

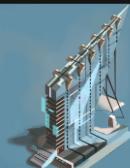
SOLAR CITY

SOLAR CITY

SOLAR CITY

VEL

data...  
loading...  
please wait...



1 FOR EACH ADJACENT █

Gain 1 ⚡ for each empty space adjacent to this █.

1 FOR EACH ADJACENT ✗

Gain 1 ⚡ for each occupied space adjacent to this ✗.

TWINS

data...  
loading...  
please wait...



4 IF ADJACENT TO ANOTHER █ TWINS

Gain 4 ⚡ if this █ is adjacent to at least one other █ Twins type.

4 IF ADJACENT TO ANOTHER ✗ TWINS

Gain 4 ⚡ if this ✗ is adjacent to at least one other ✗ Twins type

HIVE

data...  
loading...  
please wait...



2 FOR EACH █ IN THE ↕

Gain 2 ⚡ for each empty space in the row or a column you activate this turn.

1 FOR EACH ✗ IN THE ↕

Gain 1 ⚡ for each occupied space in the row or a column you activate this turn.

# SOLAR CITY

# SOLAR CITY

# SOLAR CITY

## SHAFT



data...  
loading...  
please wait...



Gain 3🟡.



FREE TO UPGRADE

Gain 12🟡. Upgrading this 🏠 to 🌱 is free.

## ZONA



data...  
loading...  
please wait...



FOR EACH 🌬 IN CITY  
Gain 1🟡 for each 🌬 in your City.



Gain 1🟢 for each 🌬 adjacent to this 🌱.

## TECHTREE



data...  
loading...  
please wait...



FOR EACH 🌱 IN CITY

Gain 1🟡 for each 🌱 in your City.



FOR EACH TYPE OF 🌱

Gain 1🟢 for each different 🌱 type in your City.

**SOLAR CITY**

**SOLAR CITY**

**SOLAR CITY**

**GEOSEED**

data...  
loading...  
please wait...



FOR EACH ADJACENT  
CITY EDGE

Gain 2🟡 for each City edge  
(a side without a space) adjacent to this 🏙.



THEN 2 FOR EACH  
ADJACENT CITY EDGE

Gain 4🟢. Then, for each City edge  
(a side without a space) adjacent to this 🏙 lose 2🟢.

**NEON**

data...  
loading...  
please wait...



No effect.



Gain 4🟢.

**HELIOS**

data...  
loading...  
please wait...



FOR EACH 🧑

Gain 1🟡 for each Player in the game (including you).

PERFORM EXTRA  
TURN

When you finish resolving the current turn,  
perform another turn.

SOLAR CITY

SOLAR CITY

SOLAR CITY

### SPECTRUM



data...  
loading...  
please wait...

1 TIMES THE CURRENT ROUND NUMBER

Gain as many ☰ as the number of the current round.



GAIN 1 FOR EACH ☱ IN CITY

Gain 2 ☱.

Gain 1 ☱ for each empty space on your City board.

### CUBE



data...  
loading...  
please wait...

5

Gain 5 ☰.



No effect.

### NOVA



data...  
loading...  
please wait...

EXCHANGE 6 ☰ FOR 1 ☱

Spend 6 ☰ to gain 1 ☱.

EXCHANGE 1 ☱ FOR 24 ☰

Spend 1 ☱ to gain 24 ☰.