# Effect Descriptions



*Here are the definitions of the different effects in the game. This list is non-exhaustive: a given effect may vary in intensity (example: Gain 1, 2, or 3 Influences), in color (Mercury, Venus, Terra, Mars, Jupiter), refer to the player or their opponent (example: Gain 1 Zenithium), etc.*

## Important Concepts



The gray color indicates that you can choose the color the effect applies to.



*Gain 1 Influence on the planet of your choice.*

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Take an element (card, Credit, Zenithium) from your opponent and place it on your side of the board.



*Take, if available, 1 Zenithium from your opponent's resources and add it to your own resources.*

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Gain the indicated elements if you have the required element.



*Take 1 Zenithium if you have the Leader badge whether it is on the Silver or Gold side.*

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You **MUST** apply the left effect to gain the right effect. However, you may ignore the entire effect if you do not want to or cannot apply it.

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Give your opponent, from your resources, the required element to gain the indicated elements.



*Give the Leader token to gain 2 Zenithium.*

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This icon is always paired with another icon and indicates that the entire effect refers to your opponent.



*Your opponent gains 2 Credits.*

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Apply either the left **OR** right effect.



*Gain the Gold Leader Badge OR 8 Credits.*

## Cards



Take the last card from your opponent's corresponding column, then add it to your column of the same color **WITHOUT** applying its effects *(here a Terra card)*.



Take the last card from any of your opponent's columns, then add it to your column of the same color **WITHOUT** applying its effects.



Discard the last card in your corresponding column.



Discard the last card in your opponent's corresponding column.



Draw the top card of the deck and add it to your column of the same color WITHOUT applying its effects.



Discard 1 card from your hand.



Discard all cards from your hand.

## Leader Badge



Take the Leader badge and place it on the Silver side.

If you already have the Leader badge on the Silver side, flip it to the Gold side.



Take the Leader badge and place it on the Gold side.

## Gain a Bonus Token



Draw 1 Bonus token from the reserve, apply its effect, then discard it.



Take 1 Bonus token from those in play (face-up on the Planet or Technology boards), apply its effect, then discard it.

# Effect Descriptions



## Resources gain

Gain X Credits.

Gain X Zenithium.

Take 3 Credits from your opponent and add them to your resources.

Exile 1 opponent's card and gain its Credit cost.

Transfer 1 card and gain its Credit cost.

Exile the 2/4/7 last cards in the corresponding column to gain 2/4/7 Zenithium respectively.

Gain 2 Credits per different card color in your columns (2/4/6/8/10 Credits for 1/2/3/4/5 card colors).

Gain 2 Credits per different card color in your opponent's columns.

Gain 4/8/12 Credits if you have developed 1/2/3 Level 1 Technologies respectively.

## Gain Influence

Gain 1 Influence on the corresponding planet.

Gain 2 Influence on any 1 planet.

Gain 1 Influence on any 1 planet **EXCEPT** the crossed-out planet *(here Mercury)*.

Gain 1 Influence on any 1 planet and 1 Influence on a different planet.

Gain 1 Influence on 2 **ADJACENT** planets.

Gain 1 Influence on any planet whose disc is on your opponent's side.

Move 1 Influence disc to the corresponding middle space.

Give your opponent 1 Influence on any 1 planet.

Transfer 1 card and gain 1 Influence on the corresponding planet.

Mobilize 1 card and gain 1 Influence on the corresponding planet.

Exile 1 of your opponent's cards and gain 1 Influence on the corresponding planet.

Discard 1 card from your hand and gain 1 Influence on the corresponding planet.

Exile the 2/4/7 last cards from the corresponding column to gain 1/2/3 Influence respectively.

## Develop Action

Immediately develop the indicated Technology with a discount of 1 Zenithium.

Immediately develop any Technology with a discount of 2 Zenithium.

Develop, without spending any Zenithium, your lowest Technology. If multiple Technologies are tied for lowest, choose only 1 of them.

*Clarification: For these actions, apply all of the normal Develop a Technology rules, except for discarding a card to take the action.*