



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.

- 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.



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).

- 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.
- 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.