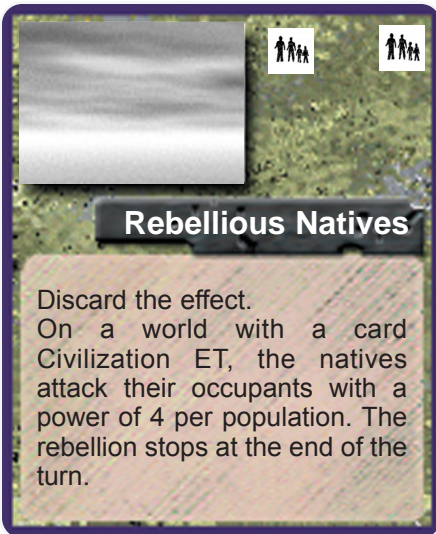




**Special Production**

Place this card on a world. A rare product can be found here.

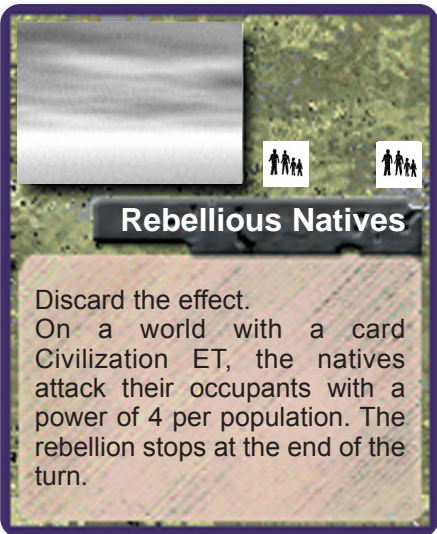
Each occupant with plants gets a bonus of 2 more energies each Energy Production Phase.



**Rebellious Natives**

Discard the effect.

On a world with a card Civilization ET, the natives attack their occupants with a power of 4 per population. The rebellion stops at the end of the turn.



**Rebellious Natives**

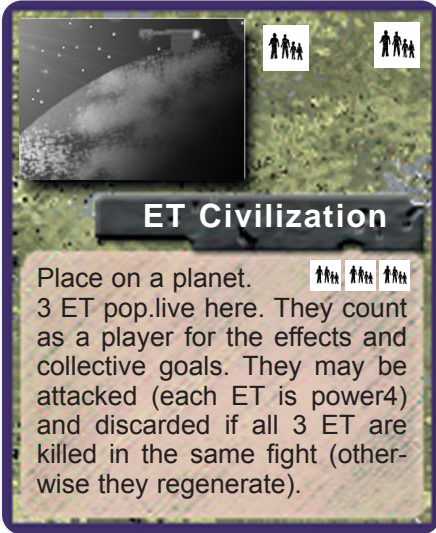
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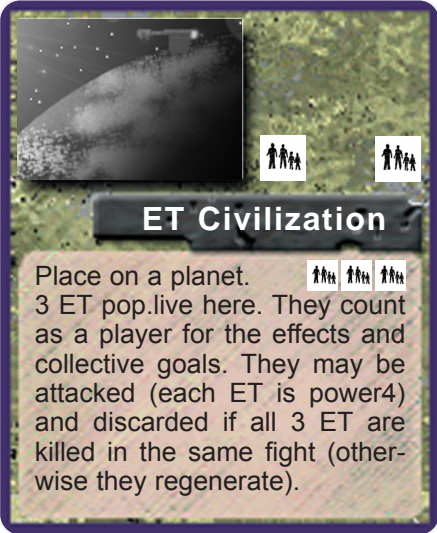
**ET Civilization**

Place on a planet. 3 ET pop.live here. They count as a player for the effects and collective goals. They may be attacked (each ET is power4) and discarded if all 3 ET are killed in the same fight (otherwise they regenerate).



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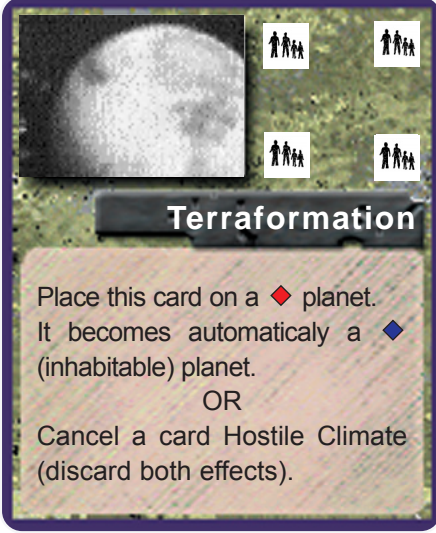
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**Terraformation**

Place this card on a ♦ planet. It becomes automatically a ♦ (inhabitable) planet.

OR

Cancel a card Hostile Climate (discard both effects).



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Cancel a card Hostile Climate (discard both effects).