

**1. ATTRACTIVE FORCE**

Choose a field of yours which has one tech cube on it. Advance chosen tech one space.

**2. REPULSIVE FORCE**

Choose a field of yours which its tech value is not highest. Advance chosen tech one space. **If all fields' tech values are same, choose one.**

**3. MACROSCOPIC**

Place a flask on a card in project area. Then advance tech one space of same field with the card you just placed the flask.

**4. MICROSCOPIC**

Place a flask on an opponent's card. Then advance tech one space of same field with the card you just placed the flask.

**If you cannot place a flask on a card, you cannot use this effect.**

**5. WAVE**

Choose a field which its tech value is the highest. Then gain flasks as many as 1/2 of that tech value (rounded down).

**6. VIBRATION**

Add all your tech values. Then gain flasks as many as 1/3 of total amount (rounded down).

**7. FUSION**

Take a card from the project area. Then advance a tech which its value is the lowest one space. **If there are two or more techs with the lowest value, choose one.**

**8. FISSION**

Choose one of your card and rotate it twice. Then advance a tech which its value is the lowest one space. **If there are two or more techs with the lowest value, choose one.**

**9. ELECTRICITY**

Copy the effect of a card in project board. **Cannot copy 'Electricity'.**

**10. MAGNETISM**

Copy the effect of one of your card. **Cannot copy 'Magnetism'.**

**11. REFRACTION**

Gain flasks as many as your lowest tech value.

**12. REFLECTION**

Gain flasks as many as number of your fields which its tech value is 3 or more.

**13. ATOM**

Choose one of your card and rotate it three times. Gain a flask.

**14. MOLECULE**

Do rotation as many times as number of your slots. Gain a flask.

**15. SYNTHESIS**

Take a card. Choose two of your cards, rotate them one time for each.

**16. DECOMPOSITION**

Choose one of your card and rotate it twice. Take a card.

**17. EXOTHERMIC**

Gain flasks as many as 1/2 of number of your tech tokens.

**18. ENDOTHERMIC**

Choose one of your field. Gain flask as many as number of tech tokens of chosen field.

**19. EXTRACTION**

Choose two of your cards which are from different fields. Rotate them twice for each. **If you cannot choose 2 cards, choose any 1 card and rotate it twice.**

**20. REFINEMENT**

Choose two of your cards which have same name. Rotate them twice for each. **If you cannot choose 2 cards, choose any 1 card and rotate it twice.**

**21. COVALENT**

Place a flask on a card in project area. Choose one of your card and finish it. **If you cannot place a token on a card, you cannot use this effect.**

**22. IONIC**

Place a flask on an opponent's card. Choose one of your card and finish it. **If you cannot place a token on a card, you cannot use this effect.**

**23. OXIDATION**

Gain flasks as many as number of your empty slots - 1. (for example, if you have 3 empty slots, gain 2 flasks)

**24. REDUCTION**

Gain flasks as many as number of your cards in completion area (including this one).

- If a card has several effects, apply them from above.
- All effects must be applied even though they can be applied partially.
- Effects before → symbol are condition, you can use following effects only by fulfilling the condition. Fulfilling conditions are mandatory even though you cannot use the following effects.
- A card cannot have more than 10 flasks on it.

- Whenever flasks are needed to be gained (to your flask pool) or placed on card of yours, opponent's, or project area, they must be from the reserve.
- When there are not enough flasks or tech cubes in reserve, use the additional ones from game box or other suitable stuffs instead. Then it triggers the end of games.

**25. DNA**

Take 2 cards from project area.

**26. RNA**

Take 2 cards with same name from project area. Rotate them one time each  
If you cannot take 2 cards with same name, take 1 card instead and rotate it one time.

**27. FORMATION**

Take one card from project area. Choose a field and rotate all cards of that field one time.

**28. GROWTH**

Take one card from project area. Rotate all cards which are different names each other one time.

**29. ANTIGEN**

Gain flasks as many as number of your cards (in studying). Take one card from project area.

**30. ANTIBODY**

Gain flasks as many as number of your cards (in studying). Choose a card of yours and rotate it twice.

**31. RESPIRATION**

If there are at least 2 cards from different fields in your completion area (including this one), you can execute 2 actions for free.

**32. PHOTOSYNTHESIS**

If there are at least 2 cards of same name in your complete area (including this one), you can execute 2 actions for free.

**33. STIMULUS**

Discard one of your card (in studying) to the Project and return all its flasks to the reserve. Execute 2 actions for free and rotate one of your cards. If you cannot discard one of your card, you cannot use this effect.

**34. REACTION**

Discard one of your card (in studying) to the project and return all its flasks to the reserve. Execute 2 actions for free and gain a flask. If you cannot discard a card, you cannot use this effect.

**35. IMMUNITY**

If there are at least 2 cards from different fields in your completion area (including this one), Gain 3 flasks.

**36. ADAPTATION**

If there are 2 cards with same name in your complete area (including this one), Gain 3 flasks.

**37. FIXED STAR**

Place a flask (from reserve) on an opponent's card. Place 3 flasks on one of your card. If you cannot place a flask, you cannot use this effect.

**38. PLANET**

Place a flask (from reserve) on a card in project area. Place 3 flasks on one of your card. If you cannot place a flask, you cannot use this effect.

**39. ROTATION**

Rotate one of your card twice. Place 2 flasks on one of your card.

**40. REVOLUTION**

Take one card from project area and rotate it one time. Place one flask on one of your card.

**41. SOLAR ECLIPSE**

Gain flasks as many as 1/3 of all flasks in your flask pool.

**42. LUNAR ECLIPSE**

Rotate as many as 1/4 of all flasks in your flask pool. Gain 2 flasks.

**43. COMET**

Take one card from project area. Choose a field and place a flask on all of your cards of chosen field.

**44. METEOR**

Take one card from project area. Place a flask on all your cards with different names.

**45. CONTRACTION**

Choose 2 cards of yours and place 2 flasks on both.

**46. EXPANSION**

Choose 2 cards of yours and place a flask on both. Rotate them one time each.

**47. CREATION**

Choose one of your card and double the amount of flasks on it. A card cannot have more than 10 flasks.

**48. EXTINCTION**

Gain flasks as many as number of flasks which were on this card. You cannot gain more than 4 flasks in this way.

- If a card has several effects, apply them from above.
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