



Volcanic Eruption

Players with rocky planets may sacrifice 1 resource to gain a permanent +1 point bonus on one planet from volcanic activity.



Tidal Heating

Players with moons gain 1 Rock or ice resource as gravitational forces heat up their system



Supernova Shockwave



Lose 1 random planet or 3 random resources as a nearby star goes supernova



Supernova Remnant

Players gain 1 free Gas or Rock resource from a nearby star's explosion.



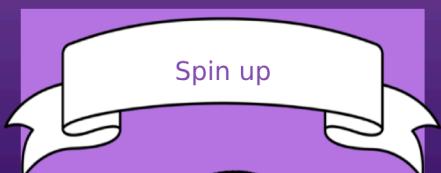
Super Earth

Gain a super giant Habitable planet. Worth 12 points.
Play this card as if it were a planet, do not reshuffle.



Strongest System

Draw two cards per player present in the game, and choose one card to give to each other player. Keep the remaining cards.



Spin up

A planet gains too much speed and leaves your solar system. Discard a planet.



Solar Flare

Discard 1 Gas or Rock, representing material blown away by a solar flare.



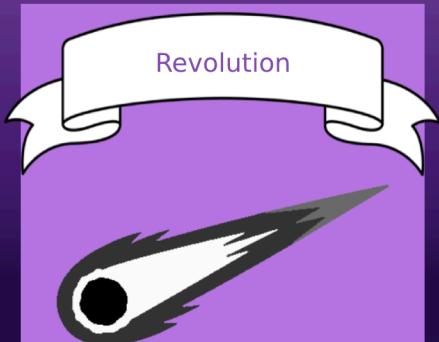
Rogue Planet

Gain a dwarf planet.



Roche Limit

The planet with the most moons has one approach too close and is torn apart.
If terrestrial, destroy the moon as material falls from orbit.
If gas giant, create a new ring.



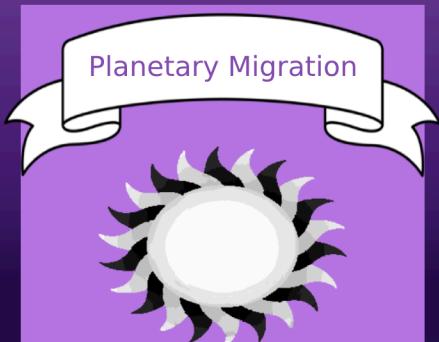
Revolution

Take everyone's resources then evenly redistribute them



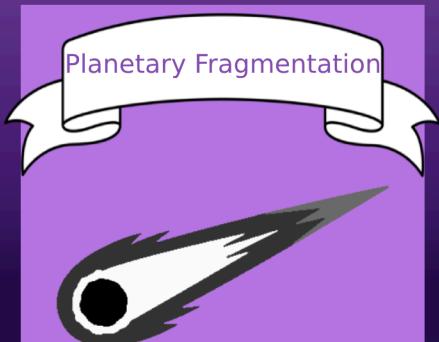
Planetary Resonance

Any player with two or more gas giants may swap resources with another player.



Planetary Migration

Move one of your planets to a more stable orbit, protecting it from destructive events such as Growing Star and Gamma Ray Burst.



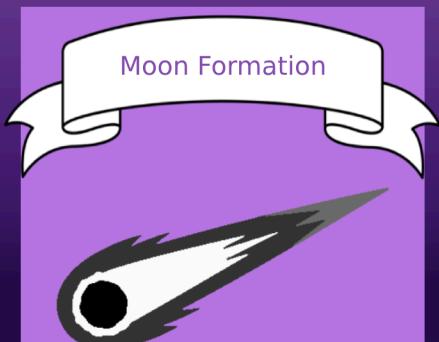
Planetary Fragmentation

Players who haven't formed dwarf planets or an asteroid belt lose 1 resource of their choice



Nebula Gas Cloud

All players draw an extra Gas resource this round, simulating the passage through a nebula.



Moon Formation

Players who have gas giants may spend 1 Rock resource to form a moon.



Meteor Showers

Discard one resource per planet.



Magnetic Storm

Lose 1 Rock resource as a magnetic storm disrupts planetary formation.



Large Impacts

Planets are impacted if a player owns a habitable planet it returns to a rocky planet, a rocky planet of your choice gains a moon if possible



Growing Star



Discard all resources in your hand or lose all planets
(card does not affect dwarf/neutron star types)
(must discard at least 4 cards)



Gravitational Disruption



Lose one resource per planet.



Gravitational Assist

Negate any event that would destroy a planet.



Gas Giant Atmosphere Loss

Players with gas giants must discard 1 Gas resource to maintain their planet's atmosphere.



Gas Cloud Collapse



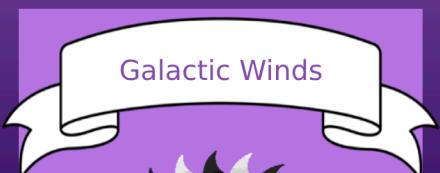
If you have any gas giants, discard 1 Gas resource or risk losing the planet



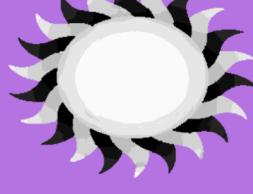
Gamma Ray Burst



All players lose the planet closest to their sun unless they can spend 2 resources to protect it.



Galactic Winds



Each player may discard 1 Dust card to search for 1 ice in the draw pile.



Fuel Burn



Discard 1 resource per event card drawn this turn to feed your star

Miss Frizz and the Gang



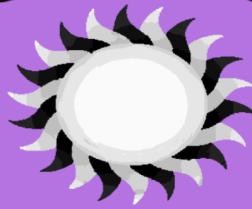
Arnold takes his helmet off, spend an ice or 2 other resources to save him.

Feeding Zone



Resources were drawn into your star:
draw no resource cards next turn.

Solar Winds Favorable



Players with gas giants gain an additional Gas Resource as solar winds boost atmospheric accumulation

Failed Accretion



If a planet was made last turn turn it into a dwarf planet

Ellipsoid Cloud



Having an unformed disk leads to resource loss, discard 3 resources

That Ship From Cosmos



Neil Degrasse Tyson rewinds time to turn all planets into dwarf planets