

# LET THE POWER FLOW

---

if:



do:



else if:



do:



---

OR

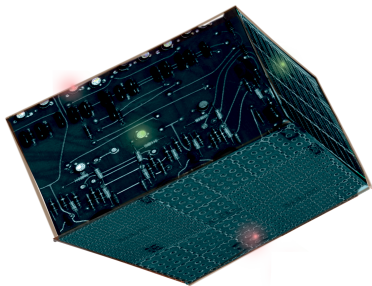
---

do:



for all





STATION

# BURN IT WITH FIRE

---

if:   

do:  


---

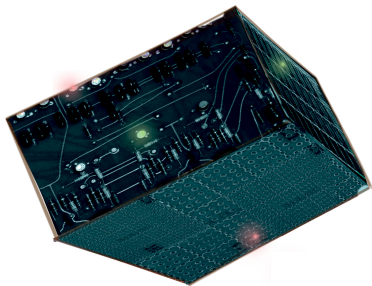
OR

---

if:    

do:   

Remove all  everywhere  
of a single TYPE present  
at this LOCATION.

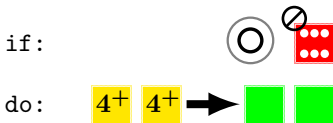


STATION



# MOTIVATE THE CREW

---




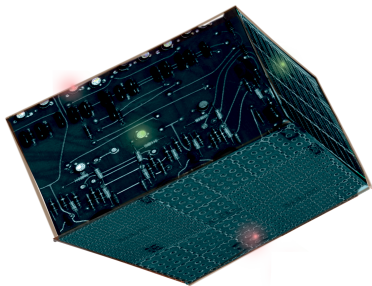
---

OR

---



Cannot move to  
LOCATIONS with 



STATION

# SHOOT TO KILL

---

if:



do:



else if:



do:

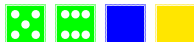


---

OR


---

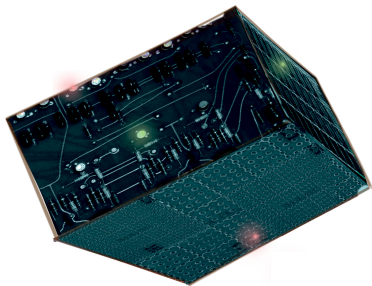
if:



do:



Remove all  everywhere  
of a single TYPE present  
at this LOCATION.



STATION

# ACTIVATE THE INTRUDER DEFENSE

---

if:



do:



else if:



do:



---

OR

---

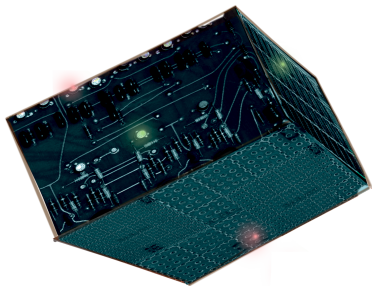
if:



do:



Move 3 cards from the top  
of one PARASITE DRAW  
PILE to the top of another.



STATION

# REBUILD AND DESTROY

---

if:



do:



---


OR



---

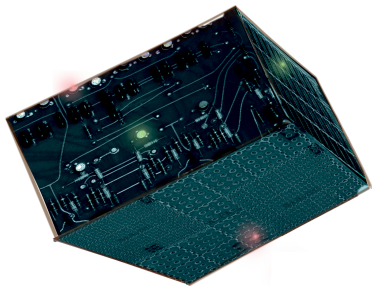
if:



do:

Remove all  everywhere  
of a single TYPE present  
at this LOCATION.

Remove all components  
from this LOCATION  
(including  and .



STATION



# GEAR UP!

---

do: →

else do: →

---

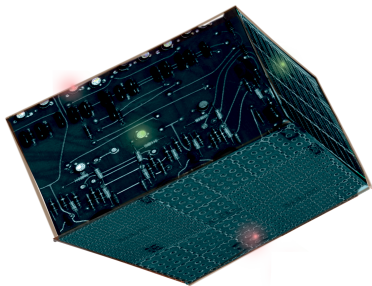
OR

---

if: ~

do:

Shuffle two PARASITE  
DRAW PILES together,  
then split them evenly.



STATION

# ENERGY TO MATTER

---

if: 

do:  →  

else if: 

do:   →  

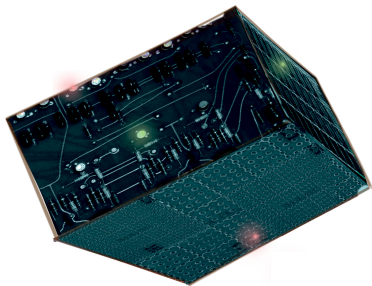
---

OR

---

if: 

do:  →   

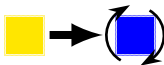


STATION

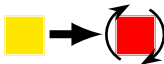
# LOGISTICS AND INVENTORY

---

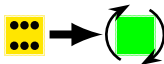
do:



else do:



else do:

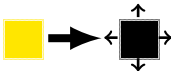


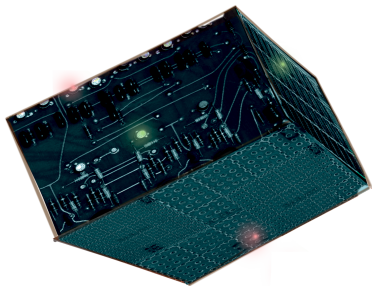
---

OR

---

do:





STATION

# TEMPERATURE CONTROL

---

do:



---

OR

---

if:



do:



---

OR

---

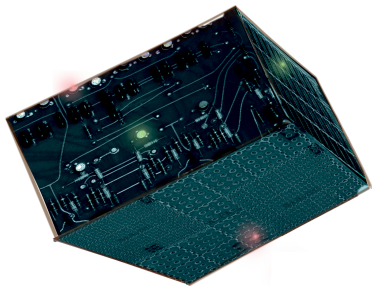
if:



do:



at this or an adjacent  
LOCATION.



STATION



# REFINE

---

if:



do:



---

OR

---

if:



do:



---

OR

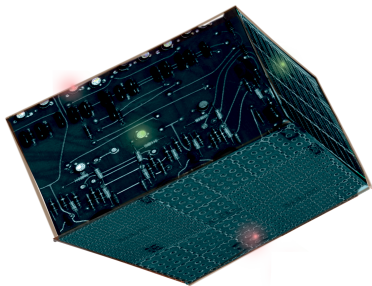
---

if:



do:






STATION





1 +  times:

CLAIM  at LOCATIONS  
with one TYPE of 

Then remove all  
 of that TYPE.

—————AND—————

Re-roll a   
at one LOCATION  
where  was removed.




PARASITE





1+ times:

CLAIM  at LOCATIONS  
with one TYPE of 

Then remove all  
 of that TYPE.

—————AND—————

Add a   
at one LOCATION  
where  was removed.




PARASITE



1+  times:



CLAIM  at LOCATIONS  
with one TYPE of 

Then remove all  
 of that TYPE.

---

—AND—

---

Re-roll a   
at one LOCATION  
where  was removed.




PARASITE







1+ times:

CLAIM  at LOCATIONS  
with one TYPE of 

Then remove all  
 of that TYPE.

—————AND—————

Add a   
at one LOCATION  
where  was removed.




PARASITE





1+ times:

CLAIM  at LOCATIONS  
with one TYPE of 

Then remove all  
 of that TYPE.

—AND—

Add a   
at one LOCATION  
where  was removed.



PARASITE



---

1+  times:



Place 

All placed  must be of  
the same TYPE.

---

—AND—

---

Add a   
at one LOCATION  
where  was placed.



PARASITE



---

1+  times:



Place 

All placed  must be of  
the same TYPE.

---

—AND—

---

Add a   
at one LOCATION  
where  was placed.



PARASITE





---

1+  times:



Place 

All placed  must be of  
the same TYPE.

---

—AND—

---

Re-roll a   
at one LOCATION  
where  was placed.



PARASITE



---

1+  times:



Place 

All placed  must be of  
the same TYPE.

---

—AND—

---

Move a  one LOCATION  
from one LOCATION  
where  was placed.



PARASITE



---

1+  times:



Place 

All placed  must be of  
the same TYPE.

---

—AND—

---

Add a   
at one LOCATION  
where  was placed.




PARASITE



---

1+  times:




Move a   
as far as desired.

All moved  must be of  
the same TYPE.

---

—AND—

---

Move a   
from where  was removed  
to where  was placed.

(not to PARASITE LOCATION)




PARASITE





---

1+  times:




Move a   
as far as desired.

All moved  must be of  
the same TYPE.

---

—AND—

---

Move a   
from where  was removed  
to where  was placed.

(not to PARASITE LOCATION)




PARASITE



---

1+  times:




Move a   
as far as desired.

All moved  must be of  
the same TYPE.

---

—AND—

---

Move a   
from where  was removed  
to where  was placed.

(not to PARASITE LOCATION)



PARASITE



---

 +  times:

Move a  along a 

---

—AND—

Remove 



PARASITE



---

 +  times:

Move a  along a 

---

—AND—

Remove 




PARASITE





---

1+♞ times:

Remove a 

All at a single  
LOCATION with ♃

---

—AND—


Add    
at the same LOCATION.



PARASITE



1+♣ times:

Remove a 

All at a single  
LOCATION with ♡

—AND—

Add    
at the same LOCATION.




PARASITE



---

1+♠ times:

Remove a 

All at a single  
LOCATION with ♪

---

—AND—




Add    
at the same LOCATION.



PARASITE



2+  times:

Move   
from LOCATIONS with   
to adjacent LOCATIONS  
with no 






PARASITE





2+  times:




Move   
from LOCATIONS with   
to adjacent LOCATIONS  
with no 



PARASITE



2+  times:


Move   
from LOCATIONS with   
to adjacent LOCATIONS  
with no 



PARASITE



---

If BOOSTED by  then:

1+  times:

Force STATION to discard a  
STATION ACTION CARD at  
random.

---

—AND—

---

STATION draws up to  
3 STATION ACTION CARDS.





PARASITE



---

If BOOSTED by



Flip  to 

at a LOCATION with 

---

—AND—

---

Add   

at the same LOCATION.



PARASITE







---

If BOOSTED by



Flip  to 

at a LOCATION with 

---

—AND—

---

Add   

at the same LOCATION.



PARASITE



---

No effect.



PARASITE



No effect.



PARASITE

# A TASTE OF LIFE

---

FULFILL when you have CLAIMED:



(starting need)




PARASITE



# EXPLORE THIS NEW PLAYGROUND

---

FULFILL when you have:

4  of one TYPE on the board.

(starting need)



PARASITE

# ENTHUSIASTIC GREED

---

FULFILL when you have CLAIMED:



(starting need)



PARASITE

I AM SO HUNGRY

---

FULFILL when you have CLAIMED:





PARASITE

# SPACE IS COLD AND LONELY

---

FULFILL when you have CLAIMED:



And there is at least one LOCATION with:





PARASITE



# IT TINGLES SO NICELY – PLAY WITH ME!

---

FULFILL when you have CLAIMED:



And there is at least one LOCATION with:






PARASITE

# ANGER AND DESTRUCTION

---

FULFILL when you have CLAIMED:



And there are at least 2  on the board.



PARASITE

# EXPERIMENTATION

---

FULFILL when you have CLAIMED:



And there are 4 LOCATIONS with:





PARASITE

# GROW AND HARDEN

---

FULFILL when you have CLAIMED:



And 6 ♯ of one TYPE on the board.



PARASITE



EAT IT ALL!

---

FULFILL when you have CLAIMED:





PARASITE

# PROTECT THE CREW

---

if ever:

Less than    on the board.

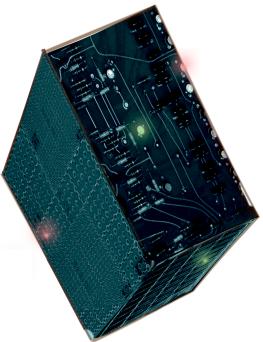
play, and everywhere:

if:



do:





DIRECTIVE

# PREVENT EXPLOSIONS

---

if ever:



at a single LOCATION.

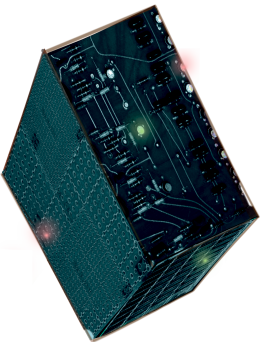
play, and everywhere:

if:



do:





DIRECTIVE

# KEEP THE POWER FLOWING

---

if ever:

Less than 7 LOCATIONS with



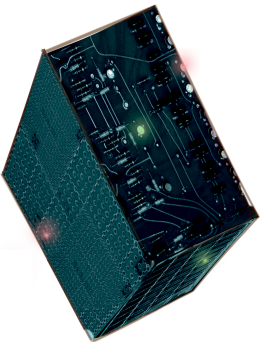
play, and everywhere:

if:



do:





DIRECTIVE



# STRUCTURAL INTEGRITY

---

if ever:

Less than 9  on the board.

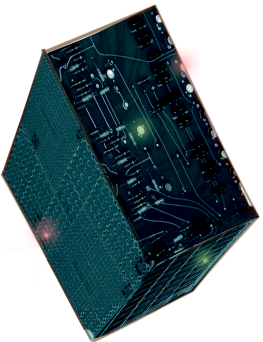
play, and everywhere:

if:



do:





DIRECTIVE

# QUARANTINE AREA

---

if ever:

More than one  in total  
at the three LOCATIONS  
opposite the PARASITE LOCATION.

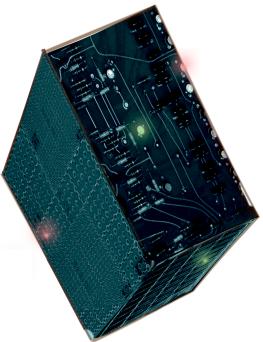
play, and everywhere:



if:



do:



DIRECTIVE

## LIMITED EXPOSURE

---

if ever:

More than 5 LOCATIONS with:



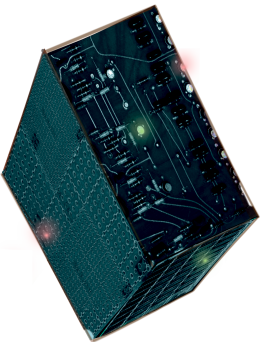
play, and everywhere:

if:



do:





DIRECTIVE

## CUTTING YOUR LOSSES

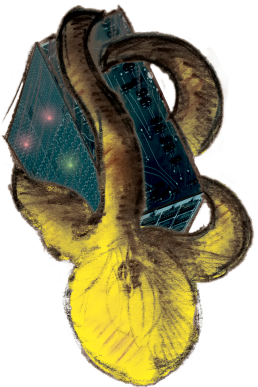
---

The STATION must play a DIRECTIVE CARD and carry out the and everywhere part.

Shuffle all EVENT CARDS (including this) and form a new EVENT CARD draw pile.

From now, EVENT CARDS are drawn  
after each PARASITE TURN  
and after each STATION TURN.

**(end of pile event)**




EVENT



# CONSUMED BY FIRE

---

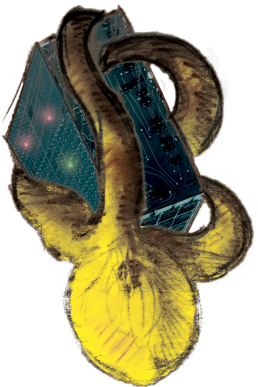
At every LOCATION with :

STATION must:



OR





EVENT

# FLEE THE FIRE

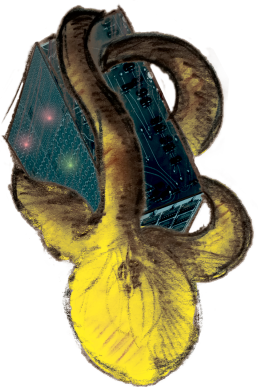
---

At every LOCATION with :

PARASITE must:




(may be to the PARASITE LOCATION)



EVENT

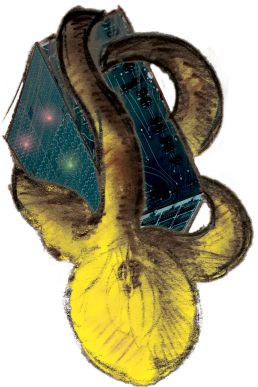
# FODDER TO THE FLAMES

---

At every LOCATION with :

PARASITE must:








EVENT

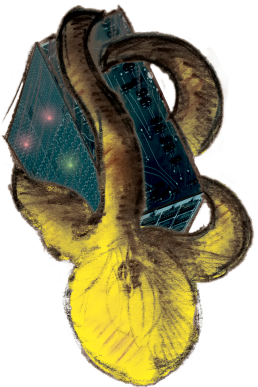
# EXPLOSIONS AND FLAME

---

At every LOCATION with  :



and remove all   




EVENT



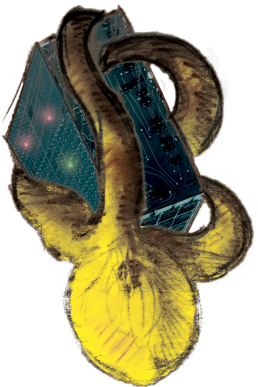
# HEAT BRINGS HEAT

---

At every LOCATION with :

STATION must:





EVENT

## ACTING ON INITIATIVE

---

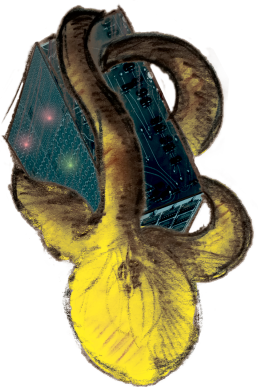


At every LOCATION with  
STATION may:



At every LOCATION with  
STATION may:





EVENT

PANIC!

---

First, at every LOCATION with



STATION must:

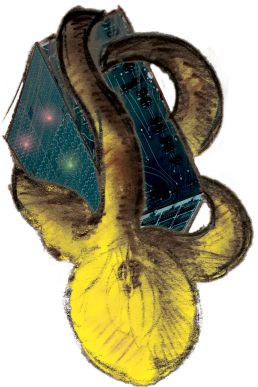


Then, at every LOCATION with



STATION may:





EVENT

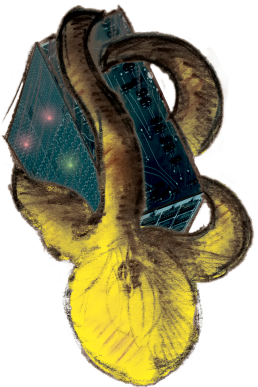
# VENTING THE STATION

---

At every LOCATION:

Remove all





EVENT

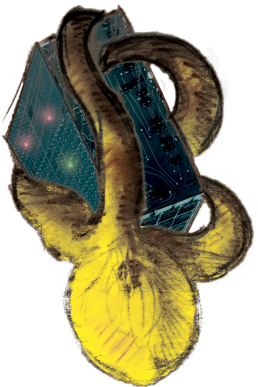


## GLITCH

---

STATION must discard a random card.

Then, STATION draws a  
STATION ACTION CARD.



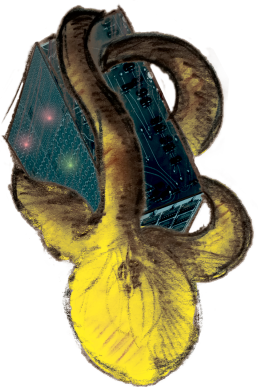
EVENT

## CONFUSION

---

STATION chooses one PARASITE DRAW PILE.

PARASITE moves the top 5 cards from the  
picked pile to the bottom of another  
PARASITE DRAW PILE.



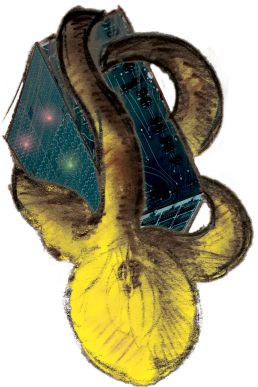
EVENT

## BACKUP POWER

---

At every LOCATION with  $\Delta$ :





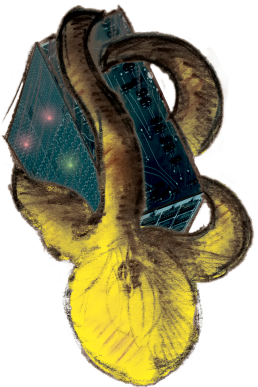
EVENT

# HIDDEN CACHE

---

At every LOCATION with :





EVENT



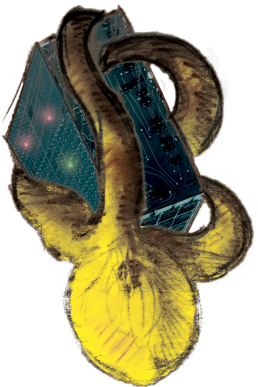
# AUTOMATED DEFENSE SYSTEMS

---

At every LOCATION with :

STATION must:





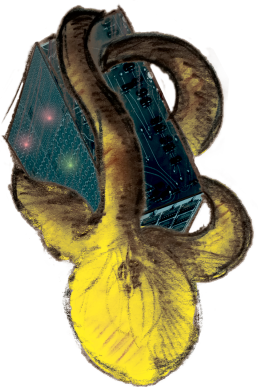
EVENT

# NO SLEEP FOR THE WEARY

---

At every LOCATION with





EVENT