


Forum



RECYCLE

Retrieve.

1

Retrieve.  
*(Put a card from your discard pile in your hand)*

2

Silence twice.  
*(Look at your opponent's hand and choose a domain. They can't play cards from that domain next turn)*


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Retrieve twice.

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Silence. Retrieve.

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Observatory



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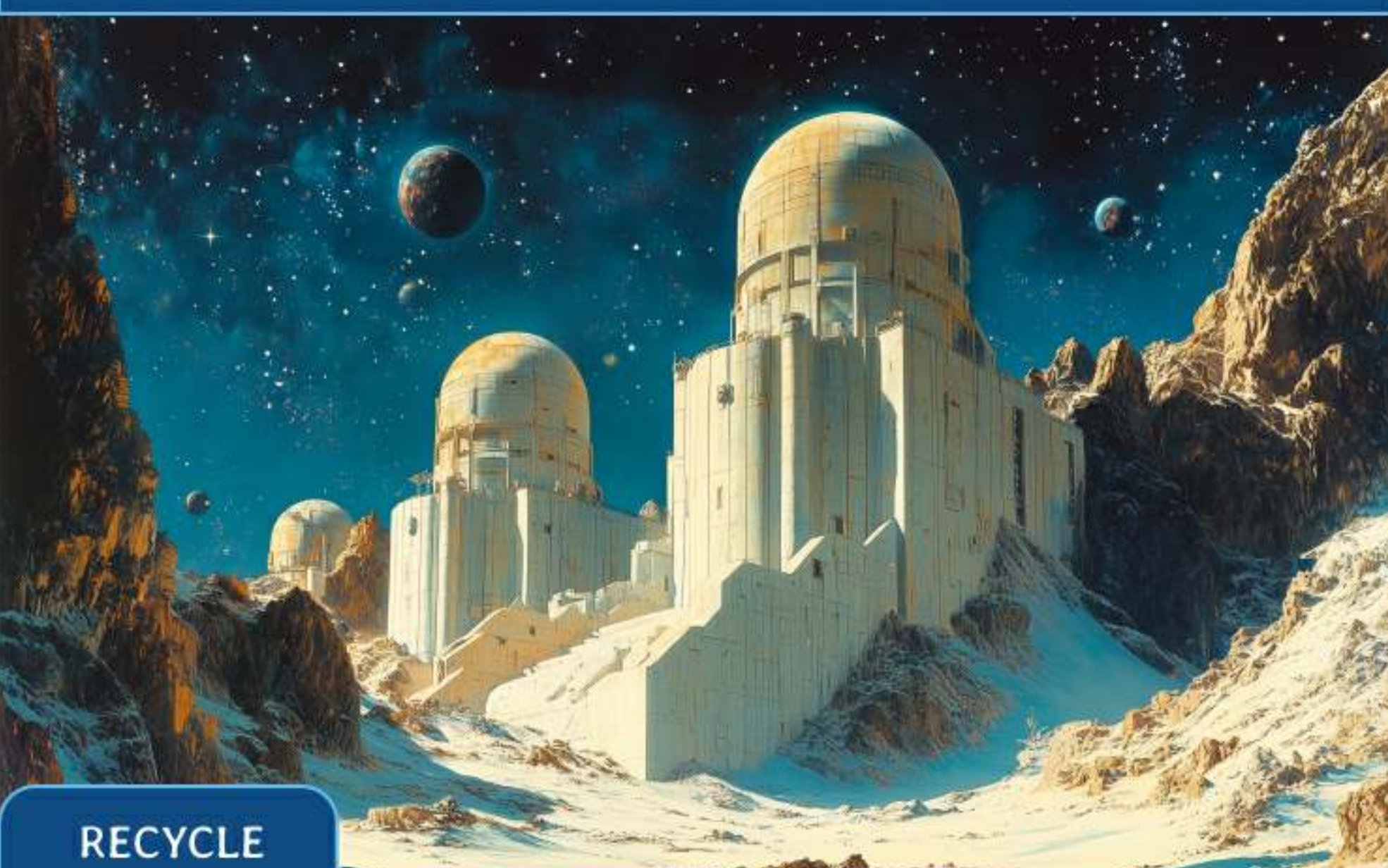
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Altar




FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

- 1Disrupt.  
*(Your opponent discards a card at random)*
- 2Probe.  
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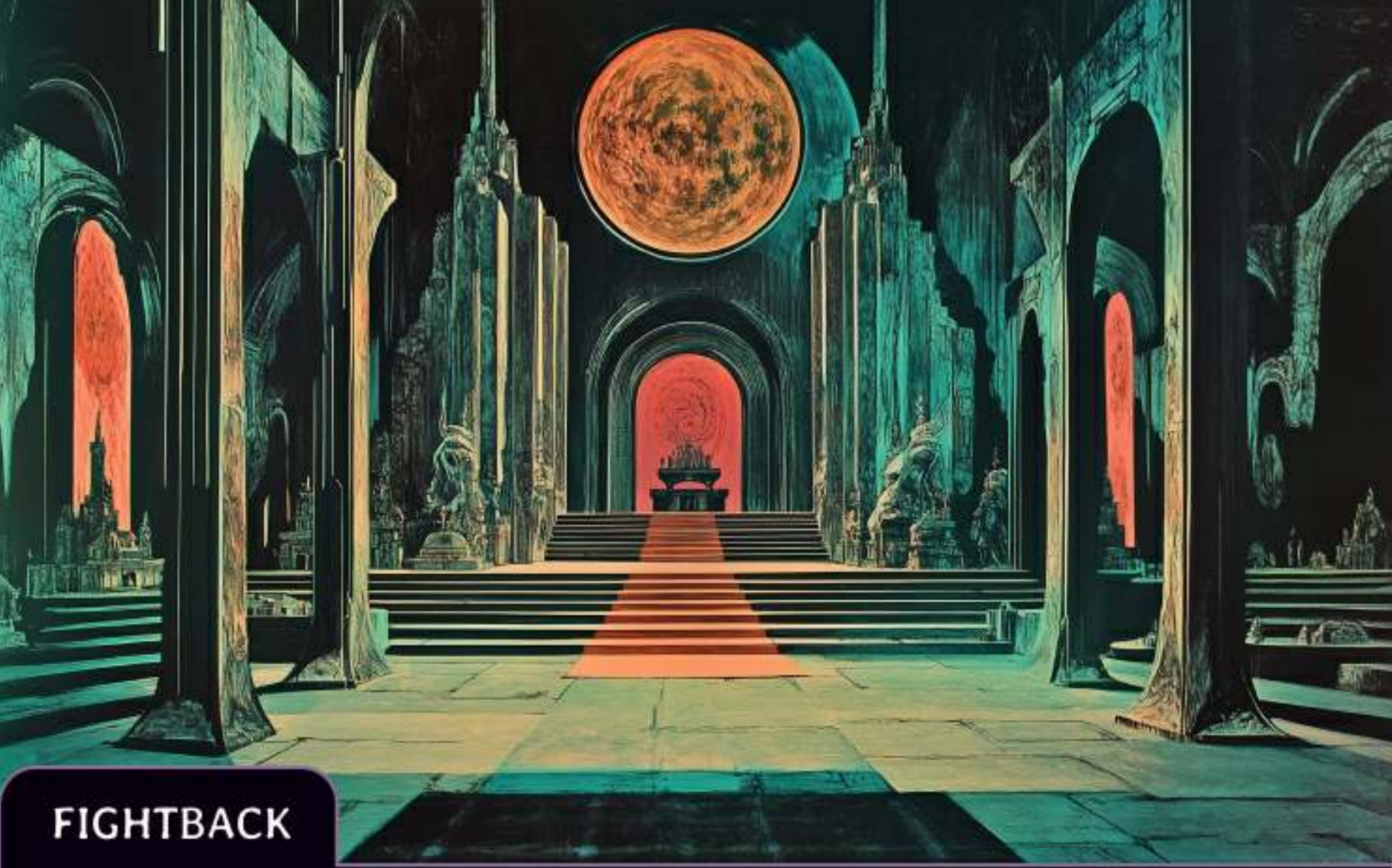


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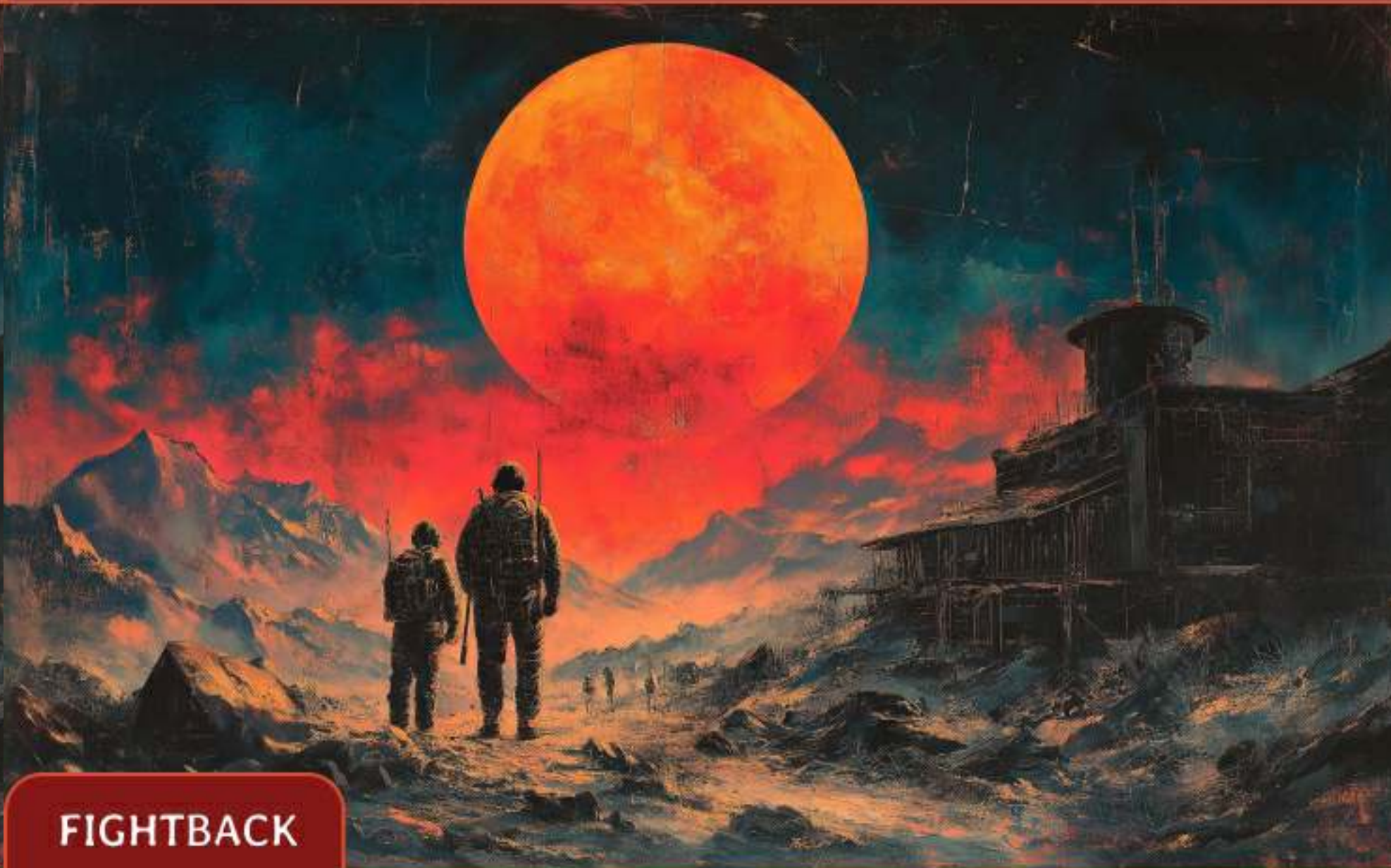
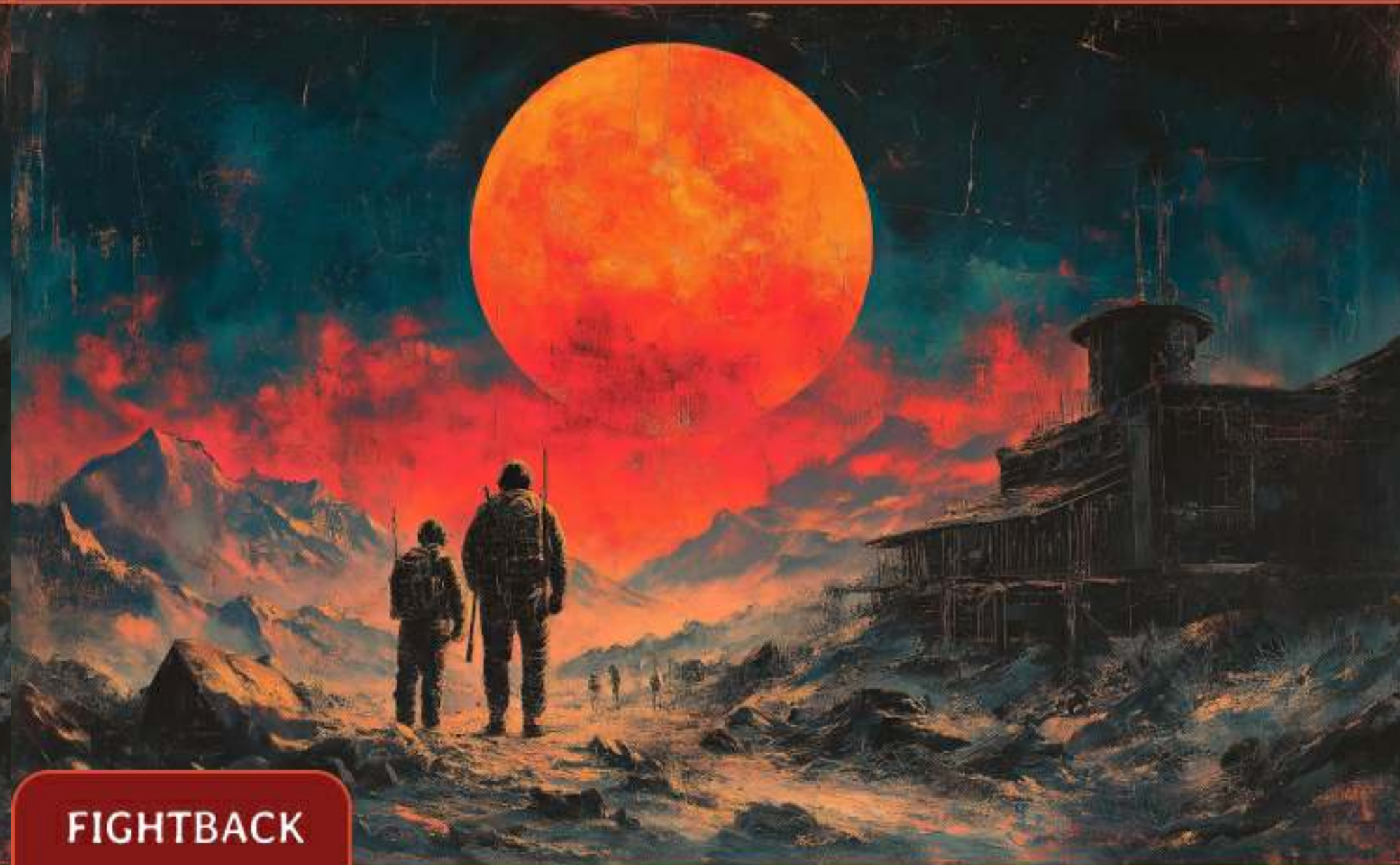
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Jungle



RECYCLE

Draw twice.

- 1Draw.  
*(Draw a card from the top of your deck)*
- 2Replay.  
*(Put a card from your hand in the quantum zone)*
- 3Draw twice.
- 4Draw. Replay.

Jungle



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Replay.  
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Draw twice.

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Draw. Replay.

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Draw. Replay.

Photosynthesis Accelerator



FIGHTBACK

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3

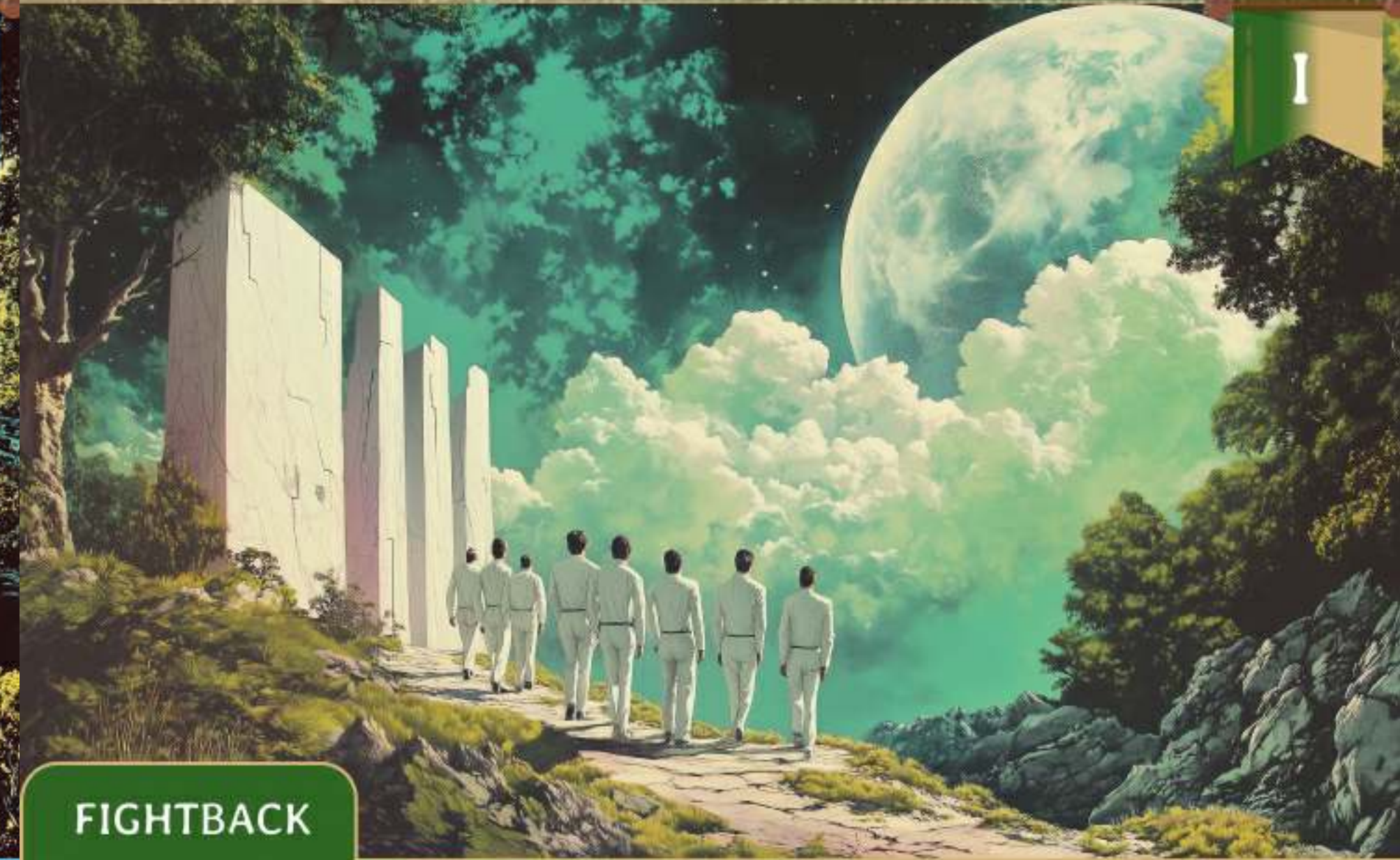
4

Bounce. Replay.

\_\_\_\_\_

This card can belong to domains **Science** or **Environment** - choose which one when it comes in play.

The Climate Concord Initiative



FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

1

2

3

4

Retrieve. Replay.

\_\_\_\_\_

This card can belong to domains **Diplomacy** or **Environment** - choose which one when it comes in play.



Necromantic War Machine



I

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

Seance Council



I

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

The Quantum Ballistics Project



I

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

1234

Probe. Destroy.

This card can belong to domains **Occultism** or **Warfare** - choose which one when it comes in play.

1234

Probe. Retrieve.


This card can belong to domains **Occultism** or **Diplomacy** - choose which one when it comes in play.

1234

Destroy. Conjure.

This card can belong to domains **Warfare** or **Science** - choose which one when it comes in play.

Bioweapon Armory




I

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

Liminal Gardens




I

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

The Mindscape Atlas Initiative



I

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

1234

Destroy. Replay.

This card can belong to domains **Environment** or **Warfare** - choose which one when it comes in play.

1234

Probe. Replay.

This card can belong to domains **Environment** or **Occultism** - choose which one when it comes in play.

1234

Bounce. Probe.

This card can belong to domains **Science** or **Occultism** - choose which one when it comes in play.

Coalition Bastion




I

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

Nanobot Assembly




I

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

Verdant Ambush



I

RECYCLE

Draw twice.

1234

Retrieve. Destroy.

This card can belong to domains **Warfare** or **Diplomacy** - choose which one when it comes in play.

1234

Bounce. Retrieve.

This card can belong to domains **Diplomacy** or **Science** - choose which one when it comes in play.

1234

x

If your opponent has more cards in hand than you, draw until you have as many.

x



## Diversion Field



1

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

1 2  
3 4

If your opponent has more cards in play than you, destroy on their side until they have as many.

## Binding Resolution



1

RECYCLE

Retrieve.

1 2  
3 4

If you have more cards in your discard pile than your opponent, retrieve until you have as many.

## Disharmonic Opera



1

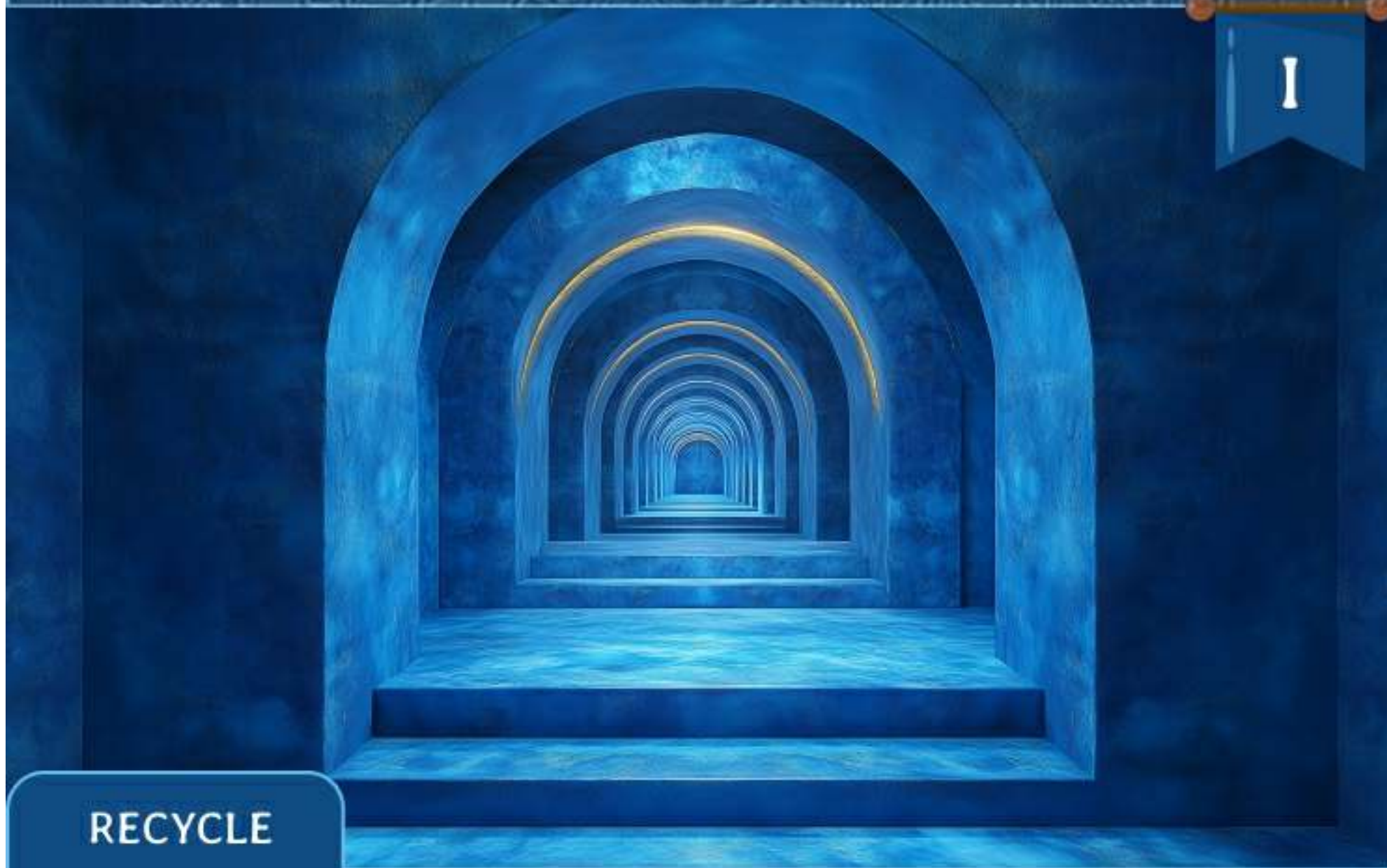
FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

1 2  
3 4

If your opponent has more cards in hand than you, disrupt until they have as many.

## Looking Glass Institute



1

RECYCLE

Conjure.

1 2  
3 4

If your opponent has more cards in hand than you, conjure until you have as many.

## Direct Democracy Institute



1

- 1 Retrieve for each card of the **Science** domain in play.
- 2 Retrieve for each card of the **Occultism** domain in play.
- 3 Retrieve for each card of the **Warfare** domain in play.
- 4 Retrieve for each card of the **Environment** domain in play.

## Digital Paleography Lab



1

- 1 Conjure for each card of the **Occultism** domain in play.
- 2 Conjure for each card of the **Warfare** domain in play.
- 3 Conjure for each card of the **Environment** domain in play.
- 4 Conjure for each card of the **Diplomacy** domain in play.

## Whisper Chamber



1

- 1 Your opponent reveals their hand and discards all cards of the **Warfare** domain.
- 2 Your opponent reveals their hand and discards all cards of the **Environment** domain.
- 3 Your opponent reveals their hand and discards all cards of the **Diplomacy** domain.
- 4 Your opponent reveals their hand and discards all cards of the **Science** domain.

## Ancestral Arsenal



1

- 1 Destroy all cards of the **Environment** domain.
- 2 Destroy all cards of the **Diplomacy** domain.
- 3 Destroy all cards of the **Science** domain.
- 4 Destroy all cards of the **Occultism** domain.

## Extinct Flora Reserve



1

- 1 Draw for each card of the **Diplomacy** domain in play.
- 2 Draw for each card of the **Science** domain in play.
- 3 Draw for each card of the **Occultism** domain in play.
- 4 Draw for each card of the **Warfare** domain in play.



Research Complex

I



RECYCLE

Conjure.

1

Conjure twice.

2

3

Bounce twice.

4

Anomaly Containment Facility

I



FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

1

Disrupt twice.

2

3

Probe twice.

4

Biome Regulator

I



RECYCLE

Draw twice.

1

Draw twice.

2

3

Draw twice. Replay.

4

Tactical Center

I



FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

1

Prospect twice.

2

3

Destroy twice.

4

World Council Hall

I



RECYCLE

Retrieve.

1

Silence three times.

2

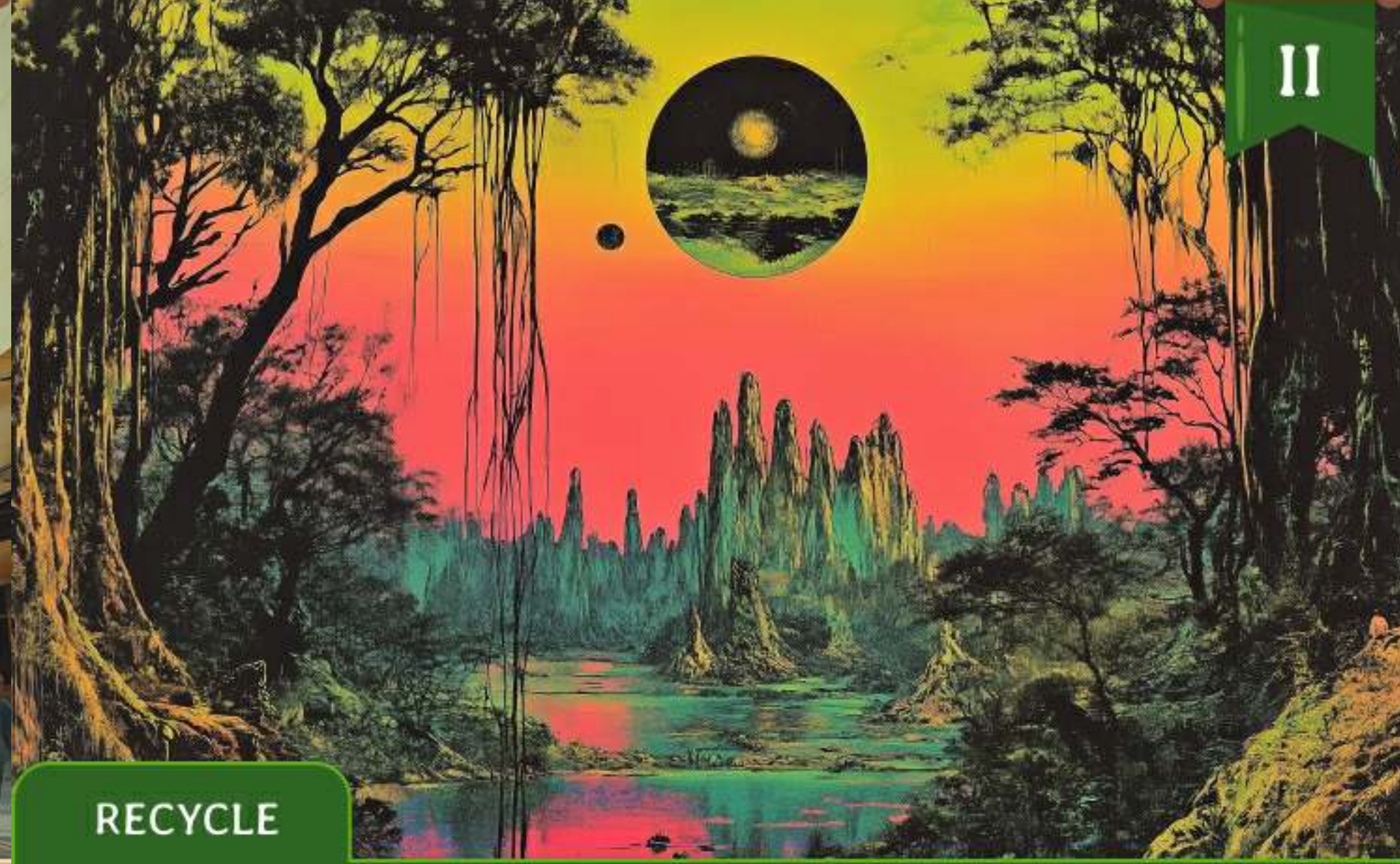
3

Silence. Retrieve twice.

4

Biotope Feedback Loop

II



RECYCLE

Draw twice.

1

2

3

4

Both players draw for each domain they don't have in play.

This place is not a place of honor

II



FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

1

2

3

4

Starting with your opponent, both players destroy for each domain they don't have in play.

Unity Protocol Center

II



RECYCLE

Retrieve.

1

2

3

4

Both players retrieve for each domain they don't have in play.

Infinite Backrooms

II



FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

1

2


3

4

Both players disrupt for each domain they don't have in play.



Probability Collapse Simulator



II

RECYCLE

Conjure.

1234

Starting with your opponent, both players bounce for each domain they don't have in play.

Tree of Life



II

RECYCLE

Draw twice.

1234

You may discard a **Diplomacy** or **Warfare** card. If you do, copy any effect from it.

Sonic Arsenal



II

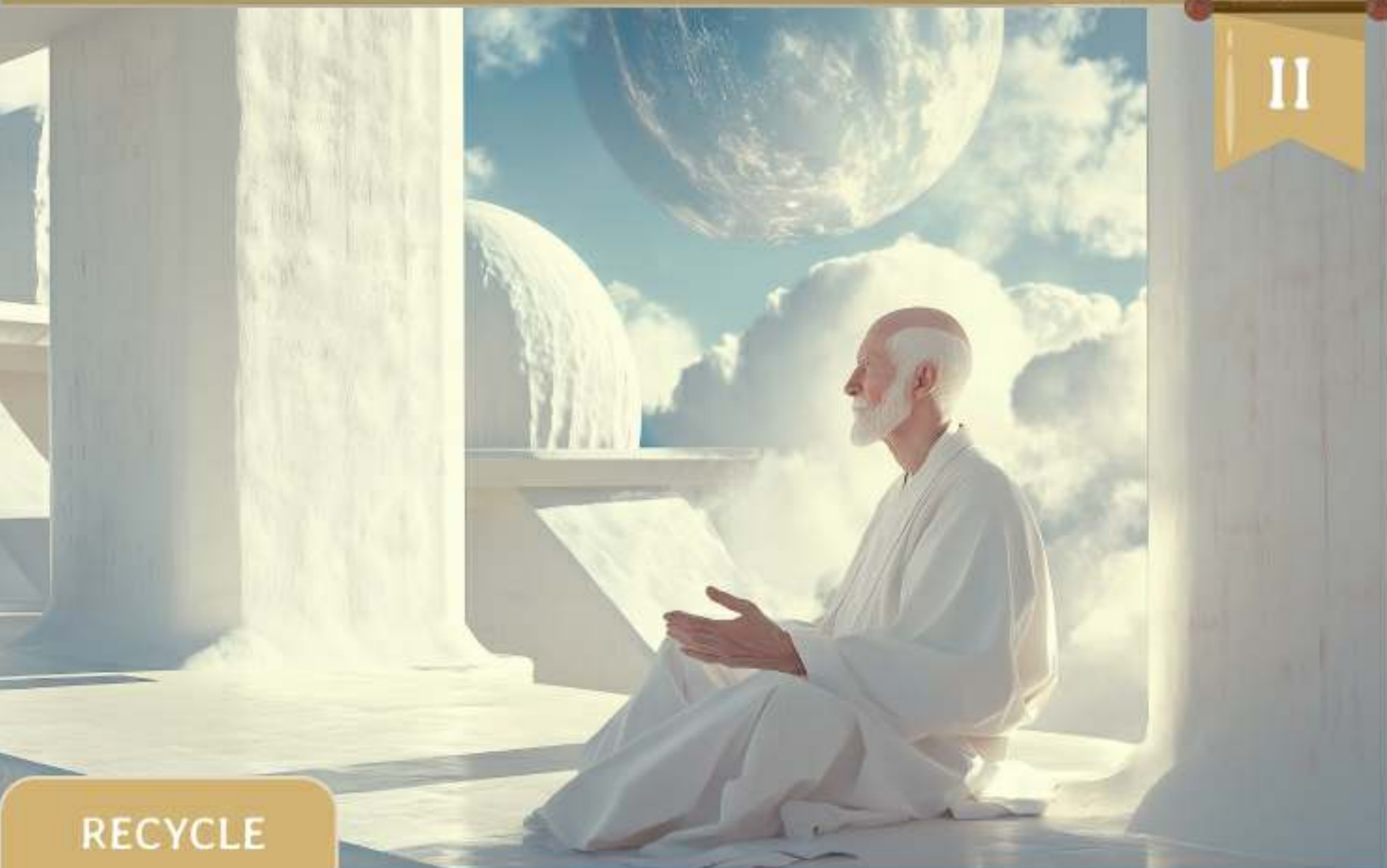
FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

1234

You may discard an **Environment** or **Occultism** card. If you do, copy any effect from it.

Resonance Pavillon



II


RECYCLE

Retrieve.

1234

You may discard a **Science** or **Environment** card. If you do, copy any effect from it.

Remnants of the Anomaly



II

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

1234

You may discard a **Warfare** or **Science** card. If you do, copy any effect from it.

Star Eater Engine



II


RECYCLE

Conjure.

1234

You may discard an **Occultism** or **Diplomacy** card. If you do, copy any effect from it.

Neural Indexing



II

1234

Conjure.

If you conjure while this card is in play, instead you can search your deck for any card.

The Hole




II

1234

Disrupt.

Whenever your opponent fightbacks, disrupt.

Hyperspace Defense Grid



II

1234

Prospect.

If one of your opponent's effects would destroy or bounce one or more cards, cancel the effect and bounce Hyperspace Defense Grid.



Biodome




II

1234

Replay.

Whenever you play a card, if it is the second card you played this turn, draw.

Diplomatic Veto Power




II

1234

Retrieve.

At the end of each of your turns, silence. You can't silence the same domain twice with this ability.

Entropy Reversal Mechanism




II

1234

Bounce.

At the end of each of your turns, you can bounce on your side and draw.

Deep Carbon Observatory




II

1234

Probe.

Whenever your opponent recycles, cancel the recycle effect and they draw.

Scorched Planet Protocol




II

1234

Destroy.

At the end of each of your turns, you can destroy two cards on your side and destroy one card on your opponent's side.

Symbiotic Network




II

1234

Draw.

Whenever your opponent fightbacks, draw.

Interplanetary Peace Mandate




II

1234

Silence.

If you fightback and guess wrong, the fightback card goes back in your hand.

Dyson Sphere



II

RECYCLE

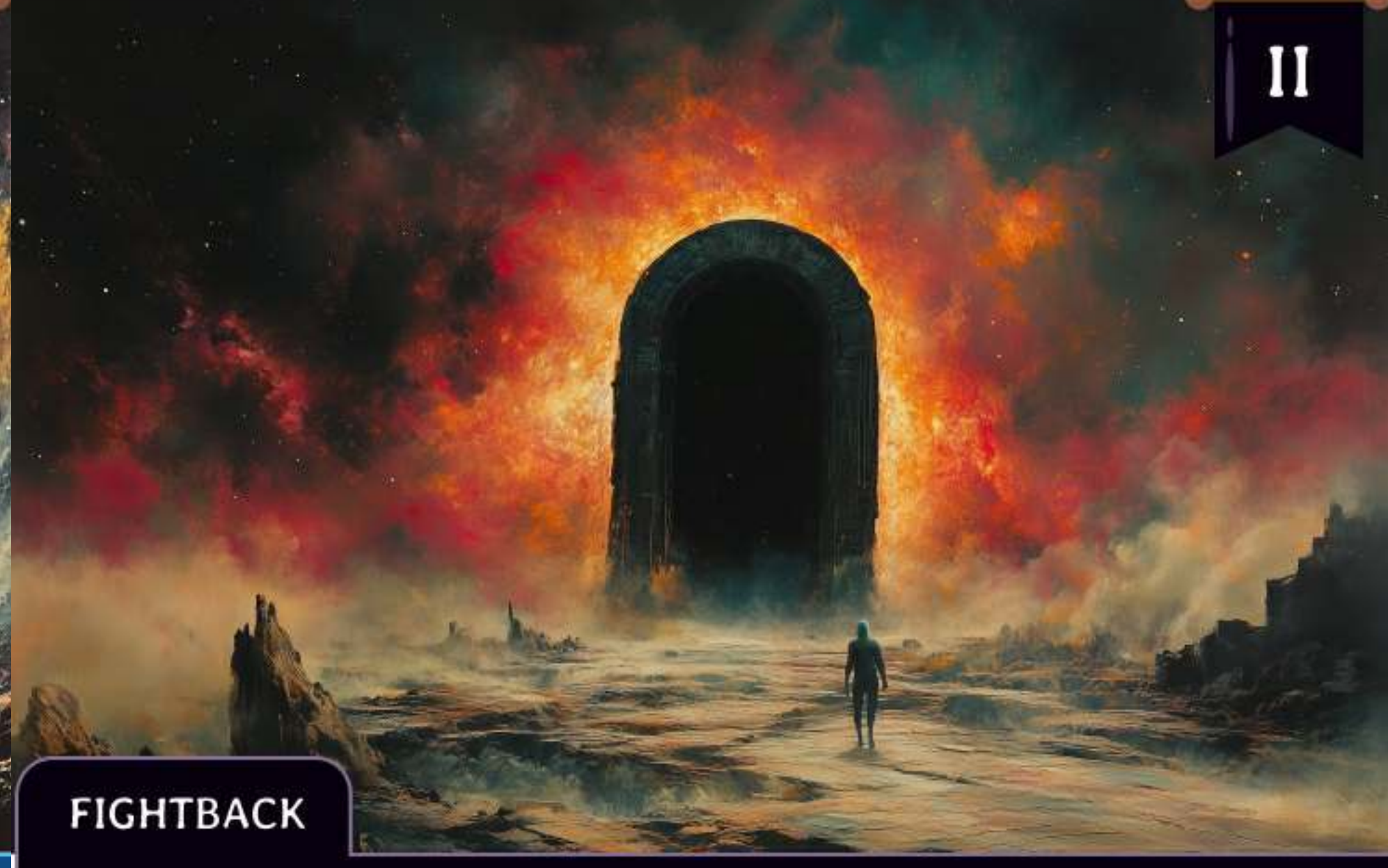
Conjure.

1234

Conjure. Bounce.

Choose a domain. Bounce all cards of that domain.

Void Gate



II

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

1234

Disrupt. Probe.

Choose a domain. Your opponent reveals their hand and discards all cards of that domain.



Terraforming Fleet



II

RECYCLE

Draw twice.

1

Draw. Replay.

2

3

Choose a domain. Draw for each card of that domain in play.

4

Solar Flare Cannon



II

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

1

Prospect. Destroy.


2

3

Choose a domain. Destroy all cards of that domain.

4

Heliocentric Concord



II

RECYCLE

Retrieve.

1

Silence twice. Retrieve.

2

3

Choose a domain. Retrieve for each card of that domain in play.

4

Rainbow Hole



III

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

1

2

Copy any effect from a card in play on your side.

3

4

\_\_\_\_\_

This card can belong to any domain - choose which one when it comes in play. All Fightbacks on this card succeed.

Asteroid Seed Vault



III

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

1

2

Copy any effect from a **Science** or **Environment** card in play on your side.


3

4

\_\_\_\_\_

This card can belong to domains **Science** or **Environment** - choose which one when it comes in play.

Root Network Parallax



III

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

1

2

Copy any effect from a **Diplomacy** or **Environment** card in play on your side.

3

4

\_\_\_\_\_

This card can belong to domains **Diplomacy** or **Environment** - choose which one when it comes in play.

Primordial Matter Foundry



III

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

1

2

Copy any effect from a **Warfare** or **Occultism** card in play on your side.


3

4

\_\_\_\_\_

This card can belong to domains **Occultism** or **Warfare** - choose which one when it comes in play.

Non-Euclidean Relations Bureau



III

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

1

2

Copy any effect from a **Occultism** or **Diplomacy** card in play on your side.

3

4

\_\_\_\_\_

This card can belong to domains **Occultism** or **Diplomacy** - choose which one when it comes in play.

Tectonic Pulse Cannon



III

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

1

2

Copy any effect from a **Warfare** or **Science** card in play on your side.

3

4

\_\_\_\_\_

This card can belong to domains **Warfare** or **Science** - choose which one when it comes in play.



Planetary Siege Transformer




III

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

Anomalous Arboretum




III

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

Antimemetics Division



III

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

1 2

3 4

Copy any effect from a **Environment** or **Warfare** card in play on your side.

\_\_\_\_\_

This card can belong to domains **Environment** or **Warfare** - choose which one when it comes in play.

1 2

3 4

Copy any effect from a **Environment** or **Occultism** card in play on your side.

\_\_\_\_\_

This card can belong to domains **Environment** or **Occultism** - choose which one when it comes in play.

1 2

3 4

Copy any effect from a **Occultism** or **Science** card in play on your side.

\_\_\_\_\_

This card can belong to domains **Science** or **Occultism** - choose which one when it comes in play.

Mars Defense Army




III

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

Consciousness Congress




III

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

Cosmic Zoo



III

RECYCLE

Draw twice.

1 2

3 4

Copy any effect from a **Diplomacy** or **Warfare** card in play on your side.

\_\_\_\_\_

This card can belong to domains **Warfare** or **Diplomacy** - choose which one when it comes in play.

1 2

3 4

Copy any effect from a **Science** or **Diplomacy** card in play on your side.

\_\_\_\_\_


This card can belong to domains **Diplomacy** or **Science** - choose which one when it comes in play.

1 2

3 4

Copy an **Environment** effect from a card in your discard pile.

Annular Fusion Reactor



III

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

Terminal Bliss Engine



III

RECYCLE

Retrieve.

Rogue Paperclip Factory



III

FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

1 2

3 4

Copy a **Warfare** effect from a card in your discard pile.

1 2

3 4

Copy a **Diplomacy** effect from a card in your discard pile.

1 2


3 4

Copy an **Occultism** effect from a card in your discard pile.



Theseus Shipyard

III



RECYCLE

Conjure.

1

2


3

4

Copy a **Science** effect from a card in your discard pile.

Singularity Crime Syndicate

III




This card is played face-up and doesn't pass through the quantum zone. It is discarded after use.

Search your deck for three cards, reveal them and put them in your hand. Shuffle.

Cosmic Divination

III



RECYCLE

Look at the quantum card. You can Fightback it.

This card doesn't belong to any domain and can't be played from your hand on your turn.

Hourglass Twins

III



This card doesn't belong to any domain and is discarded after use.

If your opponent fightbacks this card, cancel the fightback effect and copy any effect from a card in play on your side.

Hourglass Twins

III

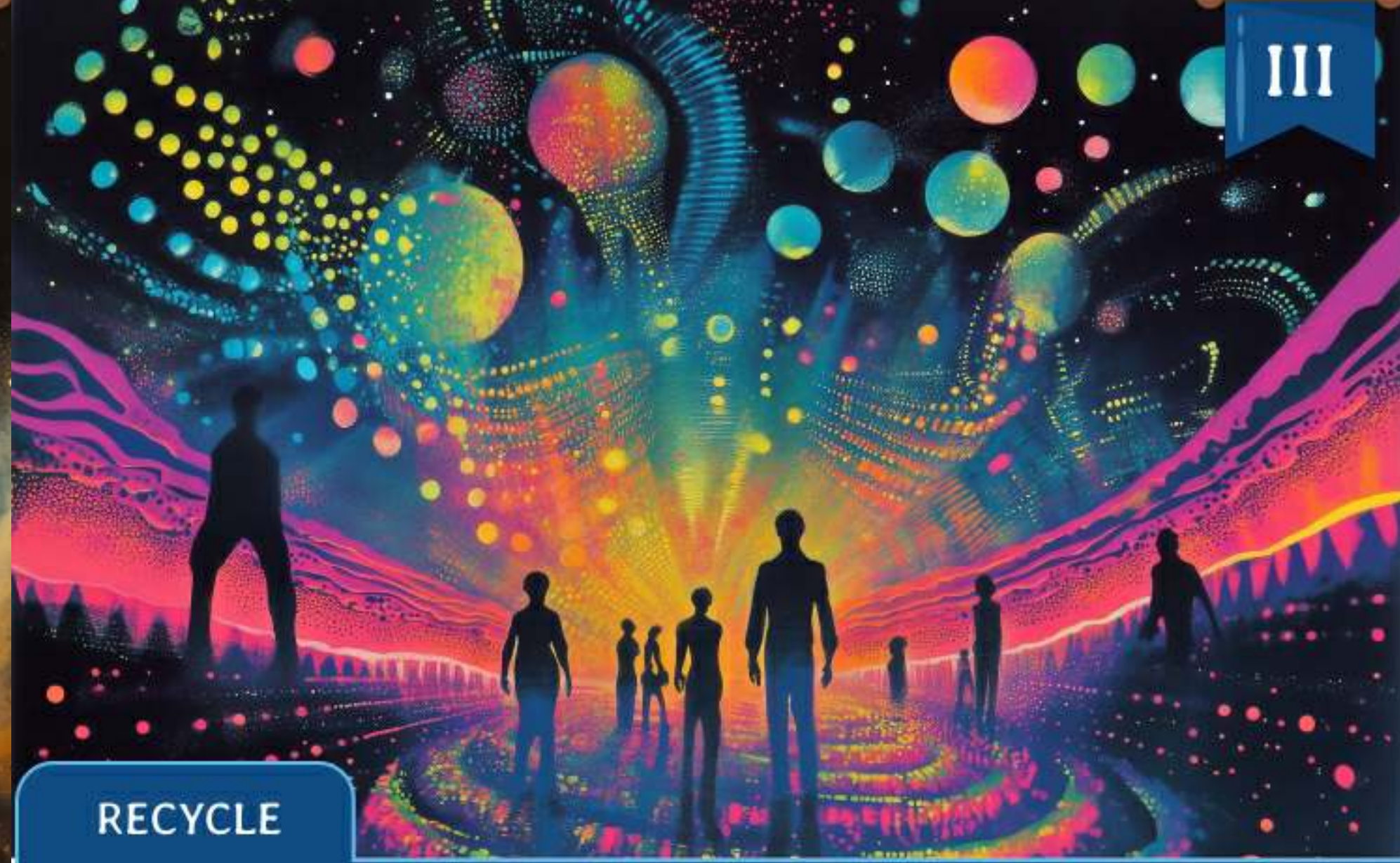


This card doesn't belong to any domain and is discarded after use.

If your opponent fightbacks this card, cancel the fightback effect and copy any effect from a card in play on your side.

Holographic Portal

III



RECYCLE

Conjure.

1

2

3

4

Bounce twice.

Bounce twice. Conjure.

Shadow Realm

III



FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

1

2

3

4

Probe twice.

Probe twice. Disrupt.

World Forge

III



RECYCLE

Draw twice.

1

2

3


4

Draw twice. Replay.

Draw three. Replay.

Star Fortress

III



FIGHTBACK

Guess the quantum card's domain. If you're right, it is discarded.

1

2

3

4

Destroy twice.

Destroy twice. Prospect.



Galactic Symposium

A wide, perspective view of a long, straight path leading towards a distant, glowing city under a large, orange moon. People are seated along the path. A small banner with 'III' is in the top right.

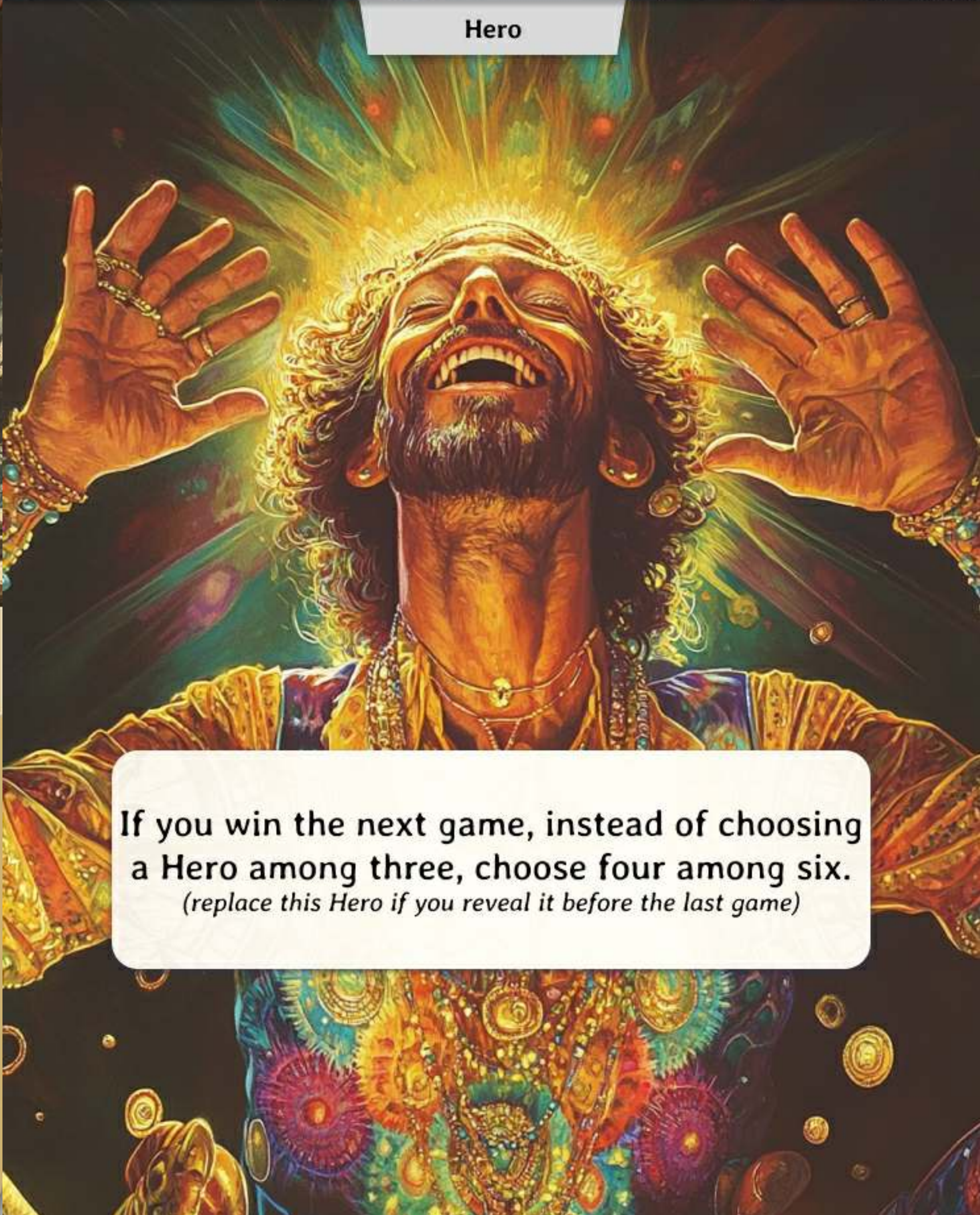
RECYCLE

Retrieve.

- 1
- Silence. Retrieve twice.
- 2
- 3
- Silence. Retrieve three times.
- 4

The Opportunist

Hero

A man with a beard and long hair, wearing ornate, colorful robes, with his hands raised in a gesture of surprise or triumph, surrounded by a bright, golden glow.

If you win the next game, instead of choosing a Hero among three, choose four among six.  
*(replace this Hero if you reveal it before the last game)*

The Ascetic

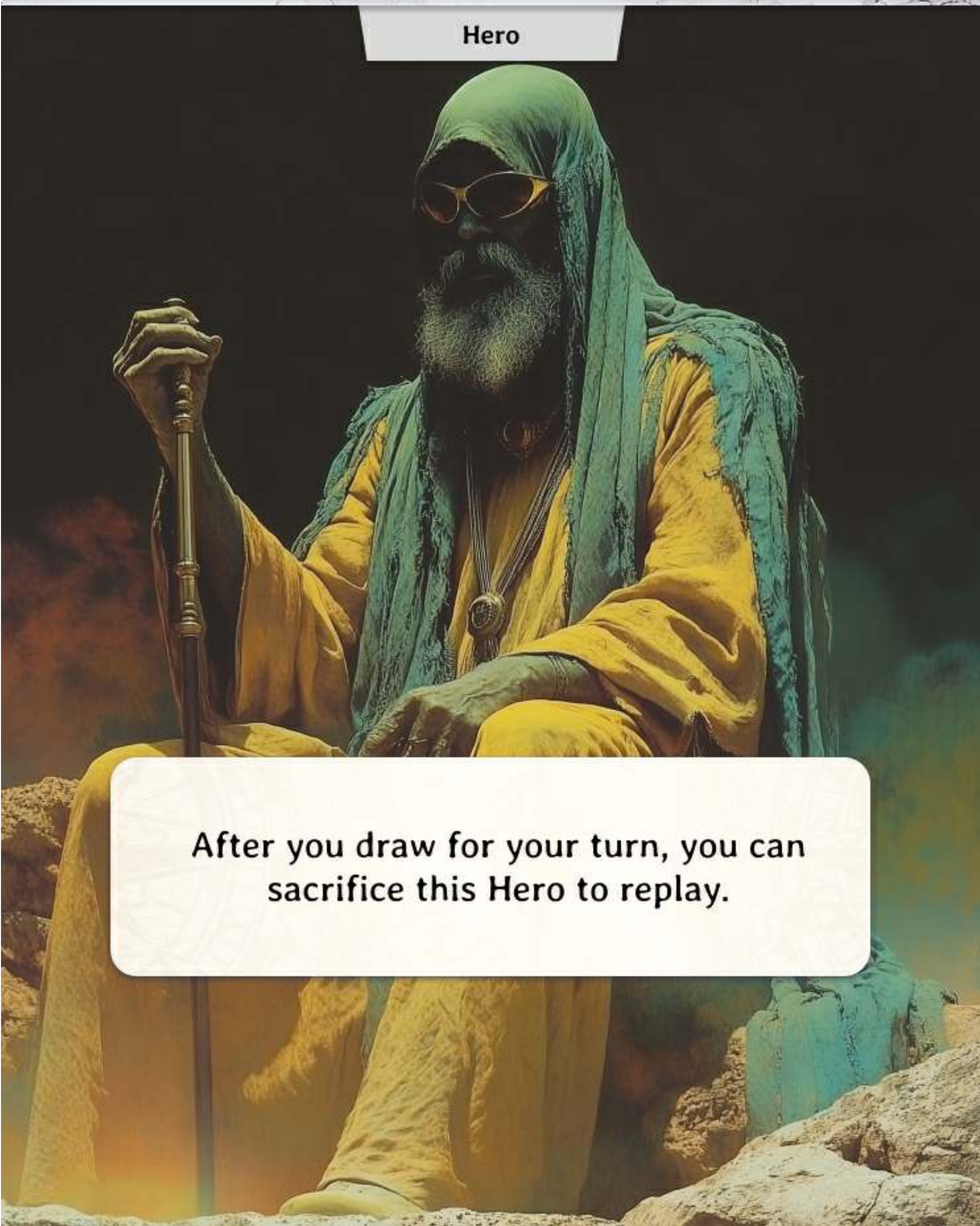
Hero

A bald man in a dark robe, shown in profile, looking upwards against a large, solid orange circle.

At the end of your opponent's turn, if they have more than 5 cards in hand, they discard until they have 5 cards.

The Traveller

Hero

A man with a long white beard and a green hood, sitting on a rock and holding a staff.

After you draw for your turn, you can sacrifice this Hero to replay.

The Outlaw

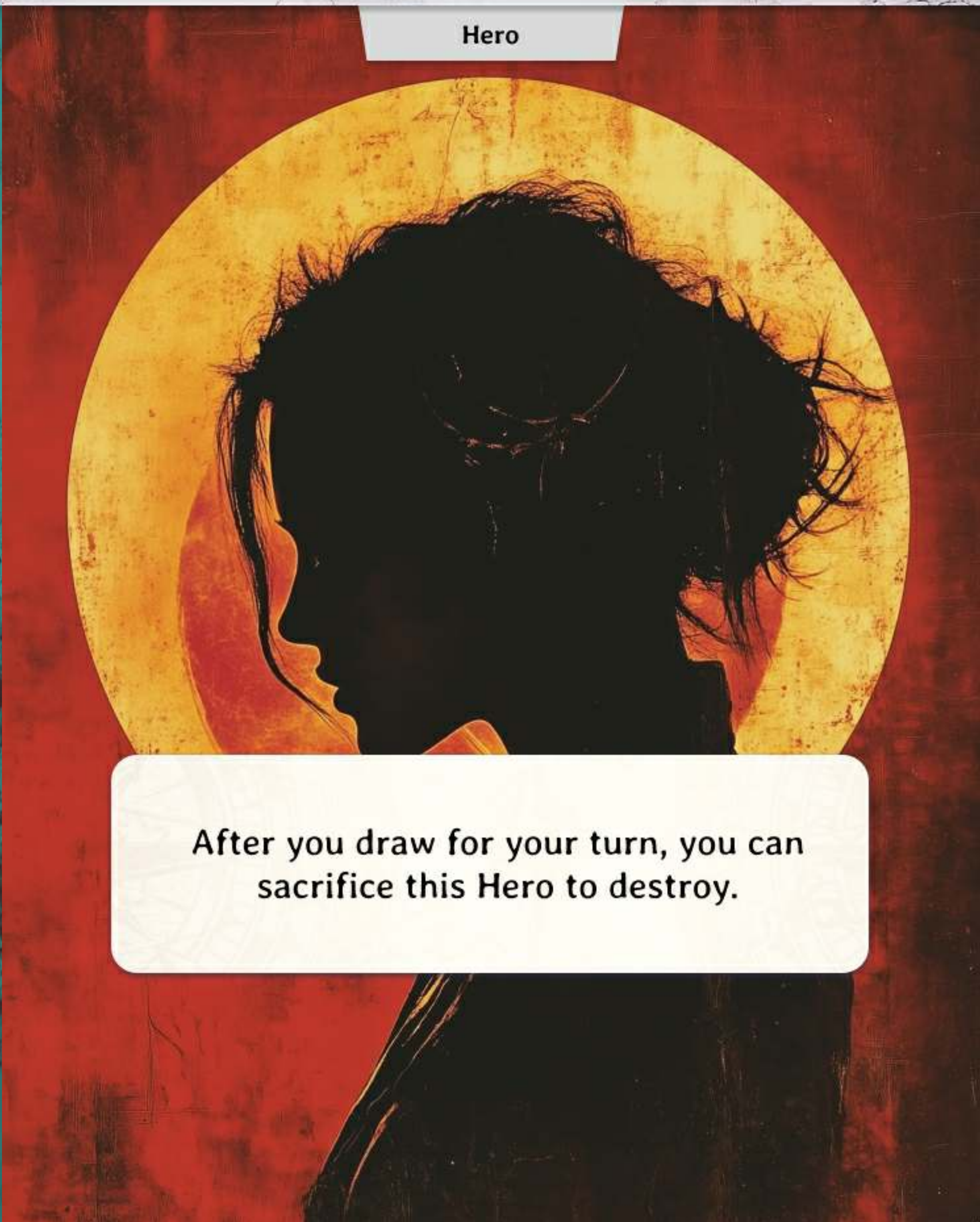
Hero

A man in a dark, tactical suit with a glowing red visor, sitting in a chair and holding a gun.

At the beginning of the game, search your deck for a card, shuffle and put it on top.

The Dusk Sister

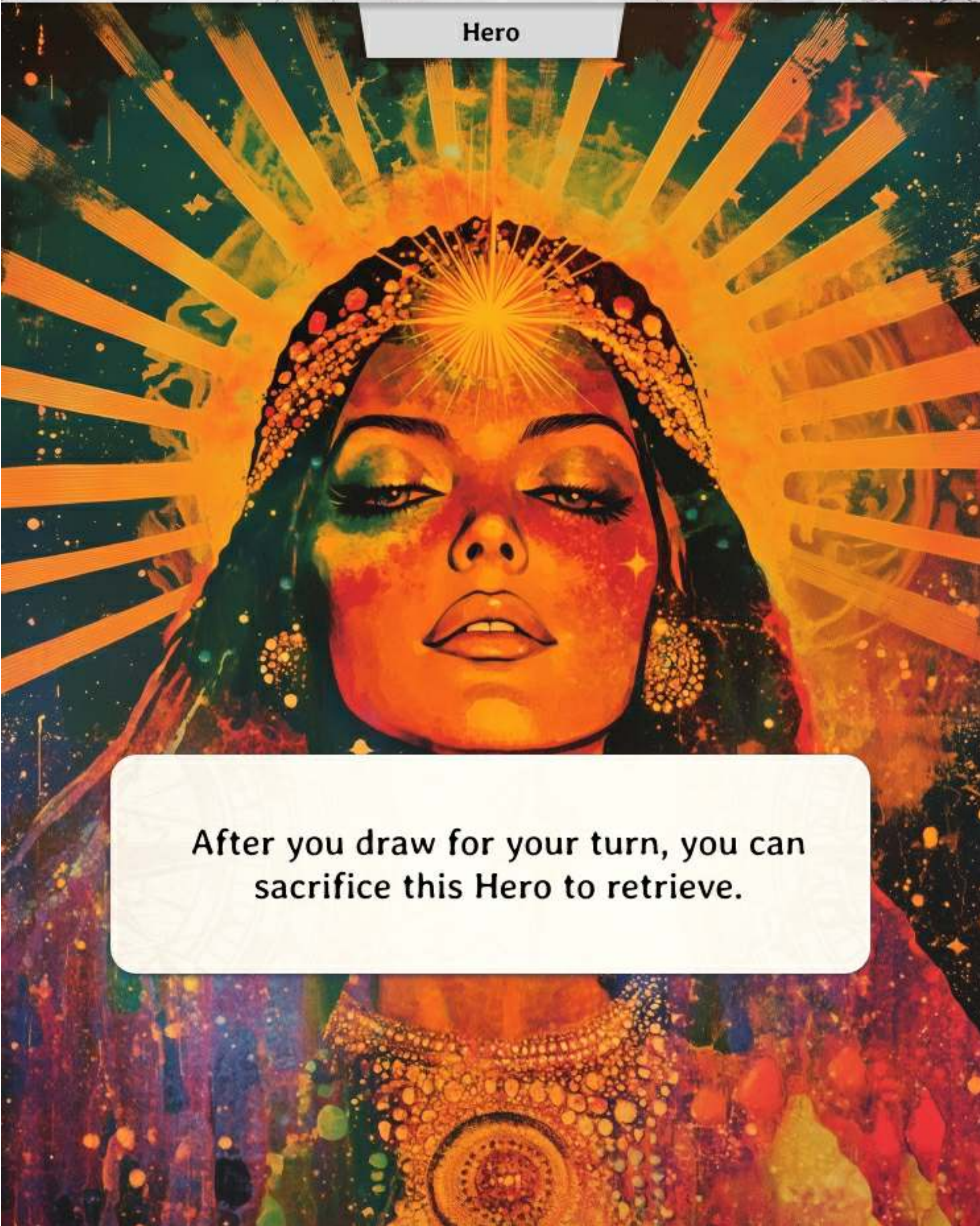
Hero

A woman with dark hair, shown in profile, against a large, glowing orange circle.

After you draw for your turn, you can sacrifice this Hero to destroy.

The Dawn Sister

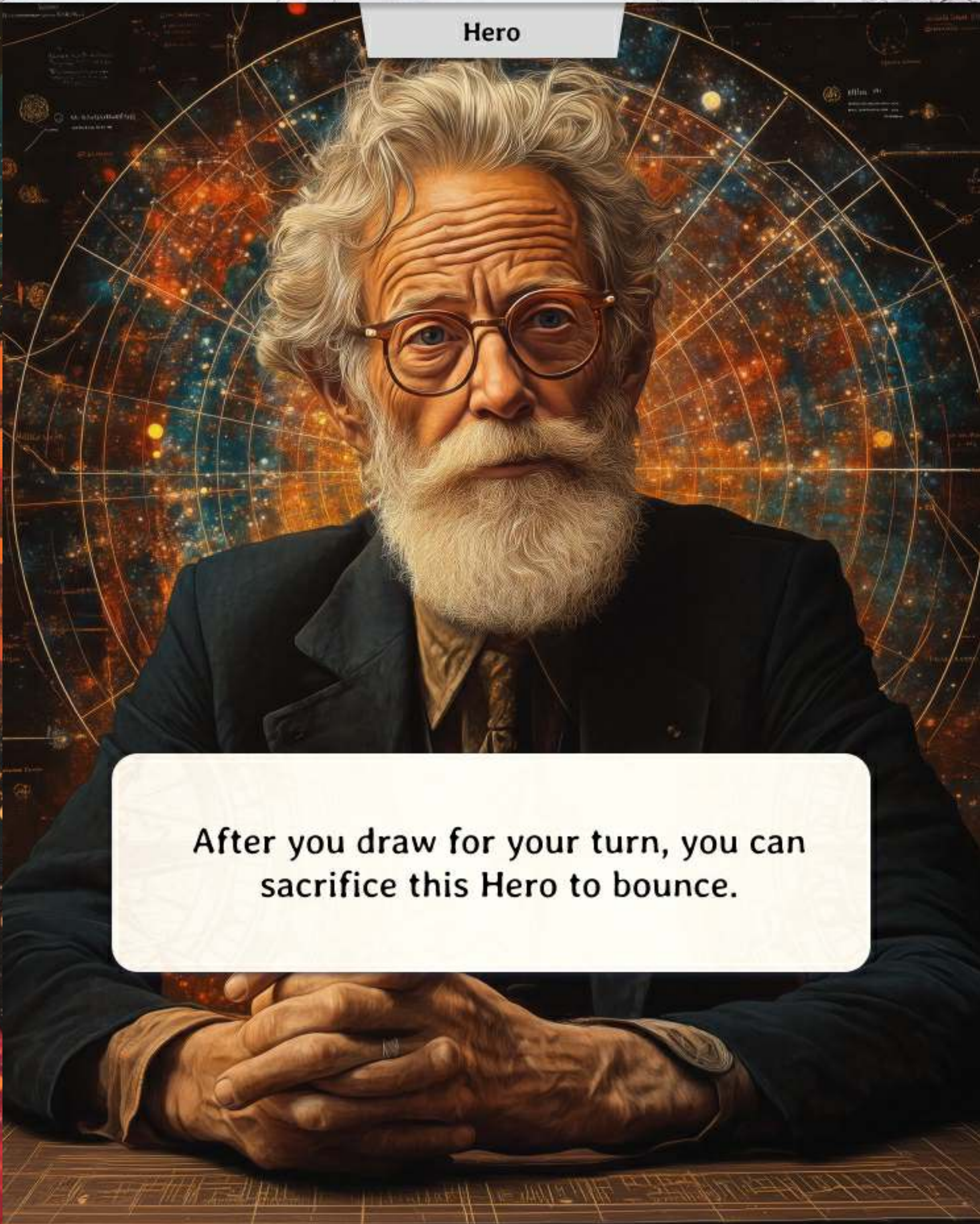
Hero

A woman with a glowing orange sunburst behind her head, wearing a colorful, patterned dress.

After you draw for your turn, you can sacrifice this Hero to retrieve.

The Mathematician

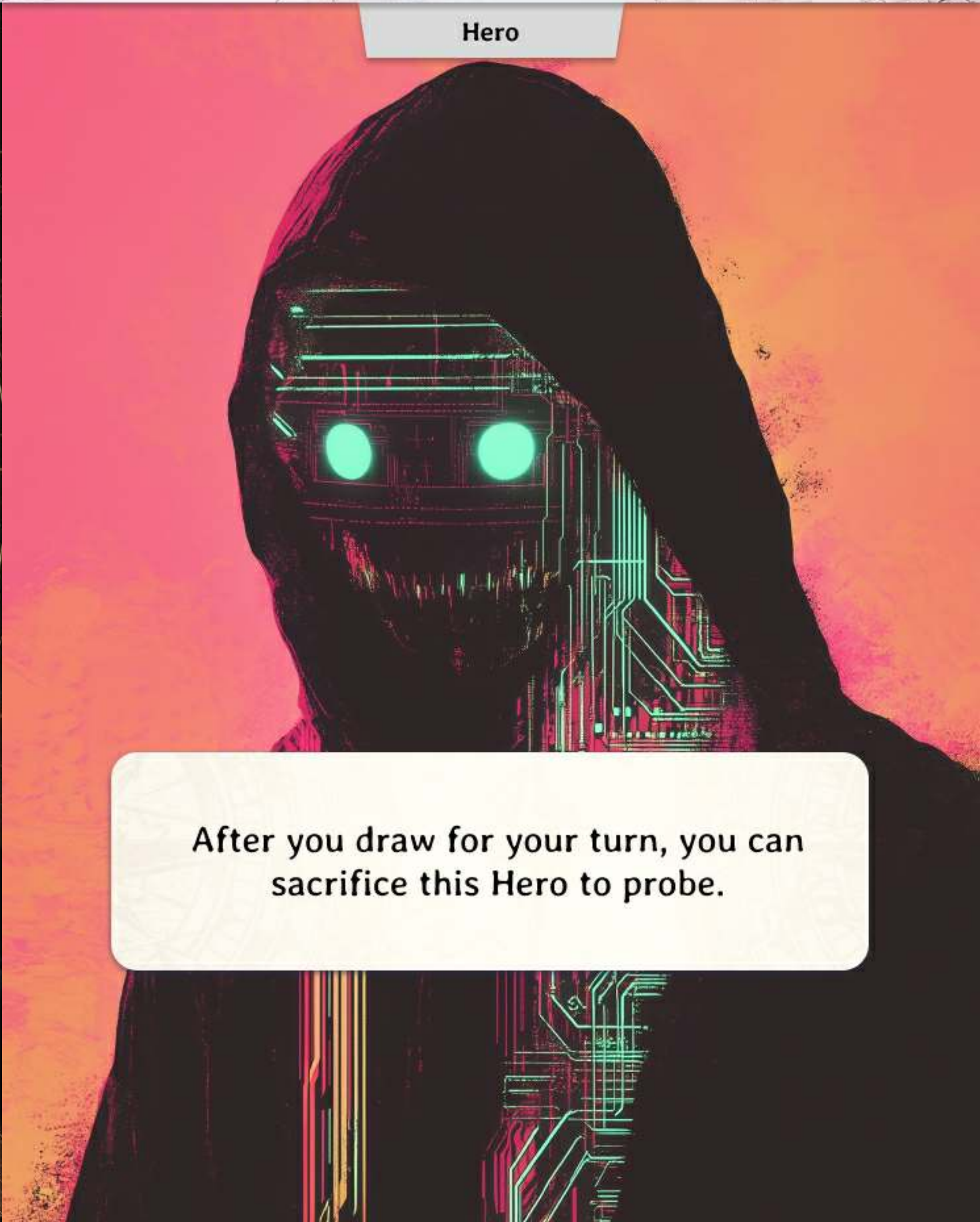
Hero

An elderly man with a white beard and glasses, sitting at a desk with his hands clasped, against a background of a complex geometric pattern.

After you draw for your turn, you can sacrifice this Hero to bounce.

The Saboteur

Hero

A person in a dark hood with glowing green eyes, against a pink and orange background.

After you draw for your turn, you can sacrifice this Hero to probe.



## The Optimizer

Hero

Your deck size is reduced by five.

## The Curator

Hero

During the draft phase, you can sacrifice this Hero to keep the last two cards instead of throwing them.

## The Archivist

Hero

You start the game with an additional card in hand.