

THE WARP

Solo Rulebook



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I. Component overview

In the component list below, you can find all components that are only used in the solo mode.



11 Rival Cards



30 Automa Cards



16 Rival Combat Cards



1 Solo Turn Overview Board



1 Solo Die





1 Rival Combat Board




II. Solo objective


In the solo mode the player will try to complete a **campaign of 11 scenarios**.

The **goal** of each scenario is to gather a **higher Mission Point total** than the Rival race. As in the multiplayer competitive mode, play continues until the Player  or the Rival  achieves **9 or more Mission Points**. This triggers the Endgame and after another 3 full rounds, starting with the Rival, the game ends and the side with the most Mission Points wins the scenario.

Each **Rival** will however **score Mission Points** differently. The Rival can score Mission Points in 2 ways:

- **Direct Mission Points:** When meeting **specific conditions** displayed on the **Rival Card** (performing certain actions, performing specific builds, etc), the Rival will score Mission Points in the form of Mission Point Tokens . The number of gained Mission Points may depend on the current **Rival Phase**.
- **Claiming Open Mission Cards.** The **specific Mission types** a Rival can complete are displayed on the Rival Card. When meeting the Mission Conditions, the Mission is completed.



Place all completed Mission Cards (faceup) and obtained Mission Point Tokens  next to the Rival Supply Board to keep track of their Mission Point total during the game.

III. Setup

1. Choose an available scenario (see Campaign p09) and flip the corresponding **Rival Card** to its **Setup side**.
2. Follow the setup steps for a standard mode game with 2 players (see Rulebook p04). Treat the Rival during setup as a normal Player with the following alterations:

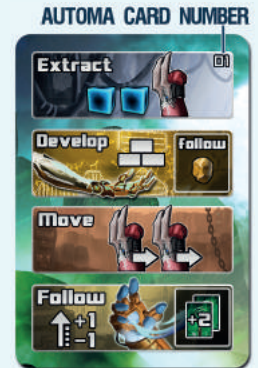
- **Step 7:** Do **not** place **Player Screens** in front of the Supply Boards. Screens are not used in the solo mode.
- **Step 8:** To place the **Player miniatures**, follow this step. To place the **Rival miniatures**, ignore this step and instead follow the **Rival board setup** on the **Rival Card**.
- **Step 11:** **Ignore this step.** Instead, give **Resources** to the Player and the Rival equal to the quantity marked on the **Rival Card**. **Deal Archive Cards** equal to the amount marked on the Rival Card, in this particular example 3 random Archive Cards and a Start Card. The **Rival does not receive Archive Cards** and will never draw Archive Cards during play.
- **Step 13, 14 and 15:** skip these steps. Instead, perform the following actions:
 - ◇ Form a deck out of all starter Alien Race Cards (Volut Smugglers, Nurec Designers, Luron Droids, Morlar Raiders and Ecton Cultists). If you already completed scenarios, shuffle all unlocked Alien Race Cards (see Campaign p09) into this deck and **draw 5 random Alien Cards**. Remove all other Alien Race Cards from the game.
 - ◇ Randomly draw 1 Alien Card from the 5 cards. Place that Alien Race Card faceup on the table and put the corresponding **Warp Guardian Card** faceup on top of it. Put all remaining Warp Guardian Cards back in the box. Randomly draw an **Ability Token** for **every Ability Slot** on the Warp Guardian Card and place them onto the Warp Guardian Card. Put all remaining Ability Tokens back into the box.



- ◇ Choose **2 Alien Race Cards** from the 4 remaining Alien Cards to function as your **Player Races**. Place them faceup on the table next to your Supply Board.
- ◇ Place the **remaining 2 Alien Cards** with the **Exiled** side up on the table. Draw a random **Exiled Token** from the Supply and place it on the first Exiled Race Card. If this was a yellow Exiled Token, place a random green Exiled Token on the second card or vice versa.

• **Step 16:** Do not deal private Mission Cards to the Rival.

- Take the **Solo Turn Overview Board** and place it near the Player Board and the Supply Board of the Rival.
- Take all the **Automa cards** and sort these in 3 decks by Phase (I, II or III). The Phase is marked on the back of the Automa cards. Next, check the **Rival Setup Card** to see which Automa Cards will be used in each Phase for this scenario. Each Automa Card is marked by an **Automa Card Number** in the top right corner of the faceup side. If any Automa Card numbers are separated by a '/', only one of both is included. This is determined randomly without viewing which card is removed or included. Place all non-used Automa Cards back in the box.



- Each of the **3 Automa Decks (I, II and III)** now contain 7 cards. **Shuffle** these decks and place them **face-down** and in ascending order **adjacent** to the **Solo Turn Overview Board**.
- Flip the **Rival Card** back to the front side on the table.
- Shuffle all **Rival Combat Cards** in a face-down deck and place this deck to on the Rival Combat deck slot on the Rival combat board.



IV. Turn structure

Each round in the Solo Mode consists of 2 turns in the following order:

- The **Rival's turn**
- The **Player's turn**

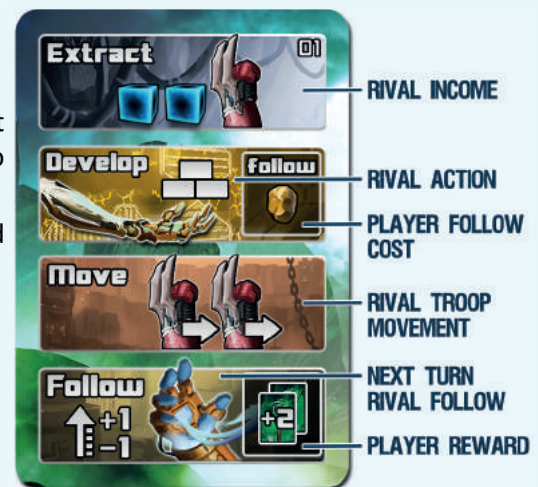
Play continues until the Player or the Rival gathered 9 or more Mission Points, initiating the final 3 rounds of Endgame, starting with the Rival.

1. The Rival's turn

At the start of the Rival's turn, draw the top **Automa Card** of the current Phase Automa Deck, starting in Phase I, and place it faceup on the Solo Turn Overview Board (on the Automa Card slot).

The turn of the Rival is determined by the revealed Automa Card and consists of 5 steps which are executed in chronological order:


- Extract
- Action (Develop, Terrashift or Attack)
- Troop movement
- Rival follow
- Phase check (marked on the Solo Turn Overview Board)



All abilities of Exiled Alien Races only apply to the Player and do not influence any action of the Rival.


Rival target priorities

During certain steps and actions (such as placing Troops, Troop Movement, Building, Terrashifting and Attacking) the Player will follow a simple set of priorities to determine **which Area the Rival targets**. An overview of all these **specific action priorities** can be found on the **Solo Overview Board** (see p04), but these will be explained in detail during each step on the following pages. **If multiple targets still remain** after applying these specific step/action priorities, always follow these **basic Rival targeting guidelines**:

1. The area is chosen **furthest from the Rival Colony area** .
2. In the unlikely case multiple targets still remain, the Player can choose which Area is targeted.



A. Extract

During the Extract step, the Rival will receive their **income**. First check all displayed Resources and Troops on the **Automa Card**. The displayed **Resources**, in the example , are placed in the **Rival's Supply**. Next, place all displayed **Troop(s) on Area(s)** controlled by the Rival with the following **Troop placement priorities**:

1. On the **non-colony Area(s) with the highest Area Combat Multiplier**.
2. On the **Area closest to an Area controlled by the Player**.



The **maximum** allowed number of **Troops** on any Player or Rival Area is **4**. So, no Troops can be placed on an Area already containing 4 Troops. If multiple Troops are placed and the top priority Area has reached the Troop limit, place the remaining Troop(s) on other legal Areas following the same priorities. If there is **no legal target Area**, place the Troops on the Rival Supply Board. If any Troops are present in the Supply of the Rival at the start of their Extract Phase, check for legal target Area(s). If present, place those troops following the Troop placement priorities.



Example: The orange Rival receives 1 Troop during their Extract step. First, we will look at the non-Colony Area with the highest Area Combat Multiplier, which in this case is shared by 2 Areas with a Combat Multiplier of 3. To break the tie, the Area closest to the enemy Player is selected.




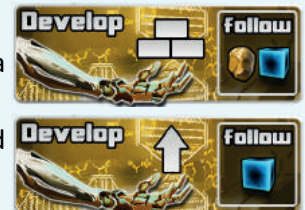
B. Action



During the action step the Rival will perform one single action, indicated by the Automa Card: Develop (Build or Upgrade), Terrashift or Attack.

Develop

When the Rival performs the Develop action, the Automa Card will indicate whether it's a Build  or Upgrade  action.

The Rival always performs a random Build or Upgrade. Since the Rival does not use or hold Archive Cards, a roll of the Solo Die  will determine what type will be Built or Upgraded:



- : Perform the indicated Build or Upgrade.
- X2 = Double Build/Upgrade. Roll the Solo Die twice, each time Building/Upgrading the rolled result. **In case another X2 is rolled, ignore this outcome and reroll the Die.**
-  **The Rival Special**. Check the Rival Card to see what Build/Upgrade or alternative action is executed.

After rolling the Solo Die, always first check if that specific type Build or Upgrade can be performed:

- A Build action cannot be performed if there is no legal Area to place the building miniature.
- An Upgrade action cannot be performed if that type already reached the highest Upgrade level.

If the Build/Upgrade action cannot be performed, reroll the Solo Die until a type is rolled that can be Built/Upgraded. In the rare case no Build/Upgrade can be executed due to no legal targets whatsoever, skip this action.

In case there are multiple legal target Areas when building, use the following placement priorities:



1. On the **highest Combat Multiplier Area**.
2. On the Area **closest to the Rival Colony Area**.

*Example: The Rival performs the Build action. The Solo Die is rolled to determine the Build type and it rolls an Energy Plant. However, the Rival controls no legal target Area as both controlled Areas containing Energy already hold an Energy plant. The Solo Die is rerolled and now a Gold Mine is rolled. The Rival controls 2 legal target Areas containing Gold. His Gold Mine miniature is placed on the top left Area as this is the area with the highest Combat Multiplier **3** of all legal Areas.*



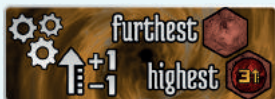
By performing Builds and Upgrades the Rival will **advance** on the **specific Tracks** (Command, Gold, Energy and Trade) on their **Player Board**. This does not increase the Rival income during the Extract Phase, nor does it grant them any Track Bonuses. The Rival will however claim the related **Pioneering Mission** when they reach the **end of a Track** first.



The **Player** may follow the Develop action by paying the required follow cost from their own Supply (!) and placing it on the **Rival's Supply Board**. **Following** is not restricted by the Develop type performed by the Rival. This means the following Player may play a Build Card when the Rival performed an Upgrade (and vice versa).

Terrashift

When the Rival performs the Terrashift action, **first** determine the targeted **Area** where the **Area Combat Multiplier** will be **increased by 1**:



1. The Area controlled by the Rival **furthest from the Rival Colony Area**.
2. The Area with the **highest Combat Multiplier, but lower than Combat Multiplier 4**.

After this is completed, the Rival will **decrease** the **Area Combat Multiplier** of the **adjacent Exiled Area** with the **highest Combat Multiplier by 1**. Areas controlled by the Player cannot be targeted.

The **Player** may **follow** the Terrashift action by paying the required **follow cost** from their **own Supply** (!) and placing it in the Rival's Supply. They may then alter the Area Combat Multiplier of a **single Area** by 1 (so increase **OR** decrease). They may not alter any Areas controlled by the Rival.



Attack

1. Target

When the Attack action is undertaken by the Rival, first determine the **Area from which the Attack is initiated**, following these priorities:

1. The **Area with the most Troops** the Rival controls.
2. The **highest Combat Multiplier Area** the Rival controls.



Now that the attacking Area has been set, check the **Automa Card** to determine the preferred **target of the Attack**, marked by the **arrow** and colored in red. The targeted Area is legal if it's controlled by an enemy (an Area controlled by Exiled Troops or the Player). If the target is **invalid**, then check the **next adjacent Area in clockwise direction**. Repeat this process until a legal target is acquired. If no legal targets are available, select another attack origin Area based upon the same priority rules.

Example: The Rival performs an Attack and must first select the Area from which the attack is initiated. The marked Area is tied with the Colony Area for most Troops and the highest Area Combat Multiplier (3). Following the basic Rival targeting priorities, it's selected as it's the furthest away from the Rival Colony Area. The direction of the attack is displayed on the Automa Card, in this case attacking the Area to the upper right.



In case the attack is initiated from a horizontally oriented Area, the top side of the Area is always ignored for determining the initial attack direction as shown in the example to the right.



2. Play cards

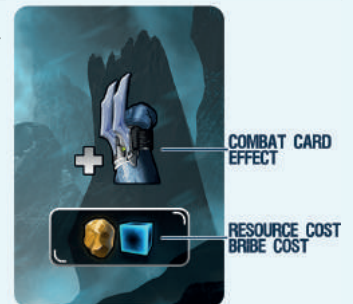
First the **attacking Rival** will **play** Rival Combat Cards using the **Rival Combat Board**. Draw **2 Rival Combat Cards** from the facedown Rival Combat Card Deck and place them faceup in the first available card slots of this board as shown in the example to the right. If the Rival has reached **Phase III**, he will play 3 Rival Combat Cards instead (see p08 Phase Check).

Next, the **Player** will decide if they want to **play a Combat Card** from their hand in support of the defending side (either Exiled Troops or an Area the Player controls). If so, there is **no Bribe** attempt and the player immediately chooses the **option** on the card and pays the **resource cost**.

The Rival will now pay the **resource costs** for the **played Rival Combat Cards**, and does so in the order from left to right. The resource cost of each Rival Combat Card is placed on the Card costs slots below each played Rival Combat Card. If during this process the Rival has insufficient Resources to pay for a Rival Combat Card, ignore this Combat Card and move to the next in the indicated order.



Proceed with combat following all **regular combat rules** but apply all combat **effects** of the paid **Rival and Player Combat Cards**. For Missions and abilities, Rival Combat Cards are regarded as Combat Cards. If the Rival won the combat, they will draw a Reward Card. Place the Reward Card on the Rival Supply Board. When the Rival collects 4 Reward Cards, they are spent immediately for the Direct Reward Card Effects. Effects that cannot apply to the Rival (draw cards, switch Missions, etc) are ignored.



C. Troop movement



Check the **Automa Card** for the **number of Troops** that the Rival may move during this phase. This is indicated by the number of displayed Move Troop symbols. In the example to the left the Rival will move a total of up to 2 Troops.

Next determine what Troops will move and their target destination. Troops will always move **from the lowest Combat Multiplier Area(s) closest to the Colony Area** to the **highest Combat Multiplier Area(s) furthest from the Colony Area**.



D. Rival Follow

This final section of the Automa Card marks which action the Rival will follow during the next Player's turn. The Rival will follow one of two possible actions:

- **Develop:** If the Player performs a Build or an Upgrade, the **Rival** will perform the **same action** (so either a Build or an Upgrade) as the player. The Rival pays the **follow cost** from their Supply Board to the Player and rolls the Solo Die to determine the type of Build/Upgrade being executed. The Rival cannot follow if they cannot pay the marked follow cost.
- **Terrashift:** If the Player performs the Terrashift action, the Rival will also perform the Terrashift action. They will however **only increase one Area's Combat Multiplier by one**. Follow the standard Terrashift priority rules for this. The **Player** may then **draw up to the number of displayed Archive Cards**.



The Rival will **never follow a Player's Attack action**. They will however play Rival Combat Cards to support their own defending Troops or defending Exiled Troops (see p08 the Player's turn).

E. Phase Check

The last segment of the Rival turn. During this step the Player will check the **Rival Card** if the **Next Phase Conditions** are met. These conditions are **different for each Rival**. In the example to the right the condition is the Rival having 5 Gold and 5 Energy in Supply. If the Rival has not already reached Phase III and these **Next Phase Conditions are met, execute the steps** in the following order:

1. The **required Resources are paid** by the Rival and put in the general supply.
2. Remove the currently used **Automa Card Deck** from the game and **replace** it by the **next Phase facedown Automa Deck**. The Rival has now advanced to the next Phase.
3. **Perform additional effects IF** these are marked on the Rival Card. In the example to the right, the Xurdun Slavers will perform an Attack in the marked direction after triggering the next Phase.




In case the **Next Phase Conditions were not met, but the current Phase Automa Deck is empty**, the Rival advances to the next Automa Phase Deck. The rival however does not pay any Resources and no additional Rival effects are activated.

If the Rival already reached the final Phase III, it cannot trigger a Next Phase check. However, If the Automa Card Deck of Phase III runs out of Automa Cards, the Player directly loses the scenario.

2. The Player's turn

A Player's turn in the solo mode follows exactly the same structure as the standard multiplayer mode with only **3 exceptions during the Action Phase**:

- When a Player performs the Develop or Terrashift action, check the Rival Automa Card to see if the Rival follows and if so, what number of Resources or Archive Cards are received. Resources are always paid by the Rival from their own Supply.
- The Warp Gate Area  can only be attacked by the Player during the Endgame (the final 3 rounds).
- When a Player attacks, follow these combat steps:
 1. **Announce target:** Declare origin Area, target Area and the number of attacking Troops.
 2. **Combat Cards phase:**
 - ◇ The **Player** may first decide if they **play a Combat Card** from their hand. If so, the Combat Card is placed faceup on the table without choosing an option on the card.
 - ◇ The **Rival** will then play Rival Combat Cards in **support** of the defending Area: draw **2 Rival Combat Cards** from the facedown Rival Combat Card Deck and place them faceup in the first available card slots **on the Rival Combat Board**. If the Rival has reached **Phase III**, they will play **3 Rival Combat Cards** instead.



3. Bribe:

- ◇ The **Player** may **offer** the Rival one or multiple **bribe(s)** to **discard one or multiple played Rival Combat Card(s)** and **thus preventing their card effects**. The player does this by matching the card **Resource Cost** and placing these Resources from their Supply onto the **Bribe Cost Slots** on the **Rival Combat Board**. All bribed Rival Combat Cards are discarded and have no effect during this combat.



4. Pay Combat Cards costs:

- ◇ The Rival pays the **Resource Cost** for **all played Rival Combat Cards**, but does this in the **order** from left to right. **They skip all bribed cards that were discarded**. If in this process the Rival has insufficient Resources to pay for a Combat Card, ignore this Combat Card and move to the next.
 - ◇ If the Player played a Combat Card, they choose one option and pay the required resource cost (from their own Supply to the general supply).
- 5. Roll Combat Dice:** Roll the appropriate number of Combat Dice for each side (attacking/defending) based on the Troops present. Then calculate the total Combat Power (the sum of all Combat Dice rolls, multiplied by the Area Combat Multiplier) for both the attacking and defending side.
- 6. Resolve:** If the attacking Player wins: destroy the defending Troops and draw one Reward Card. If the defending/supporting Rival wins: attacking Troops retreat and lose 1 Troop. The Rival receives 1 Reward Card if successfully defending their own Area and 2 Reward Cards if successfully supporting an Exiled Race.
- 7. Clean-up:** All paid Bribe Resources on the Rival Combat Board are placed in the Rival Supply. All Combat Card Costs paid by the Rival are placed in the General Supply. The played Combat Cards and Rival Combat Cards are placed in their respective Discard Piles.

V. Campaign

During the Solo Campaign the player will try to complete **11 scenarios** facing 11 different **Rival Aliens**. Each Rival has different ways of scoring Mission Points and its own combination of **Automa Cards**. Defeating them might require a flexible playstyle and mindset of the Player. These Rivals are divided in 3 Tiers of difficulty: Tier 1, Tier 2 and Tier 3.

If the player manages to defeat a Rival and thus complete a scenario:

- The Player will progress towards **unlocking a higher Rival Tier**. The Player will first face the Tier 1 Rivals and when **all aliens of the current Tier are defeated**, the player may progress to the next Tier of Rivals.

For those who enjoy a challenge: Each scenario also features an optional Hard Mode. In this Hard Mode the Rival will gain Mission Points for specific conditions at the end of the game. These conditions are different for each Rival.

- The defeated Rival will become available as an **unlocked Player Alien Race** for the remainder of the Campaign.

On the next pages you can find a list of all Rivals sorted by Tier. This list can be used to track your progress in the Solo Campaign and as reminder of your unlocked Player Alien Races for this Solo Campaign Mode.



Solo symbols

Before we check the Rivals, let us first take a look at the additional solo symbols.



Player



Next Phase



Rival Combat Card



Rival



Next Phase check



Cancel Combat Card




Special Die roll

Tier 1



Difficulty: +

Random factor: ++

Hard mode: 1 Mission Point for each 4  in the Discard Pile.



Normal

Hard



Difficulty: ++

Random factor: ++

Hard mode: 2 Mission Points for each  controlled by the .

Normal

Hard



Difficulty: ++

Random factor: ++

Hard mode: 1 Mission Point for each 2 resources in the  supply.

Normal

Hard



Difficulty: ++

Random factor: +++

Hard mode: 1 Mission Point for each 3  controlled by the .

Normal



Hard

Tier 2



Difficulty: ++

Random factor: +++

Hard mode: 2 Mission Points for each 2  controlled by the .



Normal

Hard

Sol'ca Mercenaries ⚙️

When ☞ or ☞ achieve
+35 combat power: ☆
Phase I and II: ☆ = 2
Phase III: ☆ = 3
5 ⚡ ⚡ ⚡ | - II - III, ⚡



Difficulty: +++
Random factor: ++
Hard mode: 2 Mission Points for each  in the  supply.



Normal

Hard

Zeto Archivists ⚙️

holds 3 or more ☞ at
the start of their turn: ☆
Phase I and II: ☆ = 2
Phase III: ☆ = 3
6 ⚡ ⚡ ⚡ | - II - III, ⚡



Difficulty: +++
Random factor: ++
Hard mode: 2 Mission Points for each  in the  hand.



Normal

Hard

Xe'lo Traders ⚙️

When ☞ is bribed: ☆
Phase I: ☆ = 1
Phase II and III: ☆ = 2
5 ⚡ ⚡ ⚡ | - II - III, ⚡



Difficulty: ++
Random factor: ++
Hard mode: 1 Mission Point for each 3  controlled by the .

Normal

Hard

Tier 3

Ralan Engineers ⚙️

☞ doubles all gained
7 ⚡ ⚡ ⚡ | - II - III, ⚡



Difficulty: ++
Random factor: +++
Hard mode: 3 Mission Points for each   above position 6.




Normal

Hard

Darja Shadows ⚙️

When a ☞ or ☞ is conquered
by 2 ☞ or ☞: ☆
Phase I and II: ☆ = 2
Phase III: ☆ = 3
4 ⚡ ⚡ ⚡ | - II - III, ⚡



Difficulty: +++
Random factor: +
Hard mode: 2 Mission Points for each  or  controlled by the .

Normal

Hard

Xatan Timebenders ⚙️

At end of the ☞ turn: ☆
Phase I: ☆ = 1
Phase II: ☆ = 2
Phase III: ☆ = 3
6 ⚡ ⚡ ⚡ | - II - III, ⚡



Difficulty: +++
Random factor: +
Hard mode: 2 Mission Points for each 30 minutes of playtime.

Normal

Hard




Solo Overview

Game objective

The Rival and Player take turns until any of the two achieves **9 or more Mission Points**. This triggers the **Endgame** and after another **3 full rounds**, starting with the Rival on their next turn, the **game ends**. If the player achieved more Mission Points than the Rival, the scenario is won. If during play the Phase III deck of Rival Automa Cards runs out of cards, the scenario is lost.


Rival Turn Overview

Flip the top Automa Card from the active Automa Phase Deck on the Solo Turn Overview Board and execute all steps:

- I. **Extract:** Place the displayed number of Resources in the Rival Supply and the displayed number of Troops on Areas the Rival controls (apply Priorities: Highest controlled Area, Area closest to the Player).
- II. **Action:** Execute the displayed Rival Action:
 - a. **Devolop:** Roll the Solo Die to determine the Rival Build or Upgrade. When building, apply priorities (Highest controlled Area, Area closest to the Rival Colony). Follow: The Player may pay the displayed Follow cost to the Rival to play a Develop Card  (Build or Upgrade).
 - b. **Terrashift:** The Rival alters the Area Multiplier  of 2 Areas (once +1 and once -1) applying the priorities. Follow: The Player may pay the follow cost to the Rival to change the Multiplier of 1 Area.
 - c. **Attack:** The Rival attacks an adjacent enemy Area (Player or Exiled) applying priorities and in the direction displayed on the Automa Card. The Rival always plays a minimum of 2 Rival Combat Cards (3 in Phase III). The Player can play a Combat Card in support of Exiled Troops or own Troops.
 - d. **Move:** The Rival moves up to the displayed number of Troops  following the priority rules.
 - e. **Follow:** The action the Rival will follow if performed during the Player's turn (with displayed follow bonus for the Player).
 - f. **Phase Check:** Check the Rival Card if the conditions are met to trigger the advancement to the Next Phase and any additional effects.

Player Turn Overview

A Player turn is carried out similarly to the multiplier mode with the following exceptions:

- When a Player performs the Develop or Terrashift action, check the Rival Card to see if the Rival follows and if so, what number of Resources or Archive Cards are received. Resources are always paid from the Rival Supply.
- The Warp Gate Area  can only be attacked by the player during the Endgame (the final 3 rounds).
- The Rival will play 2 Rival Combat Cards when defending or supporting (3 in Phase III).



The Solo Turn Overview Board is a dark blue interface divided into three main phases: I. Income Phase, II. Action Phase, and III. End Phase. On the left, there is a landscape illustration with a vertical bar and a gear icon. Below it are icons for Phase I, II, and III, along with a question mark. At the bottom, there are five priority icons: 'highest closest' (with a red die), 'highest closest' (with a blue die), 'furthest highest' (with a red die and a multiplier icon), 'Most highest' (with a blue die), and 'highest furthest' (with a red die).

I. Income Phase

- Extract:** Shows a hand placing resources (gold and blue cubes) and a troop icon.
- Consult:** Shows a hand with a green die and a card with '+2' and '-3 max'.

II. Action Phase

Choose one:

- Develop:** Shows a hand with a gold cube and a blue cube, with a 'cost' label and a 'follow' icon.
- Terrashift:** Shows a hand with a blue cube and a multiplier icon, with '+1' and '-1' labels and a 'follow' icon.
- Attack:** Shows a hand with a red cube and a blue cube, with a 'support' icon.

III. End Phase

- Move:** Shows a hand with a blue cube and a red cube, with an arrow icon.
- Reveal:** Shows a hand with a red cube and a blue cube, with a 'Prosperity' card icon.
- Replenish:** Shows a hand with a gold cube and a blue cube, with a 'Prosperity' card icon.