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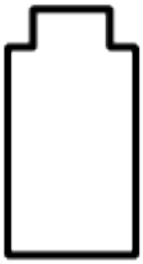

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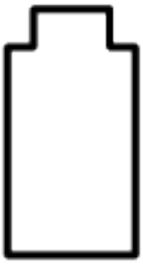

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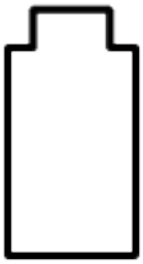

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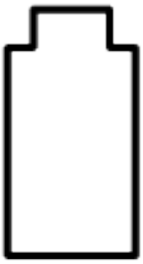

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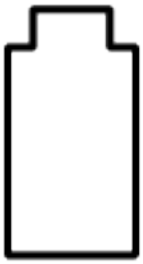

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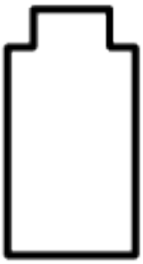

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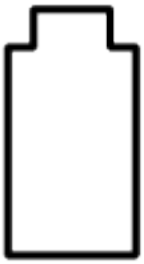

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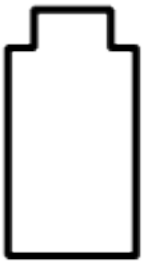

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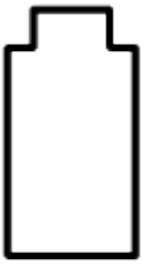

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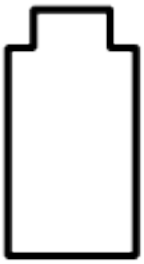

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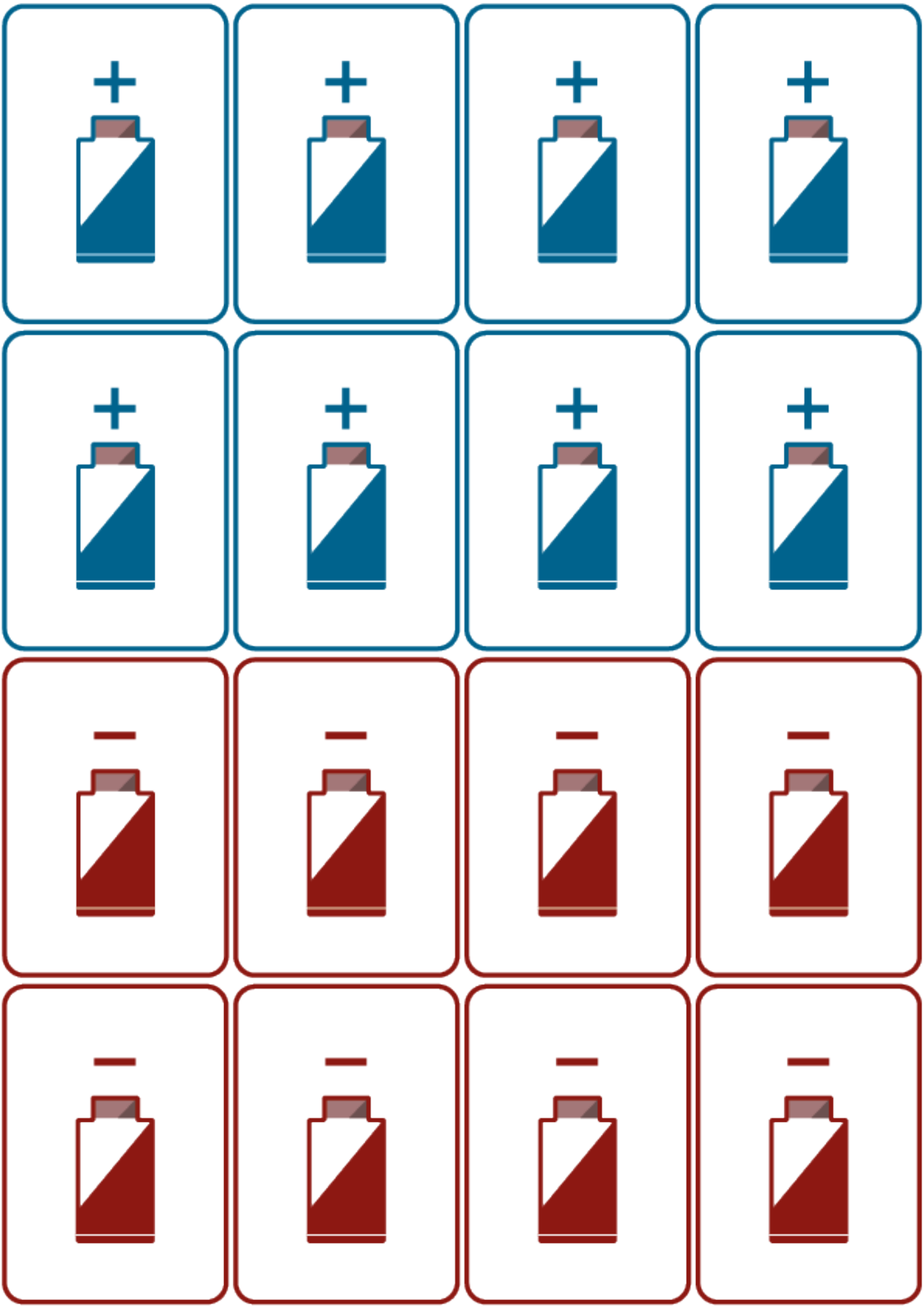

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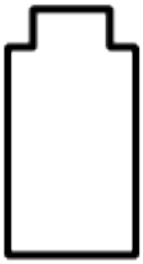

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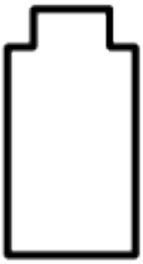

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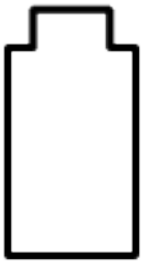

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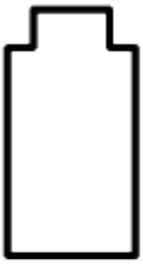

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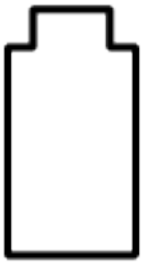

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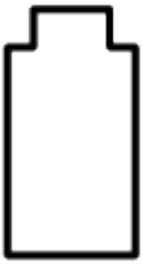

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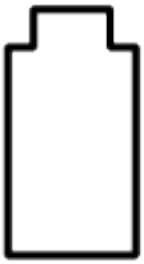

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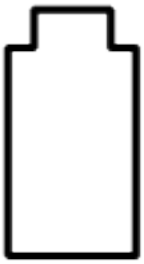

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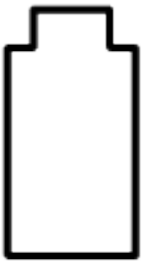

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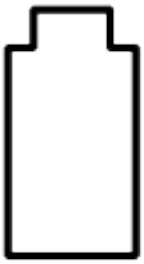

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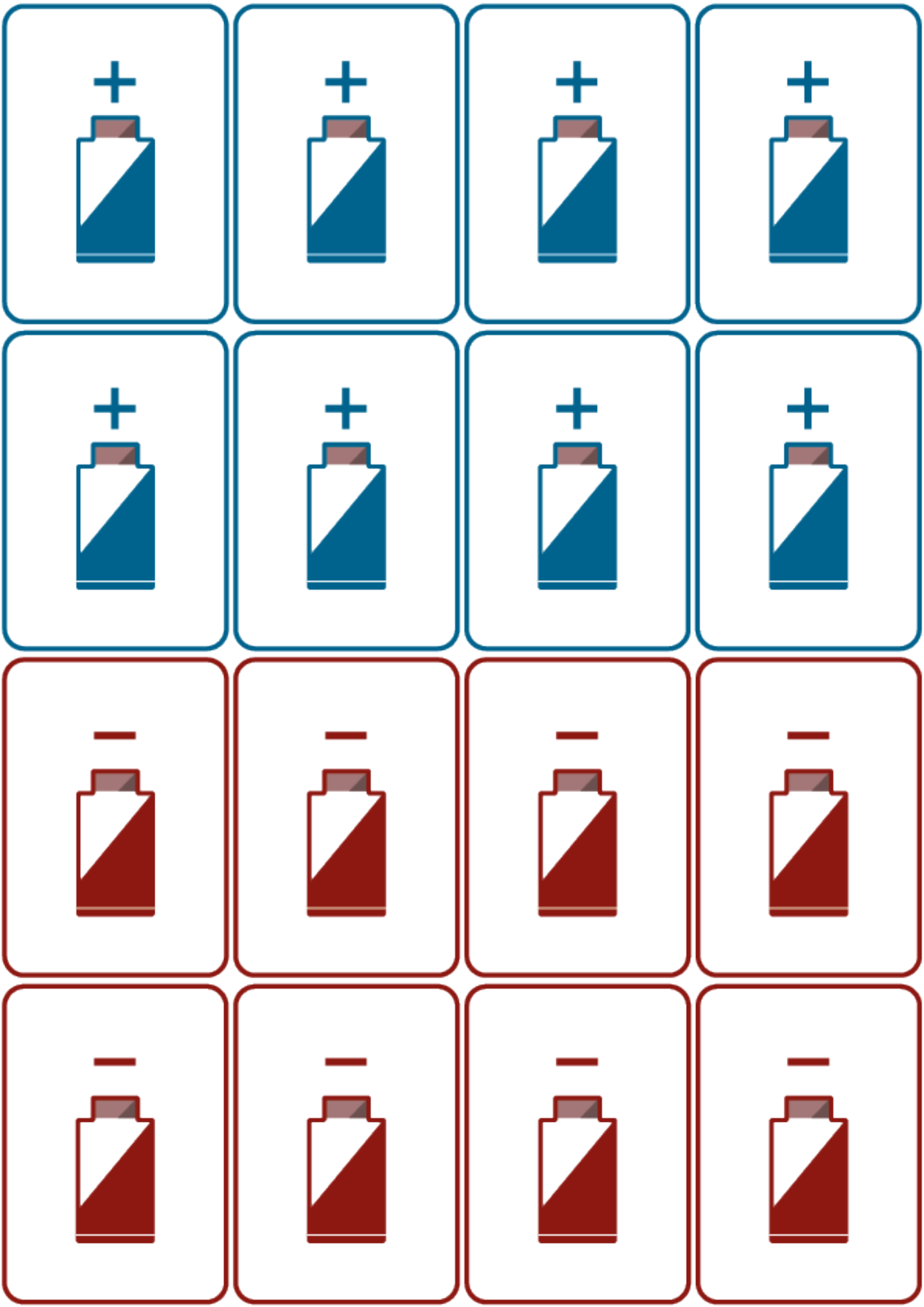

Goal

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You win when these components' state tracks are:

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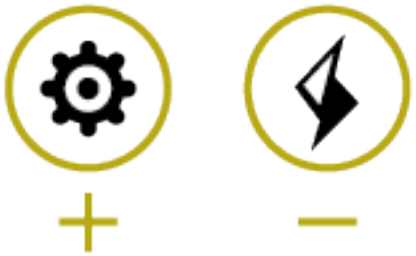

You win when these components' state tracks are:

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You win when these components' state tracks are:

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You win when these components' state tracks are:

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You win when these components' state tracks are:

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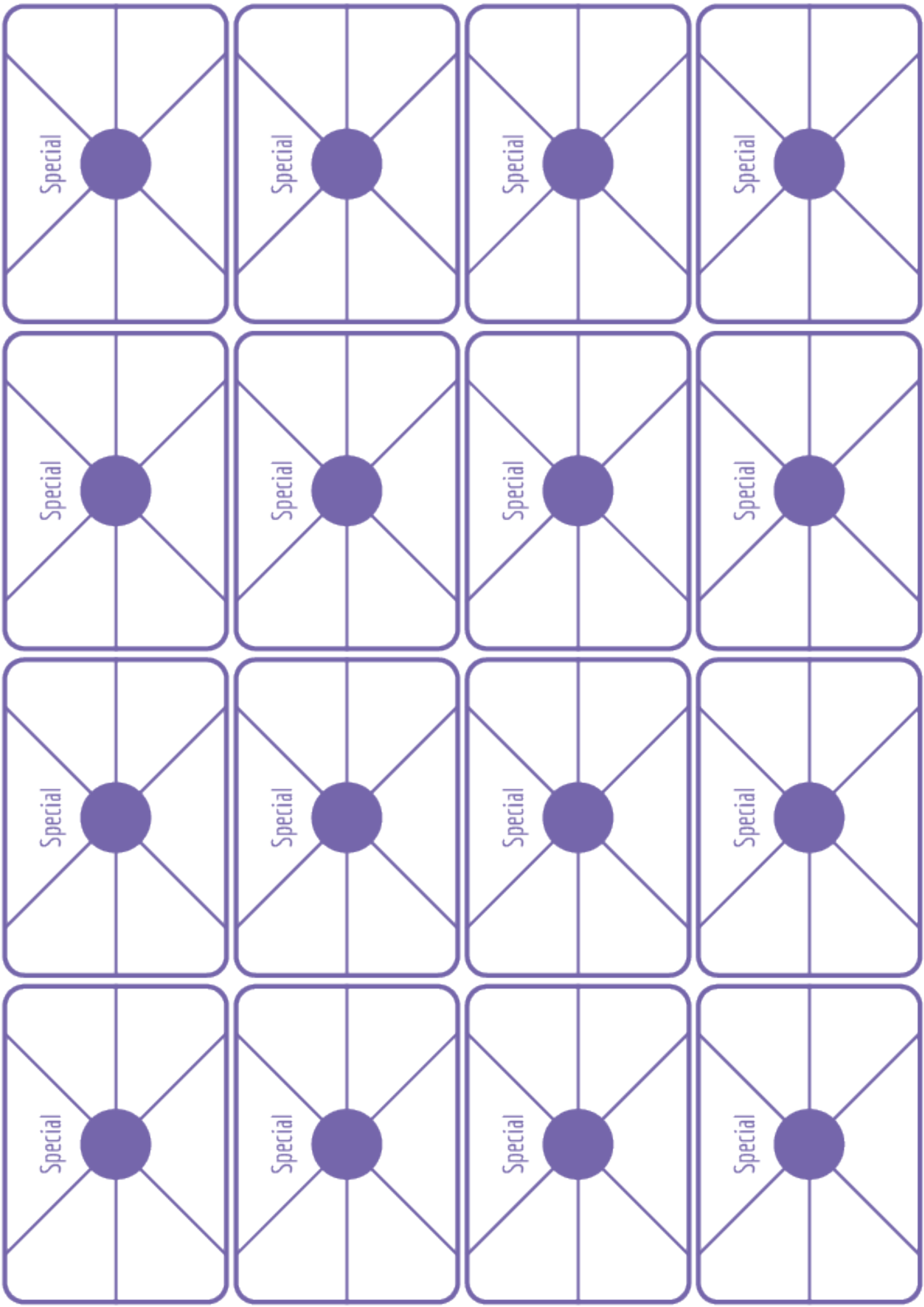
Special

Look at another player's goal, then swap it with yours

Swap all cards from one component space with another

Pick a component space, when resolving battery values, treat negative as positive, and vice versa

Pick a component space, no-one can place cards on that space until it's your turn

Look at another player's goal, then swap it with yours

Secretly look at the top card on any component space, either:

Leave it there
OR
Move it onto another space

Pick another player's hand, swap it with your hand

Pick a component space, no-one can place cards on that space until it's your turn

Pick a component space's die, and re-roll it

Secretly look at the top card on any component space, either:

Leave it there
OR
Move it onto another space

Pick another player's hand, swap it with your hand

Pick a component space, no-one can place cards on that space until it's your turn

Pick a component space's die, and re-roll it

Secretly look at the top card on any component space, either:

Leave it there
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Move it onto another space

Replace your Goal card:

1 - Draw 3 from the Goals deck
2 - Choose one
3 - Shuffle the rest (and your previous goal) back into the deck

Replace your Goal card:

1 - Draw 3 from the Goals deck
2 - Choose one
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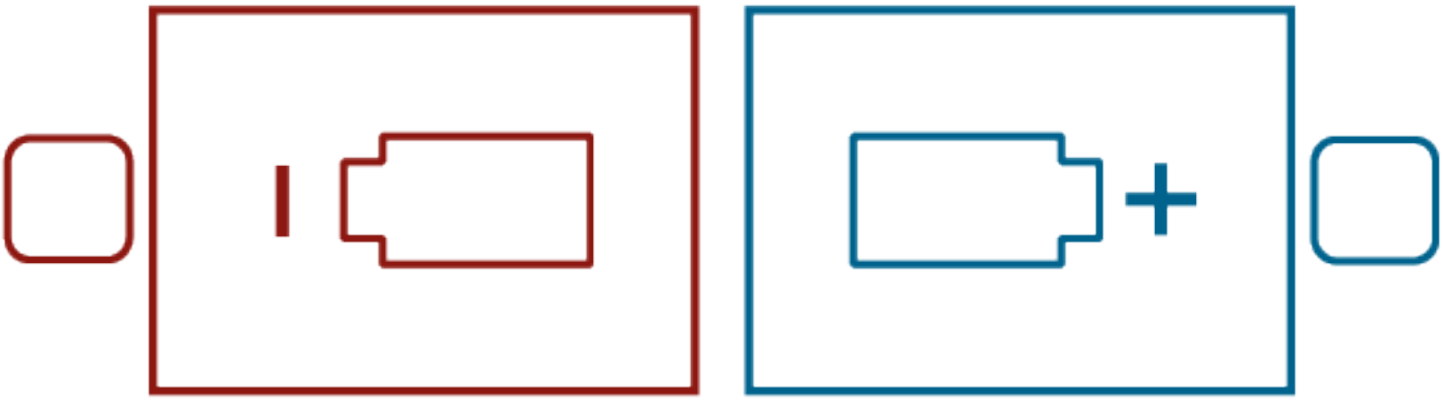
REACTOR CORE

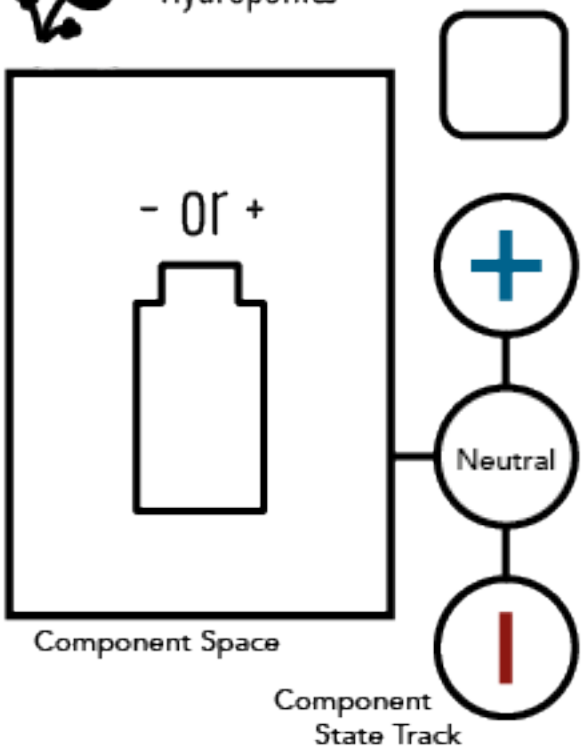
Stabilise by placing -/+ cards to match the dice value



REACTOR TRACK

Moves up whenever a player completes a goal

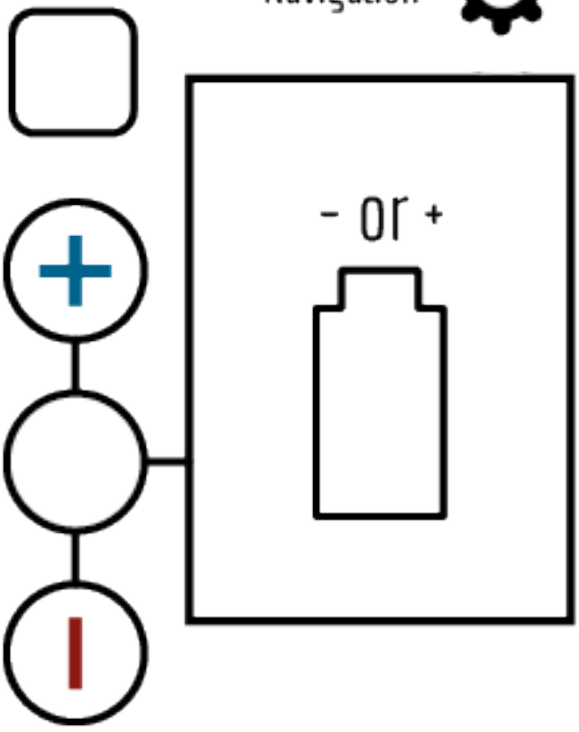
Hydroponics



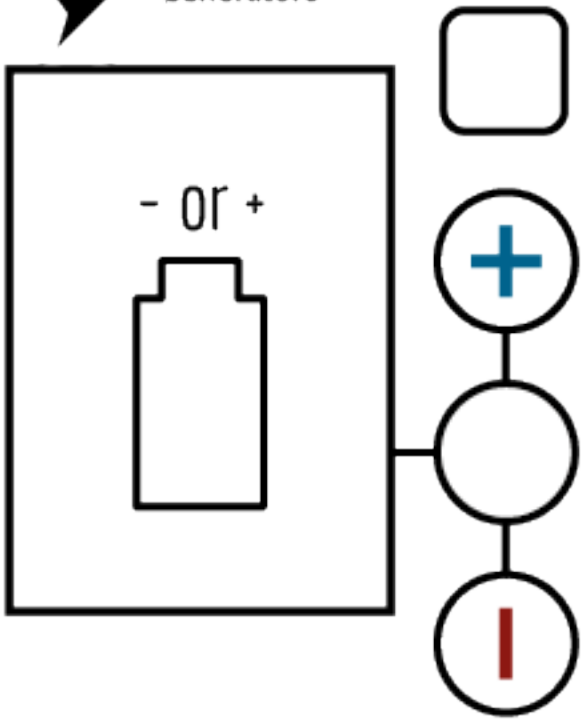
Component Space

Component State Track

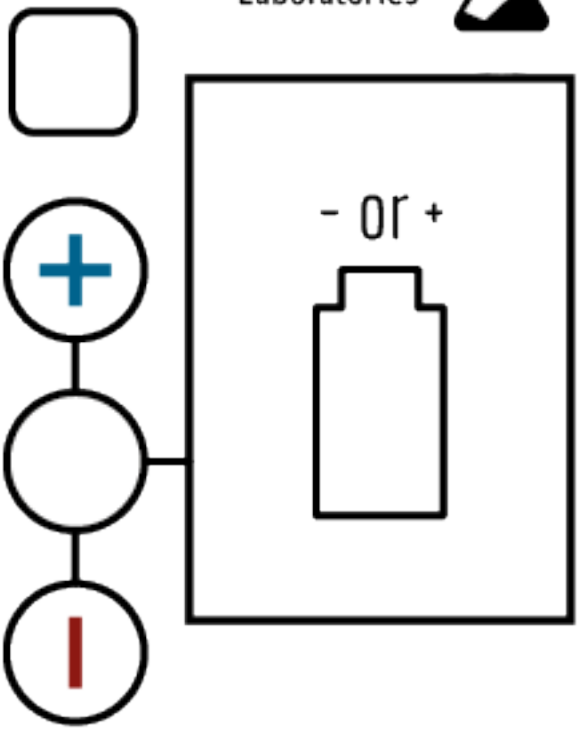
Navigation



Generators



Laboratories



Reactor Critical