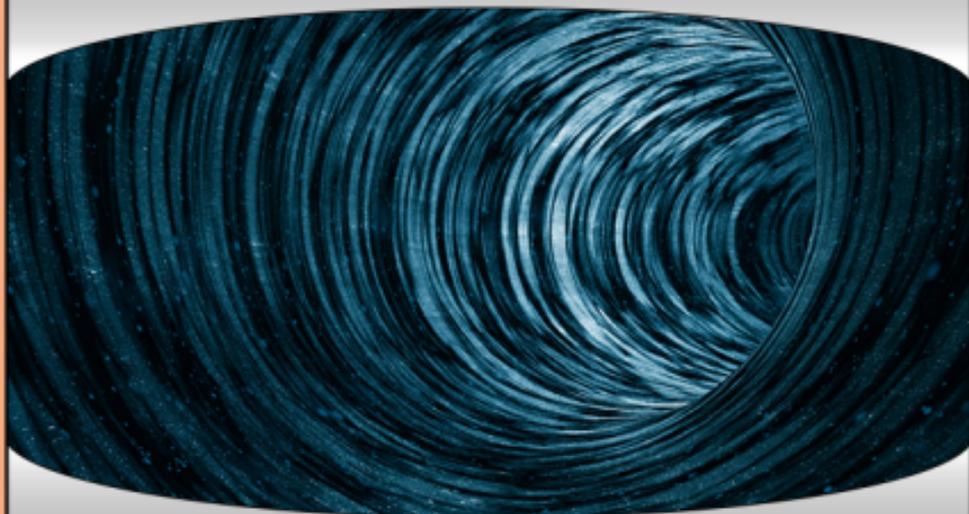
Do you believe in 11 dimensions?



Cost
free

Activation
start of your turn

Wormhole



*This turn, instead of a normal movement, you can place your ship on any **unoccupied** field on a map*

Wormholes are science, not fiction

