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| 1 | Common    | 1 |
| Grow or Clone | <p>This pyramid may either grow or clone. To grow, replace this pyramid with a pyramid one size larger. To clone, place another pyramid of the same size or smaller in this space.</p>  | Grow or Clone |
| 1 |    Common | 1 |








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| 2 | Common    | 2 |
| Grow or Clone | <p>This pyramid may either grow or clone. To grow, replace this pyramid with a pyramid one size larger. To clone, place another pyramid of the same size or smaller in this space.</p>  | Grow or Clone |
| 2 |    Common | 2 |








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| 3 | Common    | 3 |
| Grow or Clone | <p>This pyramid may either grow or clone. To grow, replace this pyramid with a pyramid one size larger. To clone, place another pyramid of the same size or smaller in this space.</p>  | Grow or Clone |
| 3 |    Common | 3 |








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| 4 | Common    | 4 |
| Grow or Clone | <p>This pyramid may either grow or clone. To grow, replace this pyramid with a pyramid one size larger. To clone, place another pyramid of the same size or smaller in this space.</p>  | Grow or Clone |
| 4 |    Common | 4 |








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| 5 | Common    | 5 |
| Grow or Clone | <p>This pyramid may either grow or clone. To grow, replace this pyramid with a pyramid one size larger. To clone, place another pyramid of the same size or smaller in this space.</p>  | Grow or Clone |
| 5 |    Common | 5 |








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| 6 | Common    | 6 |
| Grow or Clone | <p>This pyramid may either grow or clone. To grow, replace this pyramid with a pyramid one size larger. To clone, place another pyramid of the same size or smaller in this space.</p>  | Grow or Clone |
| 6 |    Common | 6 |

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| 7 | Common    | 7 |
| Grow or Clone | <p>This pyramid may either grow or clone. To grow, replace this pyramid with a pyramid one size larger. To clone, place another pyramid of the same size or smaller in this space.</p>  | Grow or Clone |
| 7 |    Common | 7 |








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| 8 | Common    | 8 |
| Grow or Clone | <p>This pyramid may either grow or clone. To grow, replace this pyramid with a pyramid one size larger. To clone, place another pyramid of the same size or smaller in this space.</p>  | Grow or Clone |
| 8 |    Common | 8 |








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| 9 | Common    | 9 |
| Grow or Clone | <p>This pyramid may either grow or clone. To grow, replace this pyramid with a pyramid one size larger. To clone, place another pyramid of the same size or smaller in this space.</p>  | Grow or Clone |
| 9 |    Common | 9 |








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| 10 | Common    | 10 |
| Grow or Clone | <p>This pyramid may either grow or clone. To grow, replace this pyramid with a pyramid one size larger. To clone, place another pyramid of the same size or smaller in this space.</p>  | Grow or Clone |
| 10 |    Common | 10 |








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| 11 | Common    | 11 |
| Grow or Clone (Wild) | <p>This pyramid may either grow or clone. To grow, replace this pyramid with a pyramid one size larger. To clone, place another pyramid of the same size or smaller in this space.</p> <p><i>If this card is played from your hand, it may be played as any Common. On the board, this card has only its own ability.</i></p>  | Grow or Clone (Wild) |
| 11 |    Common | 11 |








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| 11 | Common    | 11 |
| Grow or Clone (Wild) | <p>This pyramid may either grow or clone. To grow, replace this pyramid with a pyramid one size larger. To clone, place another pyramid of the same size or smaller in this space.</p> <p><i>If this card is played from your hand, it may be played as any Common. On the board, this card has only its own ability.</i></p>  | Grow or Clone (Wild) |
| 11 |    Common | 11 |








| | | |
|----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------|
| 11 | Common    | 11 |
| Grow or Clone (Wild) | <p>This pyramid may either grow or clone. To grow, replace this pyramid with a pyramid one size larger. To clone, place another pyramid of the same size or smaller in this space.</p> <p><i>If this card is played from your hand, it may be played as any Common. On the board, this card has only its own ability.</i></p>  | Grow or Clone (Wild) |
| |    Common | |








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| 11 | Common    | 11 |
| Grow or Clone (Wild) | <p>This pyramid may either grow or clone. To grow, replace this pyramid with a pyramid one size larger. To clone, place another pyramid of the same size or smaller in this space.</p> <p><i>If this card is played from your hand, it may be played as any Common. On the board, this card has only its own ability.</i></p>  | Grow or Clone (Wild) |
| |    Common | |








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| 1 | Common    | 1 |
| Move | <p>Move this pyramid into the target space, and place it standing up.</p>  | Move |
| |    Common | |








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| 2 | Common    | 2 |
| Move | <p>Move this pyramid into the target space, and place it standing up.</p>  | Move |
| |    Common | |








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| 3 | Common    | 3 |
| Move | <p>Move this pyramid into the target space, and place it standing up.</p>  | Move |
| 3 |    Common | 3 |








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| 4 | Common    | 4 |
| Move | <p>Move this pyramid into the target space, and place it standing up.</p>  | Move |
| 4 |    Common | 4 |








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| 5 | Common    | 5 |
| Move | <p>Move this pyramid into the target space, and place it standing up.</p>  | Move |
| 5 |    Common | 5 |


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| 6 | Common    | 6 |
| Move | <p>Move this pyramid into the target space, and place it standing up.</p>  | Move |
| 6 |    Common | 6 |







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| 7 | Common    | 7 |
| Move | <p>Move this pyramid into the target space, and place it standing up.</p>  | Move |
| 7 |    Common | 7 |


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| 8 | Common    | 8 |
| Move | <p>Move this pyramid into the target space, and place it standing up.</p>  | Move |
| 8 |    Common | 8 |






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| 9 | Common    | 9 |
| Move | <p>Move this pyramid into the target space, and place it standing up.</p>  | Move |
| 9 |    Common | 9 |

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| 10 | Common    | 10 |
| Move | <p>Move this pyramid into the target space, and place it standing up.</p>  | Move |
| 10 |    Common | 10 |





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| 11 | Common    | 11 |
| Move (Wild) | <p>Move this pyramid into the target space, and place it standing up.</p> <p><i>If this card is played from your hand, it may be played as any Common. On the board, this card has only its own ability.</i></p>  | Move (Wild) |
| 11 |    Common | 11 |


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| 11 | Common    | 11 |
| Move (Wild) | <p>Move this pyramid into the target space, and place it standing up.</p> <p><i>If this card is played from your hand, it may be played as any Common. On the board, this card has only its own ability.</i></p>  | Move (Wild) |
| 11 |    Common | 11 |




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|-------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------|
| 11 | Common    | 11 |
| Move (Wild) | <p>Move this pyramid into the target space, and place it standing up.</p> <p><i>If this card is played from your hand, it may be played as any Common. On the board, this card has only its own ability.</i></p>  | Move (Wild) |
| 11 |    Common | 11 |

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| 11 | Common    | 11 |
| Move (Wild) | <p>Move this pyramid into the target space, and place it standing up.</p> <p><i>If this card is played from your hand, it may be played as any Common. On the board, this card has only its own ability.</i></p>  | Move (Wild) |
| 11 |    Common | 11 |

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|--------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| 1 | Common   | 1 |
| Attack | <p>This pyramid attacks another pyramid in the target space. If the attacking pyramid is smaller than the target, the target is reduced one size. If the attacker is the same size or larger, the target is destroyed. If there are no pyramids in the target space, the top card in the space is removed and discarded.</p>  | Attack |
| 1 |   Common | 1 |


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|--------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| 2 | Common   | 2 |
| Attack | <p>This pyramid attacks another pyramid in the target space. If the attacking pyramid is smaller than the target, the target is reduced one size. If the attacker is the same size or larger, the target is destroyed. If there are no pyramids in the target space, the top card in the space is removed and discarded.</p>  | Attack |
| 2 |   Common | 2 |




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| 3 | Common   | 3 |
| Attack | <p>This pyramid attacks another pyramid in the target space. If the attacking pyramid is smaller than the target, the target is reduced one size. If the attacker is the same size or larger, the target is destroyed. If there are no pyramids in the target space, the top card in the space is removed and discarded.</p>  | Attack |
| 3 |   Common | 3 |

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| 4 | Common   | 4 |
| Attack | <p>This pyramid attacks another pyramid in the target space. If the attacking pyramid is smaller than the target, the target is reduced one size. If the attacker is the same size or larger, the target is destroyed. If there are no pyramids in the target space, the top card in the space is removed and discarded.</p>  | Attack |
| 4 |   Common | 4 |

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| 5 | Common   | 5 |
| Attack | <p>This pyramid attacks another pyramid in the target space. If the attacking pyramid is smaller than the target, the target is reduced one size. If the attacker is the same size or larger, the target is destroyed. If there are no pyramids in the target space, the top card in the space is removed and discarded.</p>  | Attack |
| 5 |   Common | 5 |

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| 6 | Common   | 6 |
| Attack | <p>This pyramid attacks another pyramid in the target space. If the attacking pyramid is smaller than the target, the target is reduced one size. If the attacker is the same size or larger, the target is destroyed. If there are no pyramids in the target space, the top card in the space is removed and discarded.</p>  | Attack |
| 6 |   Common | 6 |

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|--------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| 7 | Common   | 7 |
| Attack | <p>This pyramid attacks another pyramid in the target space. If the attacking pyramid is smaller than the target, the target is reduced one size. If the attacker is the same size or larger, the target is destroyed. If there are no pyramids in the target space, the top card in the space is removed and discarded.</p>  | Attack |
| 7 |   Common | 7 |

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| 8 | Common   | 8 |
| Attack | <p>This pyramid attacks another pyramid in the target space. If the attacking pyramid is smaller than the target, the target is reduced one size. If the attacker is the same size or larger, the target is destroyed. If there are no pyramids in the target space, the top card in the space is removed and discarded.</p>  | Attack |
| 8 |   Common | 8 |

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|--------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| 9 | Common   | 9 |
| Attack | <p>This pyramid attacks another pyramid in the target space. If the attacking pyramid is smaller than the target, the target is reduced one size. If the attacker is the same size or larger, the target is destroyed. If there are no pyramids in the target space, the top card in the space is removed and discarded.</p>  | Attack |
| 9 |   Common | 9 |






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| 10 | Common   | 10 |
| Attack | <p>This pyramid attacks another pyramid in the target space. If the attacking pyramid is smaller than the target, the target is reduced one size. If the attacker is the same size or larger, the target is destroyed. If there are no pyramids in the target space, the top card in the space is removed and discarded.</p>  | Attack |
| 10 |   Common | 10 |





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|---------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------|
| 11 | Common   | 11 |
| Attack (Wild) | <p>This pyramid attacks another pyramid in the target space. If the attacking pyramid is smaller than the target, the target is reduced one size. If the attacker is the same size or larger, the target is destroyed. If there are no pyramids in the target space, the top card in the space is removed and discarded.</p> <p><i>If this card is played from your hand, it is played as any Common. On the board, this card has only its own ability.</i></p>  | Attack (Wild) |
| 11 |   Common | 11 |




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|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------|
| 11 | Common   | 11 |
| Attack (Wild) | <p>This pyramid attacks another pyramid in the target space. If the attacking pyramid is smaller than the target, the target is reduced one size. If the attacker is the same size or larger, the target is destroyed. If there are no pyramids in the target space, the top card in the space is removed and discarded.</p> <p><i>If this card is played from your hand, it is played as any Common. On the board, this card has only its own ability.</i></p>  | Attack (Wild) |
| 11 |   Common | 11 |




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|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------|
| 11 | Common   | 11 |
| Attack (Wild) | <p>This pyramid attacks another pyramid in the target space. If the attacking pyramid is smaller than the target, the target is reduced one size. If the attacker is the same size or larger, the target is destroyed. If there are no pyramids in the target space, the top card in the space is removed and discarded.</p> <p><i>If this card is played from your hand, it is played as any Common. On the board, this card has only its own ability.</i></p>  | Attack (Wild) |
| 11 |   Common | 11 |




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|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------|
| 11 | Common   | 11 |
| Attack (Wild) | <p>This pyramid attacks another pyramid in the target space. If the attacking pyramid is smaller than the target, the target is reduced one size. If the attacker is the same size or larger, the target is destroyed. If there are no pyramids in the target space, the top card in the space is removed and discarded.</p> <p><i>If this card is played from your hand, it is played as any Common. On the board, this card has only its own ability.</i></p>  | Attack (Wild) |
| 11 |   Common | 11 |


| | | |
|-------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|
| 1 | Common   | 1 |
| Build | <p>This pyramid builds new territory in the target space. Draw a card from the deck and place it on the target space. If any other player has pyramids in the target space, you may not use this card. However, if the target space contains only your pyramids, they are unaffected and the new card goes underneath them.</p>  | Build |
| 1 |   Common | 1 |




| | | |
|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|
| 2 | Common   | 2 |
| Build | <p>This pyramid builds new territory in the target space. Draw a card from the deck and place it on the target space. If any other player has pyramids in the target space, you may not use this card. However, if the target space contains only your pyramids, they are unaffected and the new card goes underneath them.</p>  | Build |
| 2 |   Common | 2 |




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|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|
| 3 | Common  | 3 |
| Build | <p>This pyramid builds new territory in the target space. Draw a card from the deck and place it on the target space. If any other player has pyramids in the target space, you may not use this card. However, if the target space contains only your pyramids, they are unaffected and the new card goes underneath them.</p>  | Build |
| 3 |  Common | 3 |




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| 4 | Common  | 4 |
| Build | <p>This pyramid builds new territory in the target space. Draw a card from the deck and place it on the target space. If any other player has pyramids in the target space, you may not use this card. However, if the target space contains only your pyramids, they are unaffected and the new card goes underneath them.</p>  | Build |
| 4 |  Common | 4 |



| | | |
|-------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|
| 5 | Common  | 5 |
| Build | <p>This pyramid builds new territory in the target space. Draw a card from the deck and place it on the target space. If any other player has pyramids in the target space, you may not use this card. However, if the target space contains only your pyramids, they are unaffected and the new card goes underneath them.</p>  | Build |
| 5 |  Common | 5 |




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| 6 | Common  | 6 |
| Build | <p>This pyramid builds new territory in the target space. Draw a card from the deck and place it on the target space. If any other player has pyramids in the target space, you may not use this card. However, if the target space contains only your pyramids, they are unaffected and the new card goes underneath them.</p>  | Build |
| 6 |  Common | 6 |




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|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|
| 7 | Common  | 7 |
| Build | <p>This pyramid builds new territory in the target space. Draw a card from the deck and place it on the target space. If any other player has pyramids in the target space, you may not use this card. However, if the target space contains only your pyramids, they are unaffected and the new card goes underneath them.</p>  | Build |
| 7 |  Common | 7 |




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| 8 | Common  | 8 |
| Build | <p>This pyramid builds new territory in the target space. Draw a card from the deck and place it on the target space. If any other player has pyramids in the target space, you may not use this card. However, if the target space contains only your pyramids, they are unaffected and the new card goes underneath them.</p>  | Build |
| 8 |  Common | 8 |




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|-------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|
| 9 | Common  | 9 |
| Build | <p>This pyramid builds new territory in the target space. Draw a card from the deck and place it on the target space. If any other player has pyramids in the target space, you may not use this card. However, if the target space contains only your pyramids, they are unaffected and the new card goes underneath them.</p>  | Build |
| 9 |  Common | 9 |




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|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|
| 10 | Common  | 10 |
| Build | <p>This pyramid builds new territory in the target space. Draw a card from the deck and place it on the target space. If any other player has pyramids in the target space, you may not use this card. However, if the target space contains only your pyramids, they are unaffected and the new card goes underneath them.</p>  | Build |
| 10 |  Common | 10 |

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|--------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|
| 11 | Common  | 11 |
| Build (Wild) | <p>This pyramid builds new territory in the target space. Draw a card from the deck and place it on the target space. If any other player has pyramids in the target space, you may not use this card. However, if the target space contains only your pyramids, they are unaffected and the new card goes underneath them.</p> <p><i>If this card is played from your hand, it is played as any Common. On the board, it has only its own ability.</i></p>  | Build (Wild) |
| 11 |  Common | 11 |






| | | |
|--------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|
| 11 | Common  | 11 |
| Build (Wild) | <p>This pyramid builds new territory in the target space. Draw a card from the deck and place it on the target space. If any other player has pyramids in the target space, you may not use this card. However, if the target space contains only your pyramids, they are unaffected and the new card goes underneath them.</p> <p><i>If this card is played from your hand, it is played as any Common. On the board, it has only its own ability.</i></p>  | Build (Wild) |
| 11 |  Common | 11 |








| | | |
|--------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|
| 11 | Common  | 11 |
| Build (Wild) | <p>This pyramid builds new territory in the target space. Draw a card from the deck and place it on the target space. If any other player has pyramids in the target space, you may not use this card. However, if the target space contains only your pyramids, they are unaffected and the new card goes underneath them.</p> <p><i>If this card is played from your hand, it is played as any Common. On the board, it has only its own ability.</i></p>  | Build (Wild) |
| 11 |  Common | 11 |







| | | |
|--------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|
| 11 | Common  | 11 |
| Build (Wild) | <p>This pyramid builds new territory in the target space. Draw a card from the deck and place it on the target space. If any other player has pyramids in the target space, you may not use this card. However, if the target space contains only your pyramids, they are unaffected and the new card goes underneath them.</p> <p><i>If this card is played from your hand, it is played as any Common. On the board, it has only its own ability.</i></p>  | Build (Wild) |
| 11 |  Common | 11 |






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| 0 | Special  | 0 |
| Play Two Random Cards Draw a card from the deck and play it as if playing from your hand. You must perform the action if any of your pyramids can use it at all. Then discard the card. Then repeat the process a second time: draw, play if possible, and discard. (Wild cards may not be played wild; they must use the ability of their type.) <i>You decide which pyramids use the two cards you draw. They do not have to be the same pyramid, or even the pyramid that initially used this ability.</i>  | | |
| 0 |  Special | 0 |


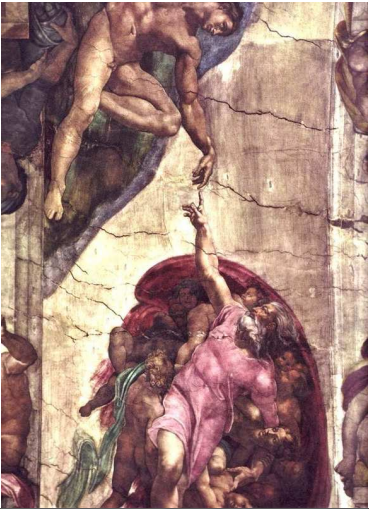

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| 1 | Special  | 1 |
| Play as Any Common This card is used as if it were any of the four Common types (non-Wild). <i>Yes, in your hand, it's just like any Wild, but on the board, it's still a Wild.</i>  | | |
| 1 |  Special | 1 |

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| 2 | Special   | 2 |
| Draw Two Cards and Go Again Draw up to two cards, and then take another turn (any of the eight turn options.) You may not reuse the same card you used to trigger this ability.  | | |
| 2 |   Special | 2 |








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| 3 | Special    | 3 |
| Grow or Clone, Ignoring Limits This pyramid may either grow or clone, just like a Grow or Clone card. You may ignore the population limit. This card may be used by a pyramid in the Wasteland.  | | |
| 3 |    Special | 3 |








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| 4 | Special    | 4 |
| Attack and Demand Cards | <p>This pyramid attacks, just like an Attack card. However, if you attack an enemy pyramid, you may (at your option) demand up to three cards from the enemy player's hand. The other player chooses which cards to give you.</p>  | Attack and Demand Cards |
| 4 |    Special | 4 |






| | | |
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| 5 | Special   | 5 |
| Attack and Convert | <p><i>This pyramid attacks, just like an Attack card. However, instead of being destroyed or reduced, the target pyramid is replaced by a pyramid from your stash. The replacement pyramid must be of the same size as the target or smaller, and it is oriented standing. This card may not be used to destroy territory.</i></p>  | Attack and Convert |
| 5 |   Special | 5 |

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| 6 | Special  | 6 |
| Create Pyramid in Wasteland | <p>Place one pyramid of any size from your stash into any empty wasteland space. You must choose a wasteland space which is adjacent to at least one card. The new pyramid is placed standing upright.</p>  | Create Pyramid in Wasteland |
| 6 |  Special | 6 |






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| 7 | Special    | 7 |
| Move Twice | <p>This pyramid moves, just like a Move card, either once or twice. The moves may be in any directions, regardless of the pyramid's starting orientation. <i>Even a standing pyramid can use this. You must obey the population limit on both of your moves, however, so you cannot move through a space that has three pyramids on it.</i></p>  | Move Twice |
| 7 |    Special | 7 |

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| 8 | Special    | 8 |
| Grow or Clone Twice | <p>This pyramid grows or clones, just like a Grow or Clone card, either once or twice. (You need not choose the same option both times.) <i>Remember, it's more efficient to grow first and then clone.</i></p>  | Grow or Clone Twice |
| 8 |    Special | 8 |






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| 9 | Special    | 9 |
| Move, Ignoring Limits | <p><i>This pyramid moves, just like a Move card. The move may be in any direction, regardless of the pyramid's starting orientation, and you may ignore the population limit.</i></p>  | Move, Ignoring Limits |
| 9 | Special    | 9 |

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| 10 | Special   | 10 |
| Build Hidden Territory | <p>This pyramid builds new territory, just like a <i>Build</i> card. However, you draw the card, look at it secretly, and place it face-down. No player (including you) may look at it thereafter. Pyramids on a face-down card may not use it as a territorial ability. When the game is over, turn the card face-up to reveal its scoring value.</p>  | Build Hidden Territory |
| 10 | Special   | 10 |




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| 11 | Special   | 11 |
| Trade Hands | <p>Trade hands with any other player.</p> <p><i>It's legal to trade with a player even if one of you has no cards at all. It's also legal to trade with a player who has more than six cards.</i></p>  | Trade Hands |
| 11 | Special   | 11 |


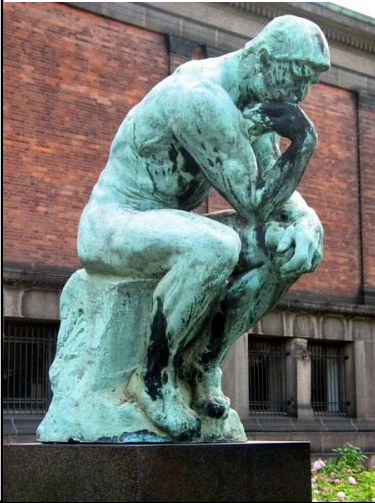

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| 12 | Special   | 12 |
| Destroy This Territory | <p>This pyramid, the space it occupies, and all other pyramids there are destroyed. A pyramid can use this ability while lying down, but it does not affect the pointed-at space. Use of this card is always suicide.</p>  | Destroy This Territory |
| 12 |   Special | 12 |

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| 13 | Special   | 13 |
| Attack Twice | <p>This pyramid attacks, just like an Attack card, either once or twice. The same pyramid must perform both attacks, but you do not have to choose the same target twice.</p>  | Attack Twice |
| 13 |   Special | 13 |


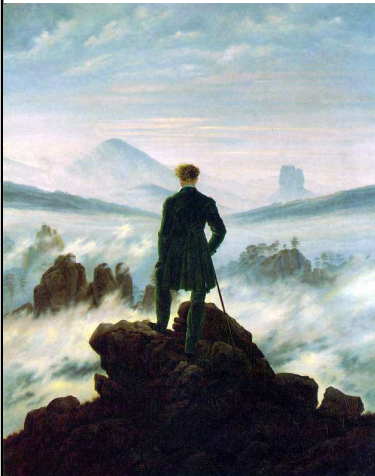

| | | |
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| 14 | Special   | 14 |
| Build, Ignoring Limits | <p>This pyramid builds new territory, just like a <i>Build</i> card. However, this card may be used by a pyramid in the wasteland, and it may be used even if the target space contains enemy pyramids. All pyramids in the target space are unaffected, and the new card goes underneath them.</p> <p><i>This is the only ability that lets you build land "under the enemy".</i></p>  | Build, Ignoring Limits |
| 14 |   Special | 14 |

| | | |
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| 15 | Special   | 15 |
| Reorient Nearby Pyramids | <p>You may reorient any or all pyramids in this space and the four adjacent spaces, regardless of whose they are.</p>  | Reorient Nearby Pyramids |
| 15 |   Special | 15 |

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| 16 | Special  | 16 |
| Destroy Occupied Territory | <p>This pyramid attacks, just like an <i>Attack</i> card. However, instead of attacking a pyramid, you may choose to destroy the top card in the target space, even if there are pyramids in the space. You may also use this card exactly as a normal <i>Attack</i>.</p>  | Destroy Occupied Territory |
| 16 |  Special | 16 |

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| 17 | Special  | 17 |
| Draw Four Cards | <p>Draw four cards, ignoring the hand limit.</p>  | Draw Four Cards |
| 17 |  Special | 17 |




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| 18 | Special  | 18 |
| Transport Territory | <p>Pick up the top card in this space, and all pyramids on it, and place them on top of any unoccupied wasteland space or unoccupied territory card. If you choose a wasteland space, it must be adjacent to at least one card. As with the <i>Move</i> card, all transported pyramids arrive standing up.</p>  | Transport Territory |
| 18 |  Special | 18 |




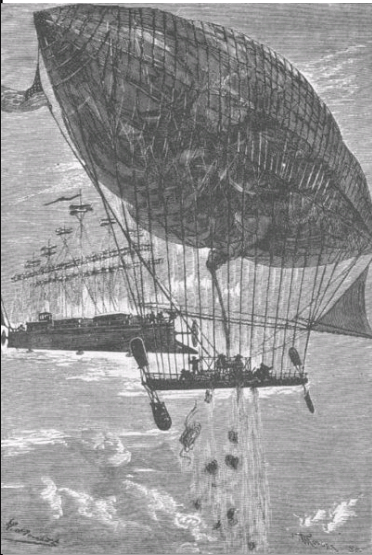



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| 19 | Special  | 19 |
| Build Territory From Hand | <p>This pyramid builds new territory, just like a <i>Build</i> card. However, you choose the new territory card from your hand, instead of drawing it from the deck. If this card is played from your hand, you may not choose it as the new territory card.</p>  | Build Territory From Hand |
| 19 |  Special | 19 |




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| 20 | Special   | 20 |
| Reclaim Three Cards | <p>Draw up to three cards from the top of the discard pile. If this card is played from your hand, it does not count against your hand limit, nor as one of the top three cards on the discard pile.</p>  | Reclaim Three Cards |
| 20 |   Special | 20 |




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| 21 | Special  | 21 |
| Play as Any Special | <p>This card is used as if it had the ability of any Special card which is face-up on the board.</p>  | Play as Any Special |
| 21 |  Special | 21 |



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| 0 | Special   | 0 |
| Pick Up a Card | <p>Pick up the top card of the target space, and put it in your hand. If any other player has pyramids in the target space, you may not use this card. However, if the target space contains only your pyramids, they are unaffected and the top card is removed from beneath them.</p>  | Pick Up a Card |
| 0 |   Special | 0 |

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| 0 | Special  | 0 |
| Destroy Pyramids and Territory | <p>Every player, including you, immediately destroys one of his or her own pyramids from anywhere on the board. You then remove and discard the top card in any space that has no pyramids on it.</p>  | Destroy Pyramids and Territory |
| 0 |  Special | 0 |

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| 0 | Special    | 0 |
| Teleport | <p>This pyramid moves to any other territory on the board which is of the same type as this territory (Grow or Clone, Move, Attack, Build, or Special). The pyramid arrives standing up.</p>  | Teleport |
| 0 |    Special | 0 |

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| 0 | Special  | 0 |
| Devalue Territory | <p>Change the value of the target territory to -2. (Place a counter, such as a penny, on the card to indicate this.) If the affected card is discarded or covered by another card, this effect ends.</p>  | Devalue Territory |
| 0 |  Special | 0 |

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| ? | Special  | ? |
| Mimic Last Discard | <p>This card is used as if it had the ability of whichever card is on top of the discard pile. At the end of the game, this card's value equals the value of the top card on the discard pile. If the discard pile is empty, this card has no ability and zero value.</p>  | Mimic Last Discard |
| ? |  Special | ? |

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| 0 | Special   | 0 |
| Attack in Any Direction | <p>This pyramid attacks, just like an <i>Attack</i> card. However, it may attack targets in this space or any adjacent space, regardless of its own orientation.</p>  | Attack in Any Direction |
| 0 |   Special | 0 |