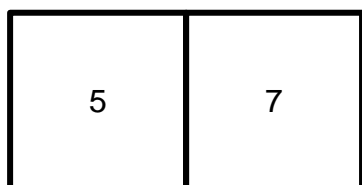


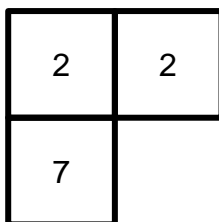
5x7 1/2

Place a chemical of any complexity anywhere on the board



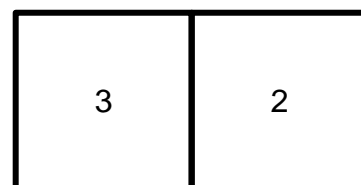
2x2x7 3/5

Reduce the complexity of one chemical to increase the complexity of two adjacent chemicals by 2



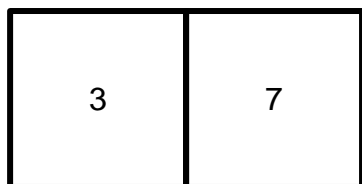
3x2 1/2

Reduce the complexity required to make a peptide by 1



3x7 1/2

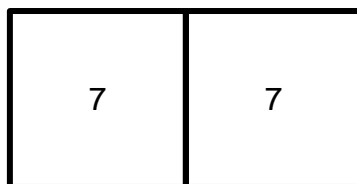
Can increase chemical complexity within 2 spaces by up to 3



C

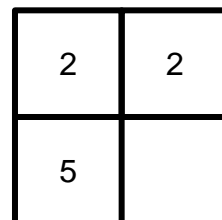
7x7 1/2

Create any peptide in an empty space



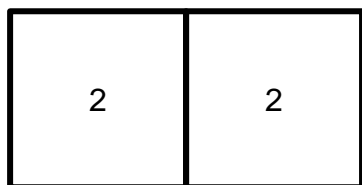
2x2x5 3/5

Break an opponent's protein



2x2 1/2

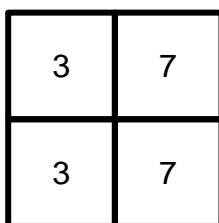
Exchange one peptide for another within 2 spaces



C

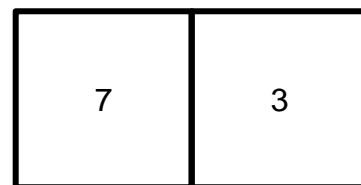
3x7x3x7 7/10

The spark of life. All other players have one more turn



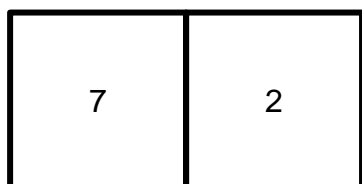
7x3 1/2

Break a peptide up into any number of valid component chemicals



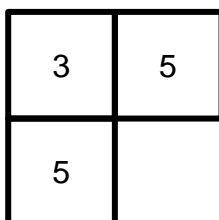
7x2 1/2

Move a protein up to 2 spaces



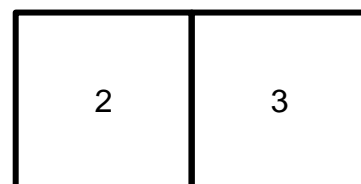
3x5x5 3/5

Move a chemical or peptide up to 3 spaces



2x3 1/2

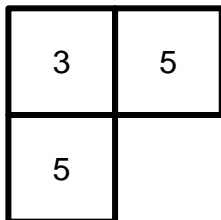
Use any chemical as if it were a peptide [cannot be used to create life]



3x5x5

3/5

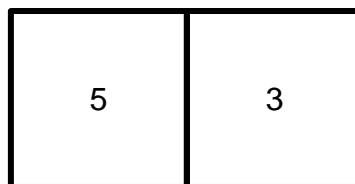
Reduce the complexity required to make a peptide by up to 3



5x3

1/2

Break up one of your own proteins into its component peptides

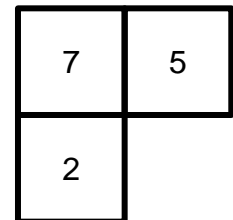


0

7x5x2

3/5

Increase the number of protein recipes by 1

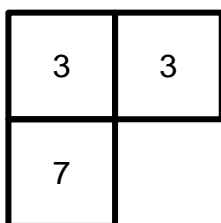


C

3x3x7

3/5

Increase your available reaction surfaces by 2

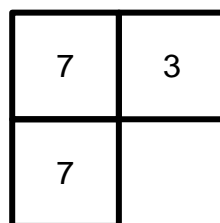


C

7x3x7

3/5

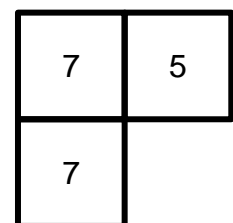
Double the number of actions you can use in one turn



7x5x7

3/5

Destroy this protein to break up any proteins within one space

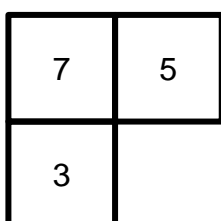


D

7x5x3

3/5

Gain an additional 2 power when completing another protein

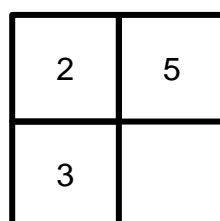


0

2x5x3

3/5

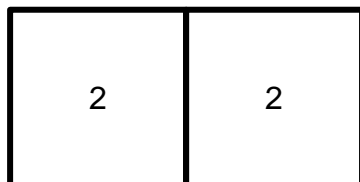
Destroy this protein to place three chemicals of any complexity adjacent to each other anywhere on the board



D

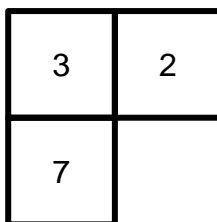
2x2 1/2

Place a chemical of any complexity anywhere on the board



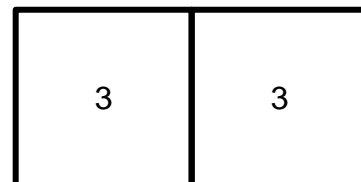
3x2x7 3/5

Reduce the complexity of one chemical to increase the complexity of two adjacent chemicals by 2



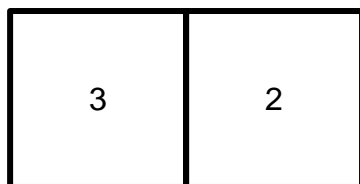
3x3 1/2

Reduce the complexity required to make a peptide by 1



3x2 1/2

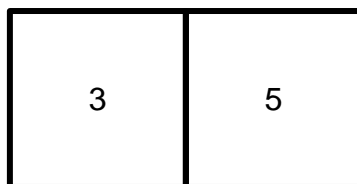
Can increase chemical complexity within 2 spaces by up to 3



C

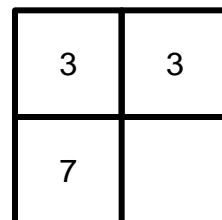
3x5 1/2

Create any peptide in an empty space



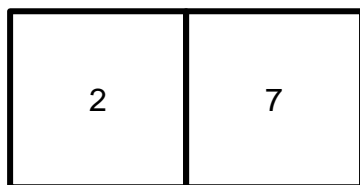
3x3x7 3/5

Break an opponent's protein



2x7 1/2

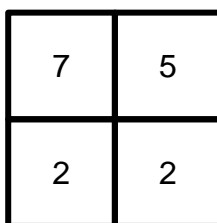
Exchange one peptide for another within 2 spaces



C

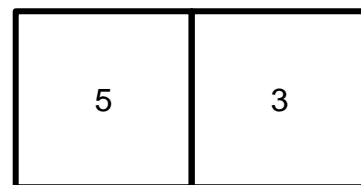
7x5x2x2 7/10

The spark of life. All other players have one more turn



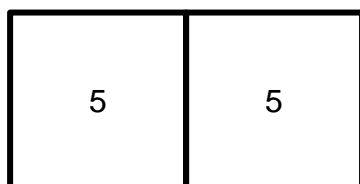
5x3 1/2

Break a peptide up into any number of valid component chemicals



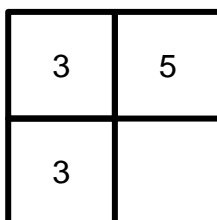
5x5 1/2

Move a protein up to 2 spaces



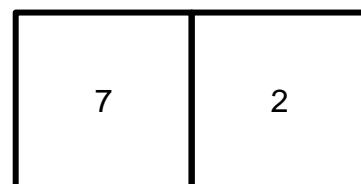
3x5x3 3/5

Move a chemical or peptide up to 3 spaces



7x2 1/2

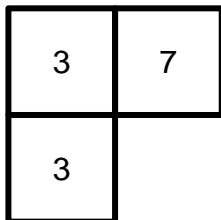
Use any chemical as if it were a peptide [cannot be used to create life]



3x7x3

3/5

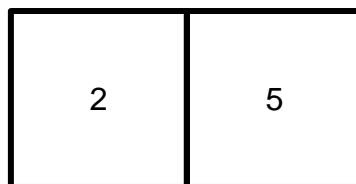
Reduce the complexity required to make a peptide by up to 3



2x5

1/2

Break up one of your own proteins into its component peptides

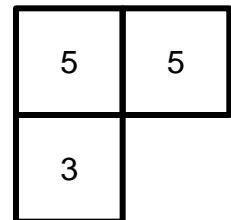


0

5x5x3

3/5

Increase the number of protein recipes by 1

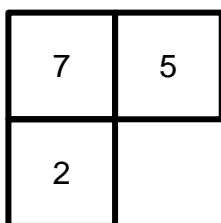


C

7x5x2

3/5

Increase your available reaction surfaces by 2

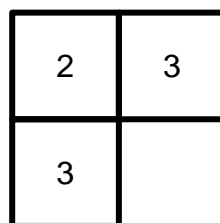


C

2x3x3

3/5

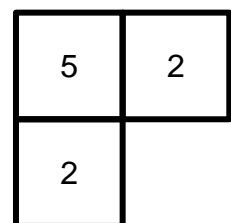
Double the number of actions you can use in one turn



5x2x2

3/5

Destroy this protein to break up any proteins within one space

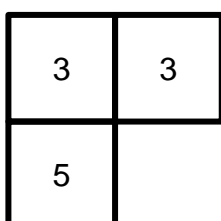


D

3x3x5

3/5

Gain an additional 2 power when completing another protein

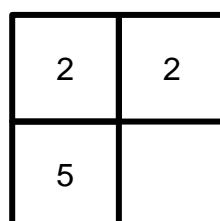


0

2x2x5

3/5

Destroy this protein to place three chemicals of any complexity adjacent to each other anywhere on the board



D