

3

BUDGET SURPLUS



First to discard at least one card at round end

3

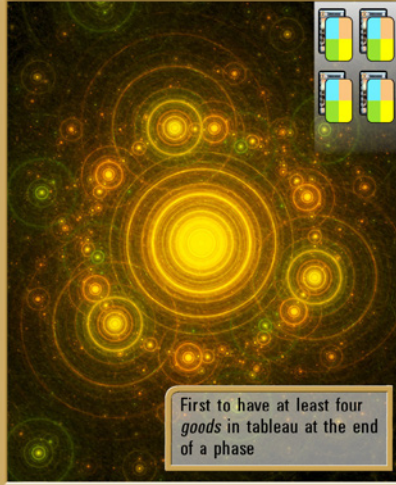
EXPANSION LEADER



First to have at least eight cards (developments or worlds) in tableau at the end of a phase

3

GALACTIC RICHES



First to have at least four goods in tableau at the end of a phase

3

GALACTIC STANDARD OF LIVING



First to have five, or more, VPs in chips (Do not count any goal VP chips)

3

GALACTIC STANDING



First to have at least two prestige chips and at least three VP chips at the end of a phase

3

GALACTIC STATUS



First to place a 6-cost development

3

INNOVATION LEADER



First to have at least one power in each phase, plus Trade, among his tableau cards

3

MILITARY INFLUENCE



First to have either at least three IMPERIUM cards or at least four military worlds in tableau

3

OVERLORD
DISCOVERIES



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First to have at least three
ALIEN cards in tableau

3

PEACE / WAR
LEADER

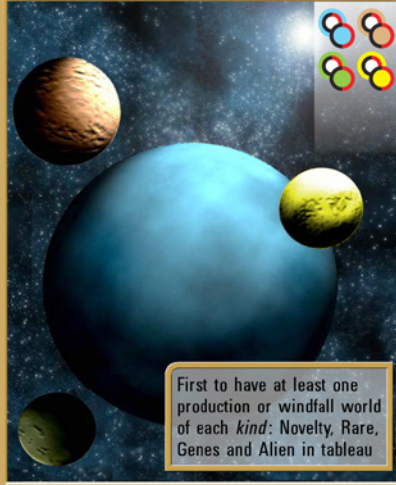


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First to have either Military
less than zero, with at least
two world in tableau, or a
takeover power, with at least
two military worlds in tableau

3

SYSTEM
DIVERSITY



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● ● ●
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First to have at least one
production or windfall world
of each *kind*: Novelty, Rare,
Genes and Alien in tableau

3

UPLIFT
KNOWLEDGE



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First to have at least three
UPLIFT cards in tableau

5

GALACTIC
PRESTIGE

I-V



5

GREATEST
INFRASTRUCTURE

II



5

GREATEST
MILITARY

III



5

LARGEST
INDUSTRY

III



5

PRODUCTION
LEADER

III



5

PROPAGANDA
EDGE

III



5

PROSPERITY
LEAD

II/III



5

RESEARCH
LEADER

II/III



Goals



Goals



Goals



Goals



Goals



Goals



Goals



Goals

