

GOAL1

4+ population.

GOAL2

2+ traits.

GOAL3

5+ Initiative.

GOAL4

Species is wiped out, bid on the new species.

GOAL5

5+ Survivability

GOAL6

3 or more population in the same hex.

GOAL7

Move into a hex that already contains 2+ other species.

GOAL8

One species in 6+ hexes.



GOAL9

6+ food in a single hex containing this species.

RESOURCE STOCKPILE

1 




Spend the required number of red  to gain any number of .

INCINERATOR

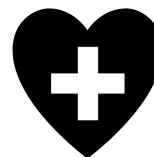
1 





Spend any number of blue  and place that much food on the board.

BONUS FUNDING

1 






Spend any number of Black  and increase one species stats by 1 per  spent.

MATTER CONVERTER

1 



Spend 2 yellow  per  to add to your bag. Purple costs 3 .

GROWTH VATS

2 



Spend 1  of each color. Complete all of your private objectives.

MUTATION CHAMBER

2 



Spend 2 Blue . Move all population from one hex to an adjacent hex.

MUTATION CHAMBER

2 






Spend 2 Black . Spread a catastrophe to an adjacent hex.

MUTATION CHAMBER

2 





Spend 3 Red . Add  from the top of the deck to a species until it has 3 .

MUTATION CHAMBER

2 




Spend 2 Yellow . Gain 2  of one color and place them into your bag.

MUTATION CHAMBER

2 






Spend 2 Purple . Take any action three times. Pay its cost once.

MUTATION CHAMBER

2 





Spend 1 Red  and 1 Black . Increase a species stats by 3 and that species gains the top  of the deck.

MUTATION CHAMBER

2 



Spend 1 Blue  and 1 Purple  to remove all food from a hex.

INTELLIGENCE

1 



This species will not move into a catastrophe that will kill it.

INTELLIGENCE

1 



This species will not move into a catastrophe that will kill it.

PHOTOSYNTHESIS

1 



This species cannot move and no longer consumes food. +1 population per turn.

PHOTOSYNTHESIS

1 



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NIGHT VISION

1 



1 population of this species in each hex does not need to eat.

NIGHT VISION

1 



1 population of this species in each hex does not need to eat.

SCAVENGER

2 🔥



1 food feeds all
population of this
species in this hex.

SCAVENGER

2 🔥



1 food feeds all
population of this
species in this hex.

APEX PREDATOR

2 🔥



Other species cannot
enter hexes this species
occupies.

APEX PREDATOR

2 🔥



Other species cannot
enter hexes this species
occupies.

FERTILE

3 🔥



Treat all non-plant
species as food. This
can no longer consume
food on the board.

FERTILE

3 🔥



Treat all non-plant
species as food. This
can no longer consume
food on the board.