Technology A

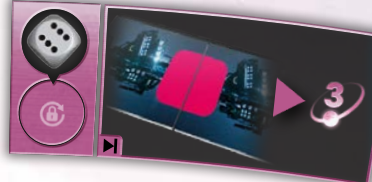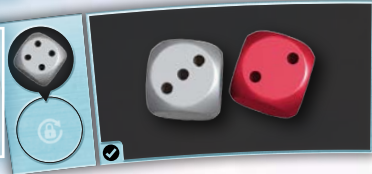At the end of the game, you may pay 2 engineering cubes to score 9 points. Usable only once.

At the end of the game, score 4 points if you have a spinning gyrodyne, 8 if you have two different types spinning, or 16 if you have all three types spinning.
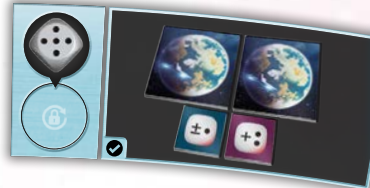
At the end of the game, you may choose one goal tile and evaluate it as though you have met the goal. (You can also buy the bonuses.)

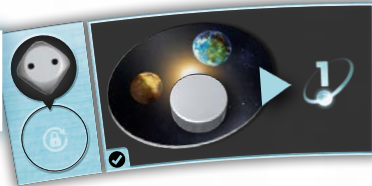Immediately gain the indicated dice. You must use the red die as your bonus die this turn.

At the end of the game, score 3 points for each red die formed by your online transmitters.

Immediately gain 3 engineering cubes.

Immediately draw 2 exploration bonus tiles and gain the indicated die modifier tokens.

Immediately score 1 point for each station you have.

Immediately teleport your ship to a planetary system and treat it as though you just ended a flight there.

Immediately gain the indicated dice. You must use the red die as your bonus die this turn.

During each Production Phase, score 1 additional point for each of your spinning gyrodynes.
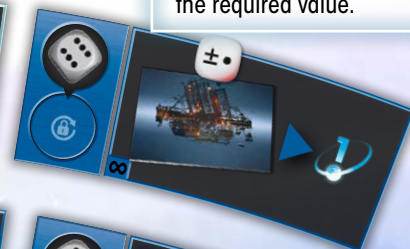
Whenever you start a gyrodyne spinning, score 3 points. You can pay the cost with a die 1 higher or lower than the required value.

Immediately claim 1 isolated pulsar and take 1 gyrodyne tile of any type.

Whenever you pay a die cost for building or taking a transmitter tile, score 1 point. You can use a die 1 higher or lower than the required value.

Whenever you do a flight that visits a green gate, you can lengthen or shorten the flight by one. The resulting flight must still visit a green gate.

Whenever you patent a technology (after this one) score 2 points.
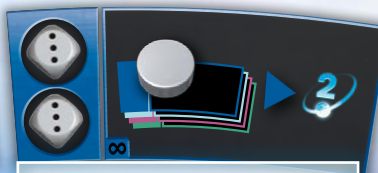
Whenever you do a flight, score 3 points for each pulsar you visit.

At the end of the game, you may pay 3 engineering cubes to score 16 points. Usable only once.
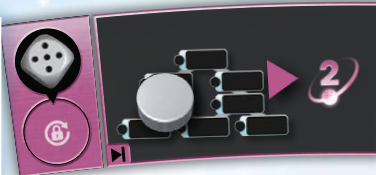
At the end of the game, score 3 points for each of your spinning gyrodynes.

At the end of the game, score 2 points for each of your online transmitters.

At the end of the game, score 2 points for each HQ project you have completed. (Completed gate run projects count even if unused.)

At the end of the game, score 6 points for each goal tile on which you buy all bonuses.
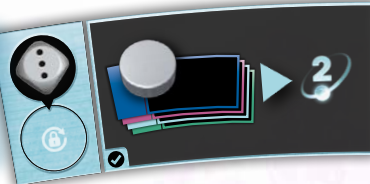
Immediately draw 1 exploration bonus tile and gain the indicated die modifier tokens.

Immediately teleport your ship to a planetary system and treat it as though you just ended a flight there.

Immediately score 2 points for each technology you have already patented (including this one).

Immediately gain the indicated dice. You must use the red die as your bonus die this turn.

During each Production Phase, score points for your spinning small gyrodynes: 1 point for one, 3 points for two, or 6 points for three or more.

Immediately pay 1 engineering cube to get a red 6, which you must use as your bonus die this turn.

Immediately claim 1 isolated pulsar and gain 1 engineering cube.

Whenever you pay a die cost for building or taking a transmitter tile, you can use a die 1 higher or lower than the required value.
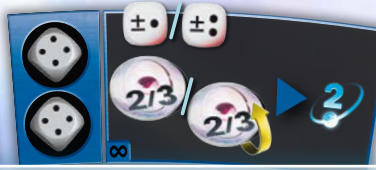
Whenever you do a gate run, score 1 additional point for each gate that gives you at least one point.

Whenever you pay for an action with a bonus die, score 2 points.

Whenever you take or flip a medium or large gyrodyne, score 2 points. You can pay the cost with a die 1 or 2 higher or lower than the required value.

Whenever you gain an exploration bonus from a planetary system, score 3 points. (This also applies if you choose to draw an exploration bonus tile instead.)

Technology C

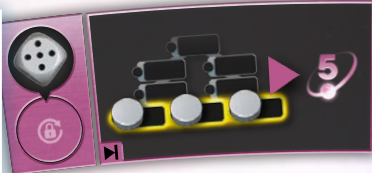Immediately gain the indicated dice. You must use the red die as your bonus die this turn.

At the end of the game, score 5 points for each construction award bonus you earned.

At the end of the game, score 3 points for each online transmitter that lets you buy points or gives you points every round. (But not for those that only produce engineering cubes.)

At the end of the game, score 5 points for each row of your HQ pyramid in which all projects are complete. (Completed gate run projects count even if unused.)

At the end of the game, score 2 additional points for each goal you meet and each goal-tile bonus you purchase.

Immediately gain the indicated die modifier tokens.

Immediately teleport your ship to any location on the board (but not to an isolated pulsar). Treat it as though you just ended a flight there.

Whenever you draw an exploration bonus tile, you actually draw two and choose one and you score 2 points.

Immediately gain the indicated dice. You must use the red die as your bonus die this turn.

During each Production Phase, score points for rows of your HQ pyramid in which all projects are complete: 2 points for one row, 3 for two, or 6 for three or more. (Completed gate run projects count even if unused.)
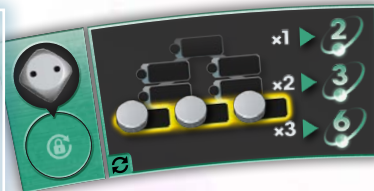
Whenever you start a gyrodyne spinning, score 4 points.

Whenever you pay to use a leftover die as your bonus die, it costs you 3 engineering cubes instead of 4.

Whenever you complete an HQ project, score 2 points. (Gate run projects count when they are completed, not when they are used.)

Whenever a transmitter gives you a one-time points benefit for going online, score 4 points.
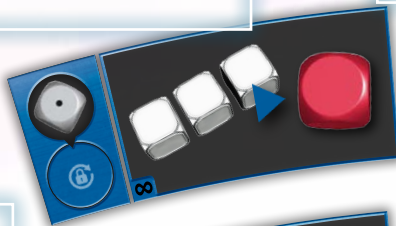
Whenever you do a flight that visits a violet gate, you can lengthen or shorten the flight by one. The resulting flight must still visit a violet gate.

Whenever you pay a die cost to patent a technology, you can use a die 1 higher or lower than the required value. (This technology cannot be used to patent itself.)

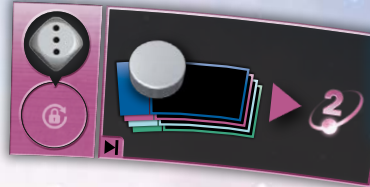Whenever you place a station on a planet, score 1 point.

Technology D

Immediately draw an exploration bonus tile and score 2 points.

At the end of the game, score 3 points for each gate run project that you completed and used.

At the end of the game, score 2 points for each technology you patented.

When counting stations at the end of the game, count this technology as 2 more stations. (Does not apply to goal tiles.)
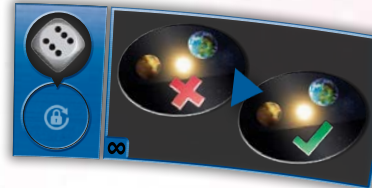
During each Production Phase, score 2 additional points for each large gyrodyne you have spinning.
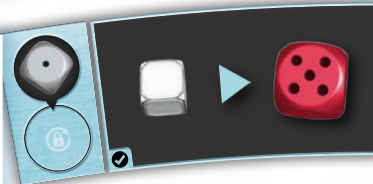
Immediately teleport your ship to any non-isolated pulsar. Treat it as though you just ended a flight there.

Whenever you establish a station at a planet and do not gain an exploration bonus, gain the bonus anyway (or draw an exploration bonus tile).

Immediately pay 1 engineering cube to get a red 5, which you must use as your bonus die this turn.

Immediately gain the indicated dice and die modifier token. You must use the red die as your bonus die this turn.

During each Production Phase, score 1 point for each gate run project you have completed and used.

Immediately take 2 gyrodyne tiles (same type or different types).

Whenever you do a flight that visits an orange gate, you can lengthen or shorten the flight by one. The resulting flight must still visit an orange gate.

During each Production Phase, score points for medium gyrodynes you have spinning: 1 point for one, 3 points for two, or 6 points for three or more.

Whenever you do a gate run, score 4 points.
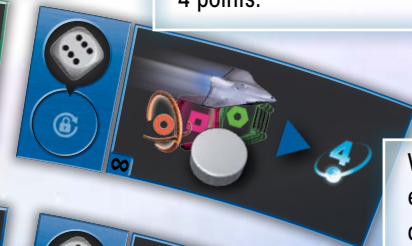
Whenever you pay a die cost to complete an HQ project, you may use a die 1 higher or lower than the required value.

Whenever your flight visits an unclaimed pulsar, you may claim it.

Whenever you establish a station at a planet and cannot gain an exploration bonus, score 2 points. You also score 2 points if you can gain the bonus only because of another technology.