

3

**VOH**

Restriction: No dice with value 6.

8

4 3

Gain 5 OR spend to roll

TRANSLATION ARRAY

3

**VOH**

Restriction: No dice with value 6.

8

4 3

Roll OR spend to gain 5 4.

MATTER DUPLICATION

4

**TWENSO**

Restriction: No dice.

4 4

13

Add to the side of the Starbase.

ACCELERATED STUDY

4

**TWENSO**

Restriction: No dice.

4 4

13

Add to the side of the Starbase.

RAPID DEPLOYMENT

RAPID DEPLOYMENT

Add to the side of the Starbase.

11 4

4 4

3 Escalate

THE UNSEEN

ACCELERATED STUDY

Add to the side of the Starbase.

11 4

4 4

3 Escalate

THE UNSEEN

UNIVERSAL LANGUAGE

Roll OR spend to gain 5 5.

9 9

Unlock: Must fill top row before bottom row.

HEMATIB

3

SOLAR COLLECTOR

Gain 5 OR spend to roll

9 9

Unlock: Must fill top row before bottom row.

HEMATIB

3



ONE DECK GALAXY



ONE DECK GALAXY



ONE DECK GALAXY



ONE DECK GALAXY



ONE DECK GALAXY



ONE DECK GALAXY



ONE DECK GALAXY



ONE DECK GALAXY



3

**GERN**

Restriction: All dice here must have different values.

5 2

8

Gain 6 OR spend to roll

MINING PLATFORM

3

**GERN**

Restriction: All dice here must have different values.

5 2

8

Roll OR spend to gain 5 3 1.

WARM FUSION

4

**FLUTARA**

Restriction: All dice here must have different values.

5 1

1 5

Add to the side of the Starbase.

ACCELERATED STUDY

4

**FLUTARA**

Restriction: All dice here must have different values.

5 1

1 5

Add to the side of the Starbase.

RAPID DEPLOYMENT

LATTICE FACTORY

Roll . For each , roll another .

X+01

5+X

X = number of here.

SOLWERT

9

RESONANT NETWORK

Roll . If you have , roll .

X+01

5+X

X = number of here.

SOLWERT

9

TIDAL REACTOR

Roll . Reroll up to dice.

9 3

10

Unlock: Must fill top row before bottom row.

ZABFAB MINE CO.

5

DYNAMIC FACTORY

Roll . For each , gain 4.

9 3

10

Unlock: Must fill top row before bottom row.

ZABFAB MINE CO.

5



ONE DECK GALAXY



ONE DECK GALAXY



ONE DECK GALAXY



ONE DECK GALAXY



ONE DECK GALAXY



ONE DECK GALAXY



ONE DECK GALAXY



ONE DECK GALAXY



5

**CHILLONIS**

**Restriction: No dice with value 6.**

2

12

**AQUATIC FACTORY**

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

5

**CHILLONIS**

**Restriction: No dice with value 6.**

2

12

**FLUID NETWORK**

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

**TERRA INFIRMA**

3 Escalate

5 7

5

**ORGANIC REACTOR**

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

**TERRA INFIRMA**

3 Escalate

5 7

5

**VERDANT NETWORK**

★ Roll . Increase [] of your dice by 1.

**BIO FACTORY**

Roll . Increase a die by up to [].

5 5

2 2

**RYSTWEN**

6

**Restriction: All dice here must be the same value.**

**MATRIX REACTOR**

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

5 5

2 2

**RYSTWEN**

6

**Restriction: All dice here must be the same value.**

**FORCE REACTOR**

Roll . If you have , gain 6.

5

3

20

**OCEAN ONE**

5

If studied, discard 3 cards.

**WIDE-BEAM NETWORK**

Roll . For each , gain 2.

5

3

20

**OCEAN ONE**

5

If studied, discard 3 cards.



ONE DECK GALAXY



ONE DECK GALAXY



ONE DECK GALAXY



ONE DECK GALAXY



ONE DECK GALAXY



ONE DECK GALAXY



ONE DECK GALAXY

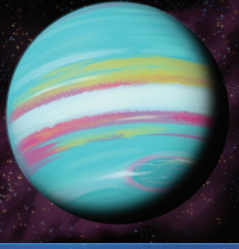


ONE DECK GALAXY



7

YS KREEM



Restriction: No identical dice (color & value)

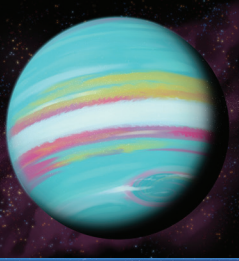
5 5

15

Roll [ ] Increase [ ] of your dice by 1.  
WATERGUM GREENHOUSE

7

YS KREEM



Restriction: No identical dice (color & value)

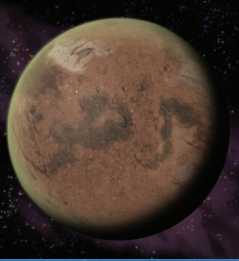
5 5

15

Roll [ ] For each [ ] gain [ ] 2.  
LAWAWEED EXTRACTOR

8

NOMNOMUD



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

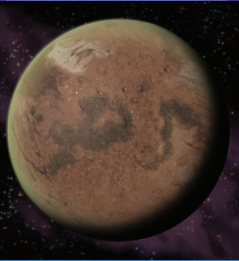
2

17

Spend [ ] to roll [ ] then reroll any or all of your dice.  
PROBABILITY MODULON

8

NOMNOMUD



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

2

17

Spend [ ] to roll [ ]  
KALEIDOSCOPIIC GRID

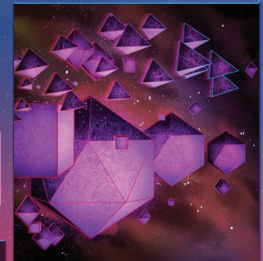
EXPEDITIONARY FORCE

Spend [ ] to add [ ] to each Location.

3 4

6 5 5

3 Escalate



SOLIDARIANS

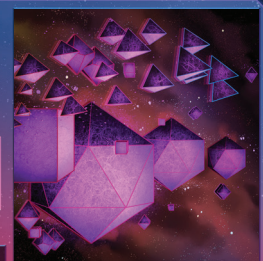
IMPROVOTRON COLLECTOR

Spend [ ] to increase three of your dice by any amount.

3 4

6 5 5

3 Escalate



SOLIDARIANS

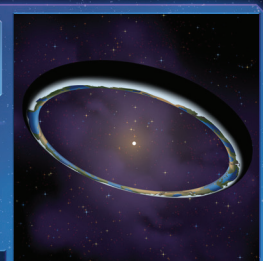
EXTRACTQUADUCT

Roll [ ] if you have [ ] or all of your dice.

3 3

3

Unlock: Must fill top row before bottom row.



SS SUNLIGHT

VERSAREAR IMPLANT

Roll [ ] For each [ ] or [ ]

3 3

3

Unlock: Must fill top row before bottom row.



SS SUNLIGHT



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



ONE DECK GALAXY



ONE DECK GALAXY



ONE DECK GALAXY



ONE DECK GALAXY



ONE DECK GALAXY



ONE DECK GALAXY



ONE DECK GALAXY



**ENERGY NETS**

6	9	16
2+	9	25
3+	28	28
4+	36	36

**ADVERSARY EVENT**  
NEEBLE-WOOBERS

**ADVERSARY EVENT**  
NEEBLE-WOOBERS

**ADVERSARY EVENT**  
NEEBLE-WOOBERS

**NEEBLE-WOOBERS**

**ESCALATE**

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

For each die of value <X> or higher:

- ⚡: Lose from the Starbase.
- 🌌: Lose from a Location in play.
- 🗑️: Discard two cards from the deck.

For each on the Adversary, place a Tech Disc from the supply on any player's empty Tech. (They will be returned as normal during the Cleanup Phase)

**SEND ENVOYS**

6	5	20
2+	6	25
3+	6	30
4+	28	40

**ADVERSARY EVENT**  
NEEBLE-WOOBERS

**ADVERSARY EVENT**  
NEEBLE-WOOBERS



### THE HUNGRY NEBULA

#### RESEARCH TEAMS

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



### NEEBLE-WOOBERS

#### DEFECTORS

The players must collectively exile one Colony and one Tech.  
Then, the Adversary gains this card as a bonus Colony.



### NEEBLE-WOOBERS

#### RESOURCE SCARCITY

Exile any six dice from the supply.  
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 Cleanup Phase.  
Then, 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.

5	5
6	6
7	7
4+	4+



### NEEBLE-WOOBERS

#### MIRACLE WORLD

The Adversary gains this card as a bonus Colony.

5	5
6	6
7	7
4+	4+



### NEEBLE-WOOBERS

#### BLOCKADE

5	5	4	6	5	5	7	7
6	6	6	6	25	25	40	40
2+	2+	3+	3+	4+	4+	4+	4+

## NEEBLE-WOOBERS

### ADVERSARY COLONIES

The Neeble-Woobers 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

At the end of the Discover Phase, if the Adversary has 3+ , spend it all. Then, the top card of the deck is revealed and added to the Adversary as a Colony.

#### 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.

## HUNGRY NEBULA

### ESCALATE

Exile the top card of the deck.

### DISCOVER

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

### CLEANUP

At the end of the Cleanup Phase, discard <X> cards from the deck.

### DEFEAT

At the end of the Cleanup Phase, the players are Overwhelmed if the number of Adversary Events in play (tucked under this card) is higher than any one player's Federation Level.

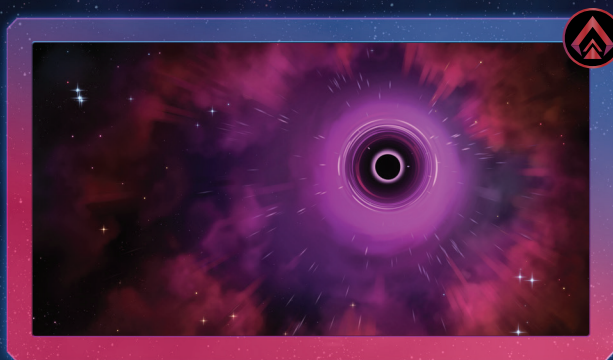
### ADVERSARY EVENT THE HUNGRY NEBULA



### ADVERSARY EVENT THE HUNGRY NEBULA



### ADVERSARY EVENT THE HUNGRY NEBULA



### ADVERSARY EVENT THE HUNGRY NEBULA



### ADVERSARY EVENT THE HUNGRY NEBULA

### OPTIMIZATION CALIBRATOR

OVERLOAD GRID

 5	 6	 33
 5	 6	 44
 5	 6	 55
 5	 6	 66

 2+    3+    4+

## OPT. CALIBRATOR

### ESCALATE

Roll a die from the supply and store it on the Adversary, ignoring all restrictions.

### ACTION

If the Adversary has 5+/6+ influence, discard them all. Then, choose one stored die and move it to a player's pool.

### CLEANUP

During the Reset step, one die from a player's pool must be stored on the Adversary instead of returning it to the supply. It must follow all restrictions.

### DEFEAT

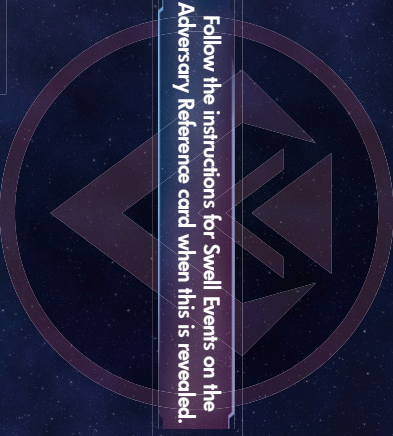
If a die cannot be stored during the Cleanup Phase, the players are Overwhelmed instead.



## THE HUNGRY NEBULA

### IMPOSSIBLE PHYSICS

Follow the instructions for Swell Events on the Adversary Reference card when this is revealed.



#### SWELL

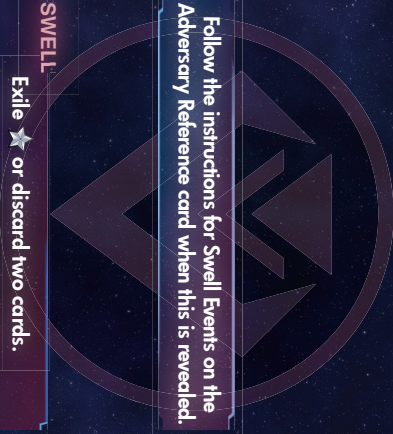
For every two  on the Hungry Nebula, spend one  or discard two cards.



## THE HUNGRY NEBULA

### LOGISTICAL CHALLENGES

Follow the instructions for Swell Events on the Adversary Reference card when this is revealed.



#### SWELL

Exile  or discard two cards.  
Exile  or discard two cards.  
Exile  or discard two cards.



## THE HUNGRY NEBULA

### DEPLOY SAT FIELD

4  4 

6  7 

7  5  5 

9  7  7 

## OPT. CALIBRATOR

### STORED DICE

The Optimization Calibrator stores dice, which are placed on the Adversary card. Stored dice are not returned to the supply during the Cleanup Phase.

Each die being stored must follow all restrictions, unless otherwise specified.

1) A die cannot be stored if there are at least  $<X>$  dice of its color here.

2) A die cannot be stored unless it is higher than all dice of its color here.

Black dice count as their own color for the purposes of these restrictions. Additional restrictions will be added by Adversary Events.

## HUNGRY NEBULA

### SWELL EFFECTS

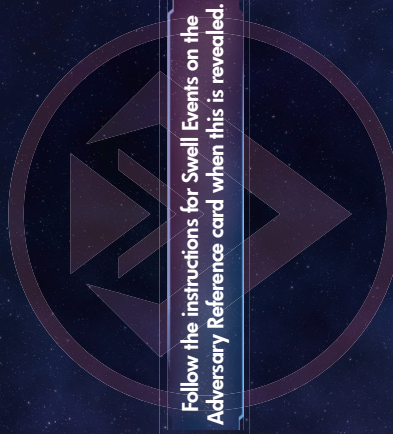
Each of the Hungry Nebula's Adversary Events has a Swell effect. When one is revealed during the Adversary Phase:

- 1) Tuck the card here, showing its Swell effect.
- 2) Execute every Swell effect here (including the one on the card you just tucked), from top to bottom.
- 3) Place half (rounded-down) of the Hungry Nebula's influence on top of the deck.

## THE HUNGRY NEBULA

### DIMINISHED RESOURCES

Follow the instructions for Swell Events on the Adversary Reference card when this is revealed.



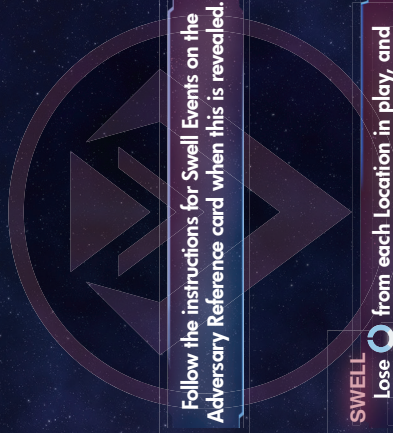
#### SWELL

For each  on the Hungry Nebula, exile a dice from the supply or discard a card.

## THE HUNGRY NEBULA


### WIDE-RANGING SPREAD

Follow the instructions for Swell Events on the Adversary Reference card when this is revealed.



#### SWELL

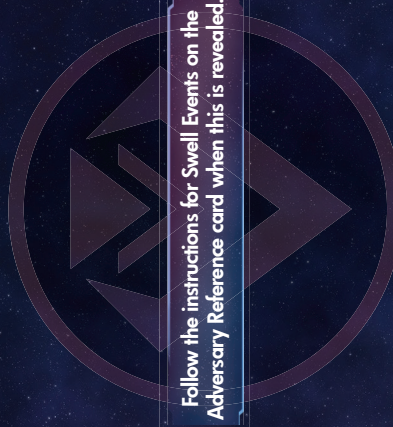
Lose  from each Location in play, and discard a card for each Encounter in play.

Repeat this effect once if there are at least 4  on the Hungry Nebula.



## THE HUNGRY NEBULA

### DISTORTED SPACE

Follow the instructions for Swell Events on the Adversary Reference card when this is revealed.



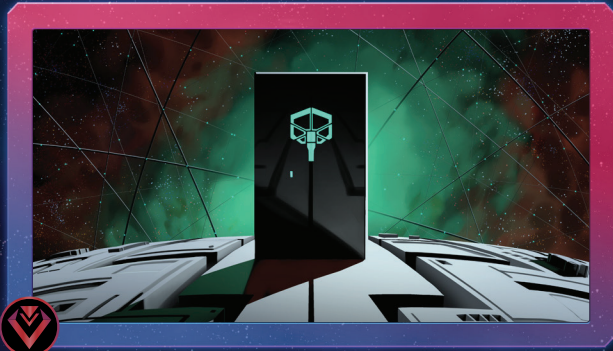
#### SWELL

For every two  on the Hungry Nebula, spend one  or discard two cards.

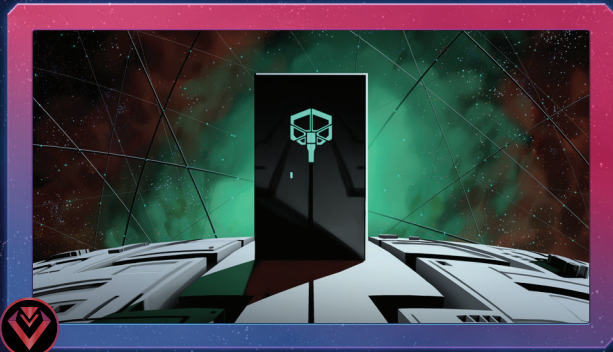
**ADVERSARY EVENT**  
THE OPTIMIZATION CALIBRATOR



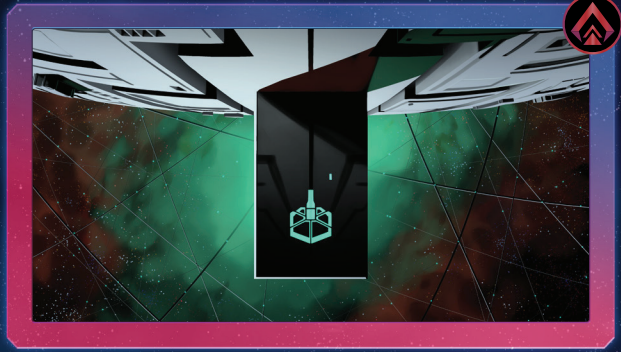
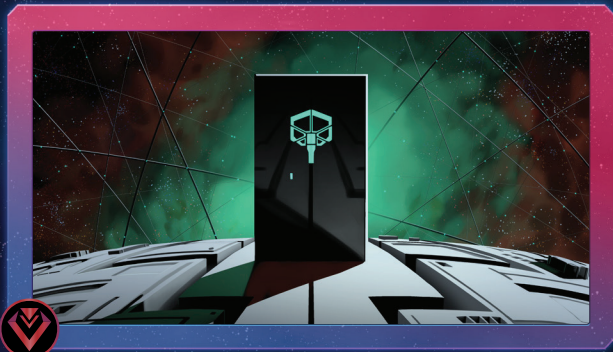
**ADVERSARY EVENT**  
THE OPTIMIZATION CALIBRATOR



**ADVERSARY EVENT**  
THE OPTIMIZATION CALIBRATOR



**ADVERSARY EVENT**  
THE OPTIMIZATION CALIBRATOR



**ADVERSARY EVENT**  
THE OPTIMIZATION CALIBRATOR



### OPTIMIZATION CALIBRATOR

#### REQUIRED PRECISION

Roll a die from the supply and store it on the Adversary, ignoring all restrictions.

Then, tuck this card under the Adversary Reference, to show the restriction below.

#### RESTRICTION

A player cannot store a die here unless they have at least one in their pool.



### OPTIMIZATION CALIBRATOR

#### SINGULARITY MODULE

Roll a die from the supply and store it on the Adversary, ignoring all restrictions.

Then, tuck this card under the Adversary Reference, to show the restriction below.

#### RESTRICTION

A die cannot be stored here if two dice of its value are already stored here.



### OPTIMIZATION CALIBRATOR

#### OVERLOAD PREVENTION

Roll a die from the supply and store it on the Adversary, ignoring all restrictions.

Then, tuck this card under the Adversary Reference, to show the restriction below.

#### RESTRICTION

A die cannot be stored if it has value 6.



### OPTIMIZATION CALIBRATOR

#### OMNIPRESENCE

Roll a die from the supply and store it on the Adversary, ignoring all restrictions.

Then, tuck this card under the Adversary Reference, to show the restriction below.

#### RESTRICTION

A die cannot be stored unless it is higher than the number of revealed Adversary Events.



### OPTIMIZATION CALIBRATOR

#### OVERSPECIALIZATION

Roll a die from the supply and store it on the Adversary, ignoring all restrictions.

Then, tuck this card under the Adversary Reference, to show the restriction below.

#### RESTRICTION

A black die cannot be stored unless it is higher than all stored dice.



**NEEBLE-WOOBER COLONY FLEET \*\***

3  
4  
5  
5  
WIN

⚡  
🌙  
🛡️  
★

+⊖ !

ADVERSARY DISCOVER ACTION CLEANUP

**THE HUNGRY NEBULA \***

3  
2  
2  
1  
WIN

+⊖ 4+ ▶ +⊖ ✕ ↗

ADVERSARY DISCOVER ACTION CLEANUP

**NEEBLE-WOOBER COLONY FLEET \*\*\*\***

⚡  
 🌙  
 🛡️  
 ⭐  
 +⊙    !

2  
3  
4  
4  
WIN

ADVERSARY   DISCOVER   ACTION   CLEANUP

**THE HUNGRY NEBULA \*\*\***

4  
3  
3  
2  
WIN

+⊙    4+ ▶ +⊙    ✕ ↗

ADVERSARY   DISCOVER   ACTION   CLEANUP

**THE OPTIMIZATION CALIBRATOR** \*\*\*



2  
3  
4  
4  
WIN

+○ S+○▶! !

ADVERSARY DISCOVER ACTION CLEANUP

Detailed description: This is a game board for 'THE OPTIMIZATION CALIBRATOR'. The board features a central doorway with a glowing blue robot icon. The background is a green nebula. On the right side, there is a vertical column of five diamond-shaped tiles with numbers 2, 3, 4, 4, and WIN. At the bottom, there are four rectangular tiles labeled ADVERSARY, DISCOVER, ACTION, and CLEANUP. Above these tiles are three icons: a plus sign with a circle, a plus sign with a circle and a play button, and an exclamation mark.

**DARK STAR SYNDICATE** \*\*



10  
11  
12  
13  
WIN

+🧪 x🧪▶! !

ADVERSARY DISCOVER ACTION CLEANUP

Detailed description: This is a game board for 'DARK STAR SYNDICATE'. The board features a glowing blue planet with a purple nebula background. On the right side, there is a vertical column of five diamond-shaped tiles with numbers 10, 11, 12, 13, and WIN. At the bottom, there are four rectangular tiles labeled ADVERSARY, DISCOVER, ACTION, and CLEANUP. Above these tiles are three icons: a plus sign with a flask, a plus sign with a flask and an 'x', and a plus sign with a flask, a play button, and an exclamation mark.

**THE OPTIMIZATION CALIBRATOR \*\*\*\*\***

During Setup, add  to the Adversary.



**2**  
**2**  
**3**  
**4**  
**WIN**

**+ ○**   **6+ ○ ▶ !**   **!**

**ADVERSARY**   **DISCOVER**   **ACTION**   **CLEANUP**

**DARK STAR SYNDICATE \*\*\*\***





**8**  
**9**  
**10**  
**11**  
**WIN**

**+ ○**   **x  ▶ !**

**ADVERSARY**   **DISCOVER**   **ACTION**   **CLEANUP**

COLONIES  
LIMIT: 2x2

### ELEMENS IP

HOMEWORLD: GEMENGI



Have 15 dice in your pool.

Resolve and clear up to two filled rows on the Starbase.  
ADAPTIVE RESEARCH

TECHS

COLONIES  
LIMIT: 2x2

### TIMTILLAWINKS IP

HOMEWORLD: CULLICUT



Have 0 or 1 Galaxy cards in the Discovery Zone during Cleanup.

Roll  or use the Tech on the top card of the discard pile.  
SALVAGE RIGHTS

TECHS

# TIMTILLAWINKS 2P

HOMEWORLD: CULLICUT



COLONIES  
LIMIT: +1



Have 0 or 1 Galaxy cards in the Discovery Zone.

Roll or use the Tech on the top card of the discard pile.

SALVAGE RIGHTS

TECHS

# ELEMENS 2P

HOMEWORLD: GEMENGI



COLONIES  
LIMIT: +1



Have 12 dice in your pool.

Resolve and clear up to two filled rows on the Starbase.

ADAPTIVE RESEARCH

TECHS

COLONIES  
LIMIT: 2x2



# FELISI

IP

HOMEWORLD: ARAVEEN



Have 12



Resolve and clear a filled row at a Location.  
NOBLE EFFICIENCY

TECHS

COLONIES  
LIMIT: 2x2



# PLUMPLIM

IP

HOMEWORLD: BRUMIGUM



Have 12



Move up to 4 Influence from one Location to another.  
FLORAL INGENUITY

TECHS

# PLUMPLIM 2P

HOMEWORLD: BRUMIGUM



COLONIES  
LIMIT: +1



Have 12 

Move up to 4 Influence from one Location to another.

FLORAL INGENUITY

TECHS

# FELISI 2P

HOMEWORLD: ARAVEEN



COLONIES  
LIMIT: +1



Have 12 

Resolve and clear a filled row at a Location.

NOBLE EFFICIENCY

TECHS



# EXPLORERS

IP

## 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.



FEDERATION LEVEL

1

2

3

4

5

## PROBE ARMADA



Return up to two dice. Gain that many  3.



Return up to three dice. Gain that many  4.



Return up to four dice. Gain that many  6.

# SCIENTISTS

IP

## MILESTONES

Have 4 activated Techs.





Have 5 activated Techs.



Have 6 activated Techs.



You can use  as if they were .

## MOBILE LABORATORIES



Study a  location.



Study a  location.



Study a  location.

FEDERATION LEVEL

1

2

3

4

5

# SCIENTISTS 2P



1

## MILESTONES

Have 3 activated Techs.

Have 4 activated Techs.

Have 5 activated Techs.

You can use  as if they were .

## FEDERATION LEVEL

2

3

4

5

## MOBILE LABORATORIES



Study a  location.



Study a  location.



Study a  location.

# EXPLORERS 2P

1

## 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.

## FEDERATION LEVEL

2

3

4

5

## PROBE ARMADA



Return up to two dice. Gain that many  3.



Return up to three dice. Gain that many  4.



Return up to four dice. Gain that many  6.

# BOTANISTS

IP

## MILESTONES

5  in your pool and  
0 in the supply.

5  in your pool and  
0 in the supply.


5  in your pool and  
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.

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

5  Store up to three dice from your pool here, set to any values.

1

2

3

4

5

FEDERATION LEVEL

# PIONEERS

IP

## MILESTONES

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


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

Have 5x  5x   
5x  2x  in your pool.

Ignore your colony limit. You can stack 2 additional ★ on an activated tech to activate it again.

## SUPER COLONIES

★ Increase up to three dice of different colors by 1 each.

3  Increase up to three dice of different colors by up to 2 each.

5  Set up to three dice of different colors to any values.

1

2

3

4

5

FEDERATION LEVEL

## PIONEERS 2P

### MILESTONES

Have 2x 2x 2x 1x in your pool.

Have 3x 3x 3x 1x in your pool.

Have 4x 4x 4x 1x in your pool.

Ignore your colony limit.  
You can stack 2 additional on an activated tech to activate it again.

### SUPER COLONIES

Increase up to three dice of different colors by 1 each.

3 Increase up to three dice of different colors by up to 2 each.

5 Set up to three dice of different colors to any values.

1

2

3

4

5

### FEDERATION LEVEL

## BOTANISTS 2P

### MILESTONES

3 in your pool and 0 in the supply.

3 in your pool and 0 in the supply.

3 in your pool and 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.

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

5 Store up to three dice from your pool here, set to any values.

1

2

3

4


5

### FEDERATION LEVEL

← FLEET
STARBASE CLASS 1 UPGRADE: 6
SCIENCE →

○ ANY ANY ○

∞ = = X +1 ∞

∞ = = = X +1 +2 STUDY 


🚀 ±1 ○ 🧪 → ↻

← FLEET
STARBASE CLASS 3 UPGRADE: 10
SCIENCE →

○ ANY ANY ○

∞ = = X +1 ∞

∞ = = = X +1 +2 ∞

∞ = = = X +1 +2 STUDY 

🚀 ±1 ○ ○ ○ 🧪 → ↻

← FLEET
STARBASE CLASS 2 UPGRADE: 8
SCIENCE →

○ ANY
○ ANY

∞ = = X +1

∞ = = = X +1 +2
STUDY

🚀 ±1
● ●
🧪 ↻

← FLEET
STARBASE CLASS 4
SCIENCE →

○ ANY
○ ANY

∞ = = X +1

∞ = = X +1

∞ = = = X +1 +2
STUDY

🚀 ±1
● ● ● ●
🧪 ↻