














<p style="text-align: center;">CURATOR KEYCARD</p> <p>Discard to disable the trap tied to one artifact before picking it up. Using the keycard costs 1AP</p>	<p style="text-align: center;">ROCKET PACK</p> <p>The rocket pack has enough juice left to clear up to 3 non-walled spaces. Using the rocket pack allows you to move diagonally. Using the rocket pack costs 1AP</p>	<p style="text-align: center;">ROCKET PACK</p> <p>The rocket pack has enough juice left to clear up to 3 non-walled spaces. Using the rocket pack allows you to move diagonally. Using the rocket pack costs 1AP</p>	<p style="text-align: center;">HEART OF SOL</p>  <p style="text-align: center;">12 points -CANNOT BYPASS TRAP- At the start of each of your following turns, 4 platforms are removed from the board (each player picks). As well, start each of your following turns with 1 less AP due to radiation.</p>
<p style="text-align: center;">ADRENALINE INJECTION</p> <p>Discard to get your heart pumping. Movement this round is 2 spaces / 1 AP</p>	<p style="text-align: center;">ADRENALINE INJECTION</p> <p>Discard to get your heart pumping. Movement this round is 2 spaces / 1 AP</p>	<p style="text-align: center;">TRANSDIMENSIONAL DOORWAY</p> <p>Place a door on the wall of your current tile and the other door on a wall of a different tile. Spend 1AP to move in to the door and instantly appear at the other door.</p>	<p style="text-align: center;">MECURIAL SALAMANDER</p> <p style="text-align: center;">6 points</p> <p>Picking up the salamander triggers a fire trap on this gallery, setting each move space on fire. Each space you move through burns a hole in your suit as you put out the fire.</p>

 <p>ITEM</p>	 <p>ITEM</p>	 <p>ITEM</p>	 <p>ARTIFACT</p>
 <p>ITEM</p>	 <p>ITEM</p>	 <p>ITEM</p>	 <p>ARTIFACT</p>

<p>VITALITY BOOSTER SHOT</p> <p>Discard to recover 3AP.</p>	<p>BIT OF TAPE</p> <p>Discard to seal a hole in your suit for no AP loss.</p>	<p>CANISTER OF O2</p> <p>Discard to regain 2AP</p>	<p>PLATFORM HACK 1</p> <p>Discard to power up one platform. Draw from the platform tiles and place it on the board at no cost.</p>
<p>VITALITY BOOSTER SHOT</p> <p>Discard to recover 3AP.</p>	<p>BIT OF TAPE</p> <p>Discard to seal a hole in your suit for no AP loss.</p>	<p>CANISTER OF O2</p> <p>Discard to regain 2AP</p>	<p>PLATFORM HACK 2</p> <p>Discard to rotate one platform that is either your current platform or an empty platform.</p>

 <p>ITEM</p>	 <p>ITEM</p>	 <p>ITEM</p>	 <p>ITEM</p>
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<p style="text-align: center;">JOVIAN SCEPTER</p> <p style="text-align: center;">6 points</p> <p>Picking up the scepter causes you to be hit with electrical bolts. Your platform remote malfunctions. You cannot control #2 platforms. Corrects after moving two platforms</p>	<p style="text-align: center;">NEPTUNIAN SHELL</p> <p style="text-align: center;">7 points</p> <p>Picking up the shell, you are hit with a freeze ray, doubling your movement costs. You thaw after moving 4 spaces.</p>	<p style="text-align: center;">LUNAR SICKLE</p> <p style="text-align: center;">8 points</p> <p>Grabbing the sickle, you are hit with a fear ray. While on this gallery your anxiety causes you to burn through your O2 at twice the rate (all AP costs double).</p>	<p style="text-align: center;">SATURNIAN HOURGLASS</p> <p style="text-align: center;">7 points</p> <p>Touching the hourglass triggers the life drain ray stealing 4 AP.</p>
<p style="text-align: center;">CERERIAN FLOWER</p> <p style="text-align: center;">8 points</p> <p>Touching the flower calls its mother. You are hit with poisonous thorns that rip a hole in your suit and poison you. Start your next round with 3 less AP.</p>	<p style="text-align: center;">MARTIAN SPEARHEAD</p> <p style="text-align: center;">8 points</p> <p>Moving the spearhead opens a hidden panel revealing a security gun that fires twice, putting 2 holes in your suit, then goes quiet.</p>	<p style="text-align: center;">VENUSIAN DRAGONFLY</p> <p style="text-align: center;">6 points</p> <p>Moving the dragonfly triggers an acid spray which burns a hole in your suit and destroys one of your items.</p>	<p style="text-align: center;">URANIUM GEM</p> <p style="text-align: center;">8 points</p> <p>Disturbing the gem triggers a laser net over the gallery. To disable it, use a blaster, or a raygun with one charge set to overload. Otherwise it takes 5ap to disable the net.</p>

 <p>ARTIFACT</p>	 <p>ARTIFACT</p>	 <p>ARTIFACT</p>	 <p>ARTIFACT</p>
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<p>FOAM GUN</p> <p>2 charges</p> <p>use foam to patch suit or put out fires</p>	<p>FREEZE RAY</p> <p>Raygun : 3 charges</p> <p>used to stop plants, negate acid, or put out fires.</p>	<p>HEAT RAY</p> <p>Raygun : 3 charges</p> <p>Use to counteract freezing, stop attacking plants, or take out a security gun.</p>	<p>GRAPPLE GUN</p> <p>2 charges</p> <p>Impales a nearby ledge with a hook and wire for swinging over any 2 non-walled spaces for no AP cost. Cannot swing diagonally.</p>
<p>SECURITY HACK</p> <p>Discard to disable one security gun.</p>	<p>SECURITY HACK</p> <p>Discard to disable one security gun.</p>	<p>RAYGUN POWER PACK</p> <p>Discard to recharge raygun for 2 charges or suit for 2AP</p>	<p>RAYGUN POWER PACK</p> <p>Discard to recharge raygun for 2 charges or suit for 2AP</p>

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<p style="text-align: center;">BLASTER</p> <p style="text-align: center;">Raygun : 2 charges</p> <p style="text-align: center;">Good against plants, laser nets, and taking out security guns.</p>	<p style="text-align: center;">BLASTER</p> <p style="text-align: center;">Raygun : 2 charges</p> <p style="text-align: center;">Good against plants, laser nets, and taking out security guns.</p>	<p style="text-align: center;">BLASTER</p> <p style="text-align: center;">Raygun : 2 charges</p> <p style="text-align: center;">Good against plants, laser nets, and taking out security guns.</p>	<p style="text-align: center;">BLASTER</p> <p style="text-align: center;">Raygun : 2 charges</p> <p style="text-align: center;">Good against plants, laser nets, and taking out security guns.</p>
<p style="text-align: center;">SHIELD GENERATOR BAND</p> <p style="text-align: center;">2 charges</p> <p style="text-align: center;">Worn on the arm, creates a shield that absorbs security gun blasts, electrical bolts, any ray, or radiation. Can only use 1 shield charge at a time.</p>	<p style="text-align: center;">SHIELD GENERATOR BAND</p> <p style="text-align: center;">2 charges</p> <p style="text-align: center;">Worn on the arm, creates a shield that absorbs security gun blasts, electrical bolts, any ray, or radiation. Can only use 1 shield charge at a time.</p>	<p style="text-align: center;">SHIELD GENERATOR BAND</p> <p style="text-align: center;">2 charges</p> <p style="text-align: center;">Worn on the arm, creates a shield that absorbs security gun blasts, electrical bolts, any ray, or radiation. Can only use 1 shield charge at a time.</p>	<p style="text-align: center;">SHIELD GENERATOR BAND</p> <p style="text-align: center;">2 charges</p> <p style="text-align: center;">Worn on the arm, creates a shield that absorbs security gun blasts, electrical bolts, any ray, or radiation. Can only use 1 shield charge at a time.</p>

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 <p>BLASTER</p>	 <p>BLASTER</p>	 <p>BLASTER</p>	 <p>BLASTER</p>