

3<sub>4</sub> Silica Gel

When Distilling:  
Distill All  
(O)  
in Hand.

7

3<sub>4</sub> Silica Gel

When Distilling:  
Distill All  
(O)  
in Hand.

7

3<sub>5</sub> Pressure Swing Absorption

When Distilling:  
Distill All  
(N)  
in Hand.

8

3<sub>5</sub> Pressure Swing Absorption

When Distilling:  
Distill All  
(N)  
in Hand.

8

0<sub>5</sub> Pressure Relief Valve

Look at top card  
of System.

Draw or Discard.

5

0<sub>5</sub> Pressure Relief Valve

Look at top card  
of System.

Draw or Discard.

5

2<sub>4</sub> Expansion Turbine

Add  
(Kr) + (Xe)  
to your System.

6

2<sub>4</sub> Expansion Turbine

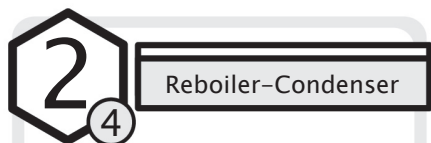
Add  
(Kr) + (Xe)  
to your System.

6

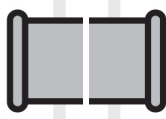
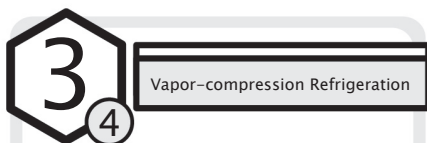
2<sub>4</sub> Reboiler-Condenser

When Distilling  
(O)  
gain \$1 for each.

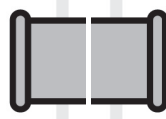
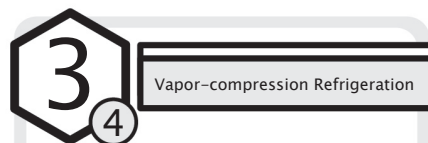
6



When Distilling  
(O)  
gain \$1 for each.



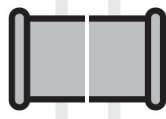
When Distilling  
(N)  
place a bid token  
for each.



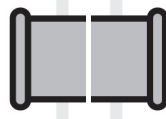
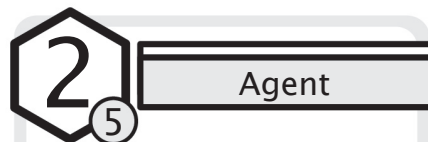
When Distilling  
(N)  
place a bid token  
for each.



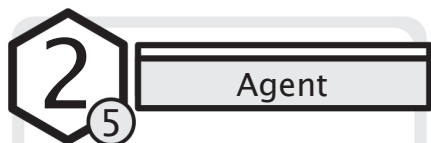
When Bidding:  
You may place/  
move three Bid  
Tokens total.



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You may place/  
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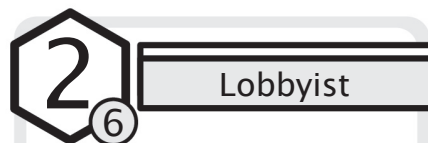
When Bidding:  
You may  
Bid AND Buy.




When Bidding:  
You may  
Bid AND Buy.

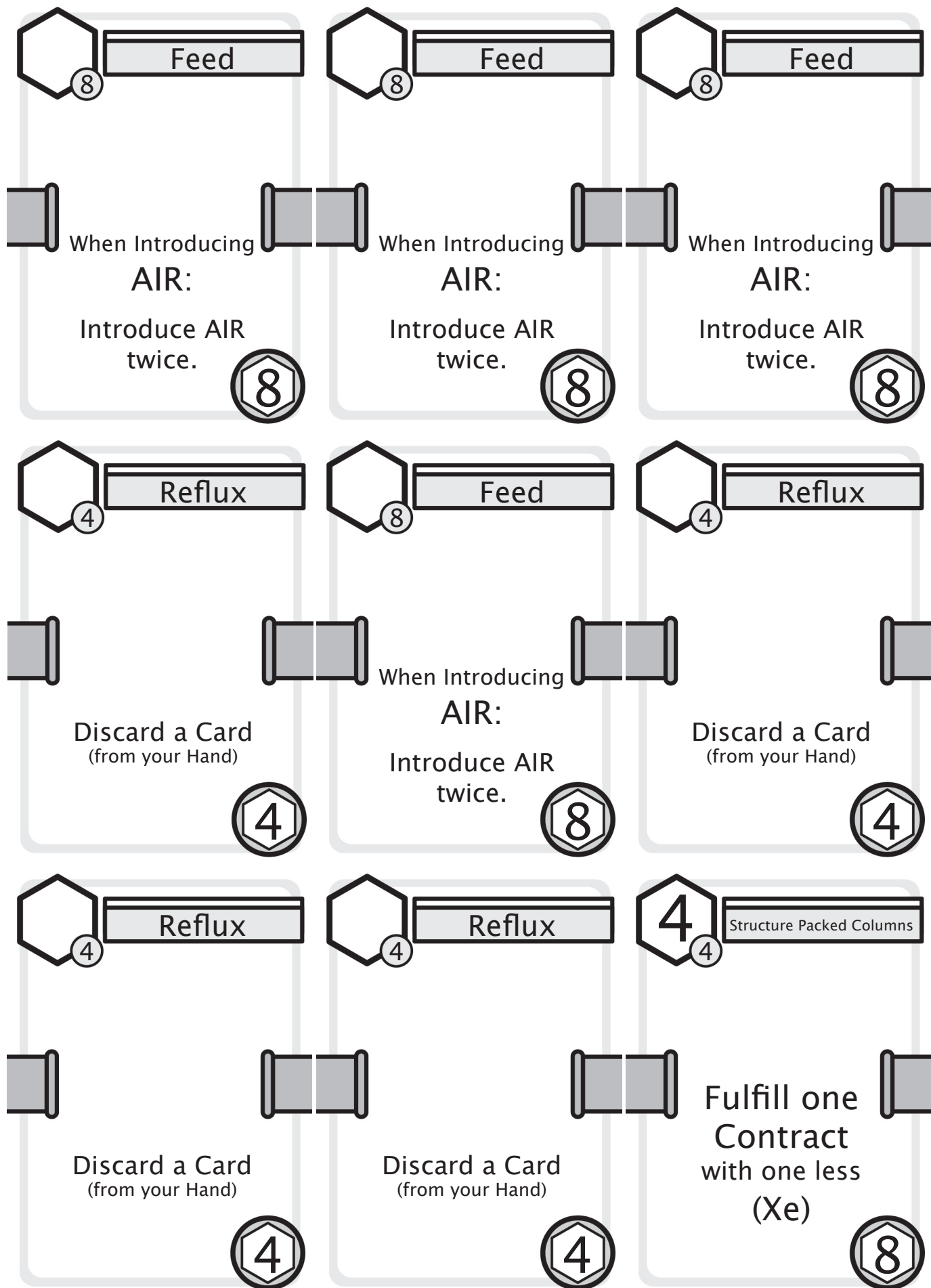


If Installed:  
Gain +3XP  
at game end.



If Installed:  
Gain +1XP for  
every  Contract  
at game end.





**1** Reclaiming

Add  
(Xe)  
to your System.

**3** Geothermal Heat Pump

When Introducing  
AIR:  
gain \$1 extra.

**4** Mass Flow Controller

Draw 3 Cards.

**2** Independent Contractor

Remove from  
System to Install  
a card from your  
Hand at no cost.

**2** <sup>7</sup> MDMA Representative

If Installed:

Gain +1XP for  
every  Contract  
at game end.

**9**

**1** Plant Manager

You may WIPE  
twice.  
OR  
You may BUY  
twice.

**4** <sup>4</sup> Structure Packed Columns

Fulfill one  
Contract  
with one less  
(Xe)

**8**

**1** <sup>6</sup> Buyer

If Installed:

Gain +1XP for  
every  Contract  
at game end.

**7**

**2** Plant Process Engineer

WIPE:  
Draw 6 Cards,  
fill empty line,  
and discard  
remaining.