



MEMORY MAPPING

MACHINE ETHICS

3 LAWS OF ROBOTICS







CASHLESS ECONOMICS BLACK CYBERMARKET

CHEMICAL GEOENGINEERING

Some combination of algae blooms, biochar burial, and air

scrubbers to reduce atmospheric carbon.

SYNTHETIC WOMBS

HEALTH!





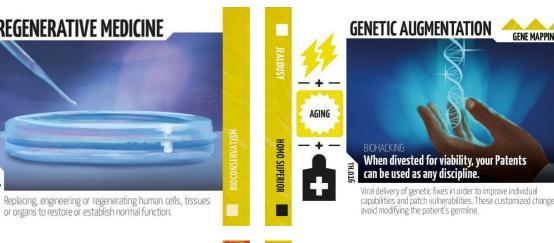
ALBEDO GEOENGINEERING

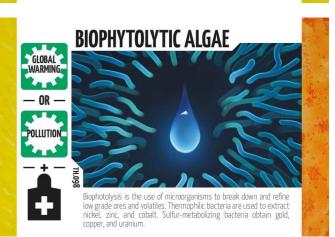
AGING

— OR -

DISEASE



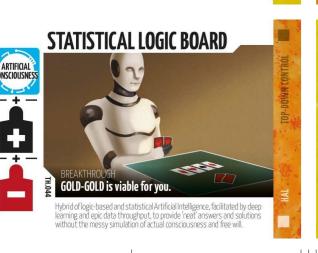




VERTICAL FARMING

MICROSENSORS





Wireless birth control, personal bubble wearables, fertility modification, emasculation drugs, and human parthenogenesis.



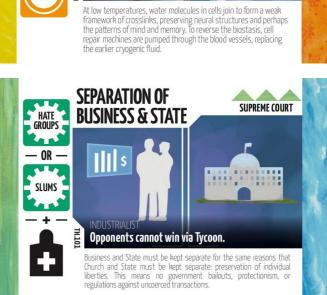




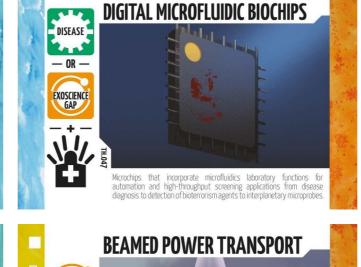
BIOMECHATRONIC IMPLANTS







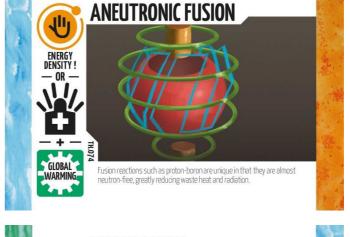
CRYOBIOLOGY



NEGATIVE SHARES

FATALISM!

COLLECTIVE IDENTITY



near room temperature. Would enable zero-loss power transmission, flux computing, and cheap magnetic confinement fusion.

GLOBAL HIGH TEMP SUPERCONDUCTORS



EARTHBOUND

SCRAMJETS

EUTHENICS

lypersonic aircraft using air-breathing jet engines with no moving parts. lowered flight to 40 km altitude, ballistic flight to 90 km altitude, then nonatomic propulsion to orbital velocities.

ERGONOMICS

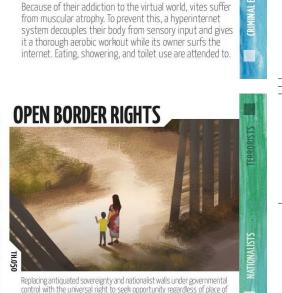


these evolve into complex coordination between nearly identical unit: Such swarms could protect against outbreaks of replicating machine:















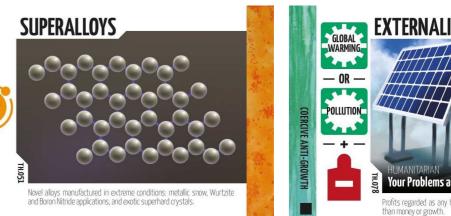


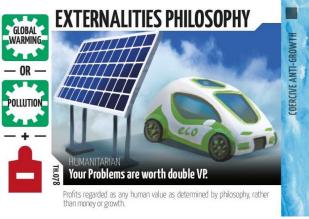














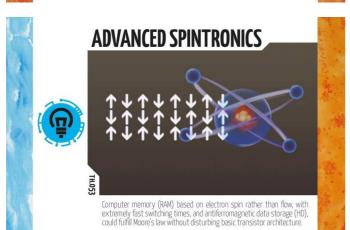












be able to perform information processing.

















DOMINANT SPHERE

SPACE

TWO CARDS IN THE CUTTING EDGE ARE ASSEMBLY

COMMERCIALIZATION

IS SUBSIDIZED





PARADIGM SHIFT

ALL THREE CARDS IN THE CUTTING EDGE ARE THE SAME DISCIPLINE



ALL WORK IN DEVELOPING WORLD IS SUBSIDIZED

TIPPING POINT GAME END: EACH PROBLEM OR COMPANY IN YOUR HIDDEN SPHERE = 1VP

DOMINANT SPHERE **FIRST WORLD**

TWO CARDS IN THE CUTTING EDGE ARE TRANSBIOLOGY

SURGE ARROW ICONS

OF BOTH COLORS EXIST ON EACH IDEA

TRANSBIOLOGY PATENTS ARE WORTH DOUBLE

TIPPING POINT GAME END:

EACH FIRST WORLD COMPANY OR PROBLEM = 2VP



TWO CARDS IN THE CUTTING EDGE ARE GROUP DYNAMICS

HIRING **COSTS ZERO**

GROUP DYNAMICS PATENTS

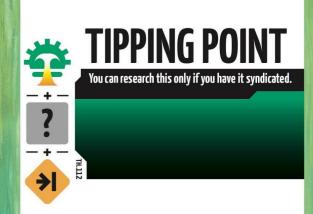
ARE WORTH DOUBLE

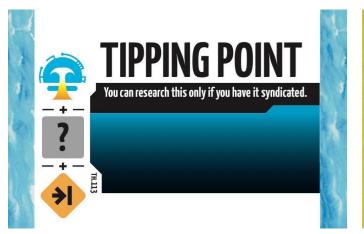
TIPPING POINT GAME END: EACH DEVELOPING WORLD COMPANY OR PROBLEM = 2VP

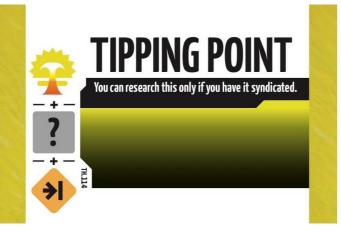


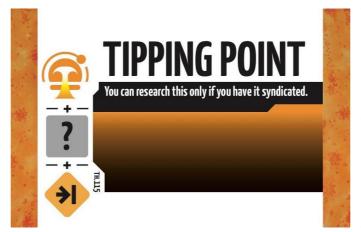


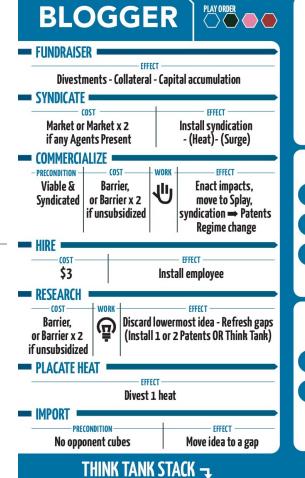
EACH PLAYER GETS 1 VP PER PROBLEM IN THE DOMINANT SPHERE, PLUS 1 VP PER PROBLEM IN THEIR HIDDEN SPHERE

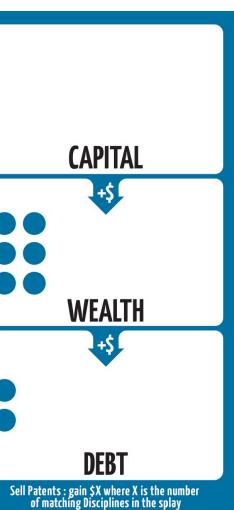


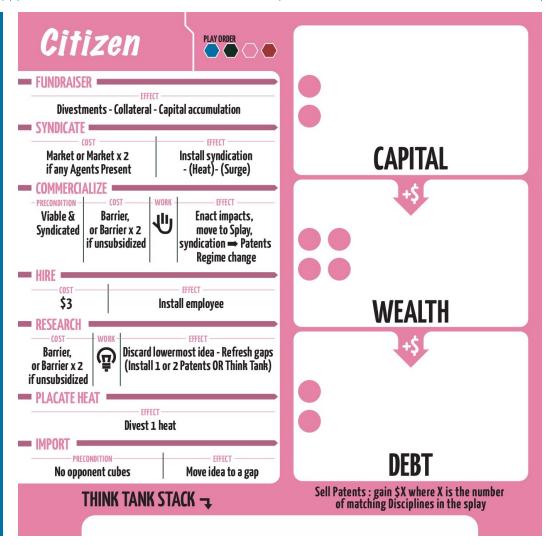


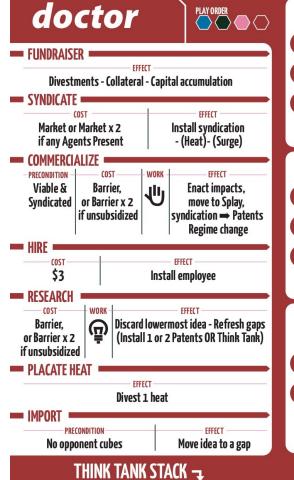


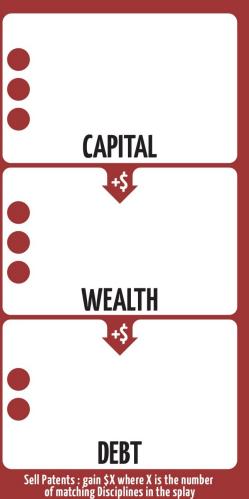


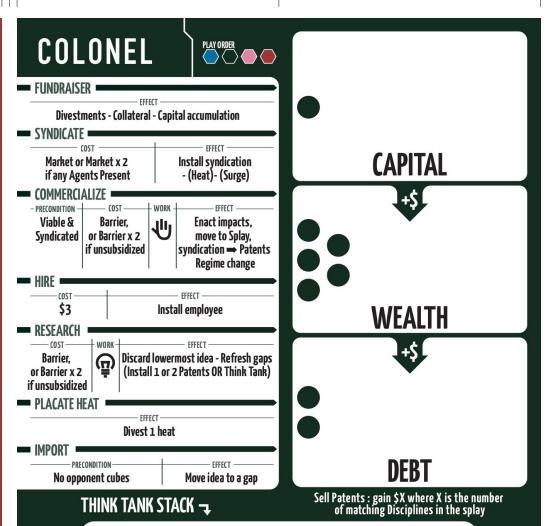


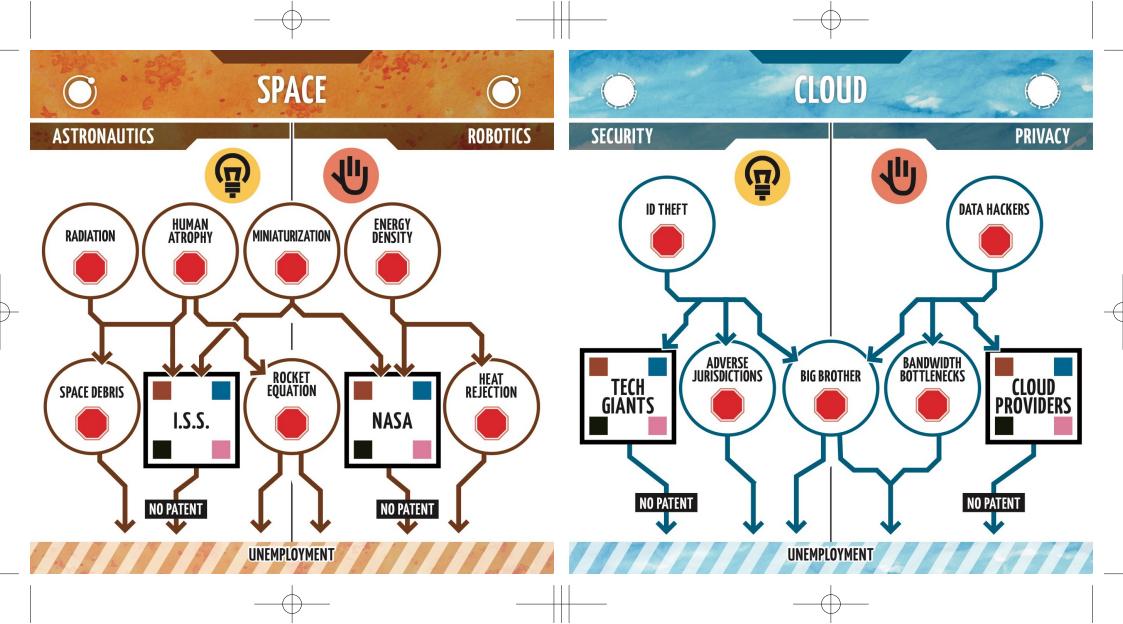


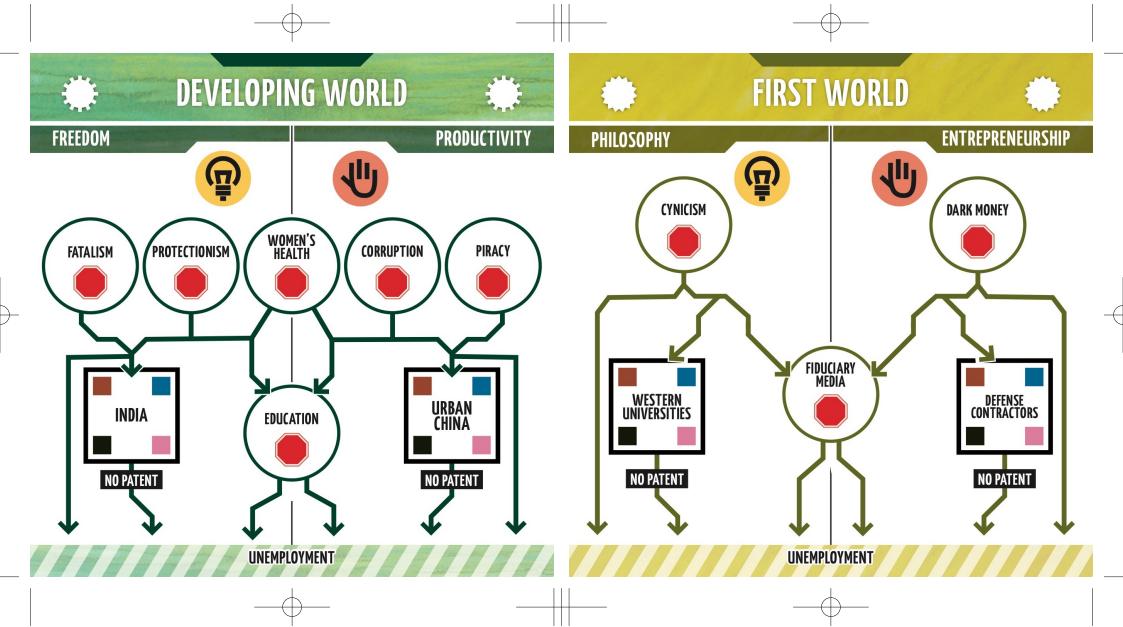


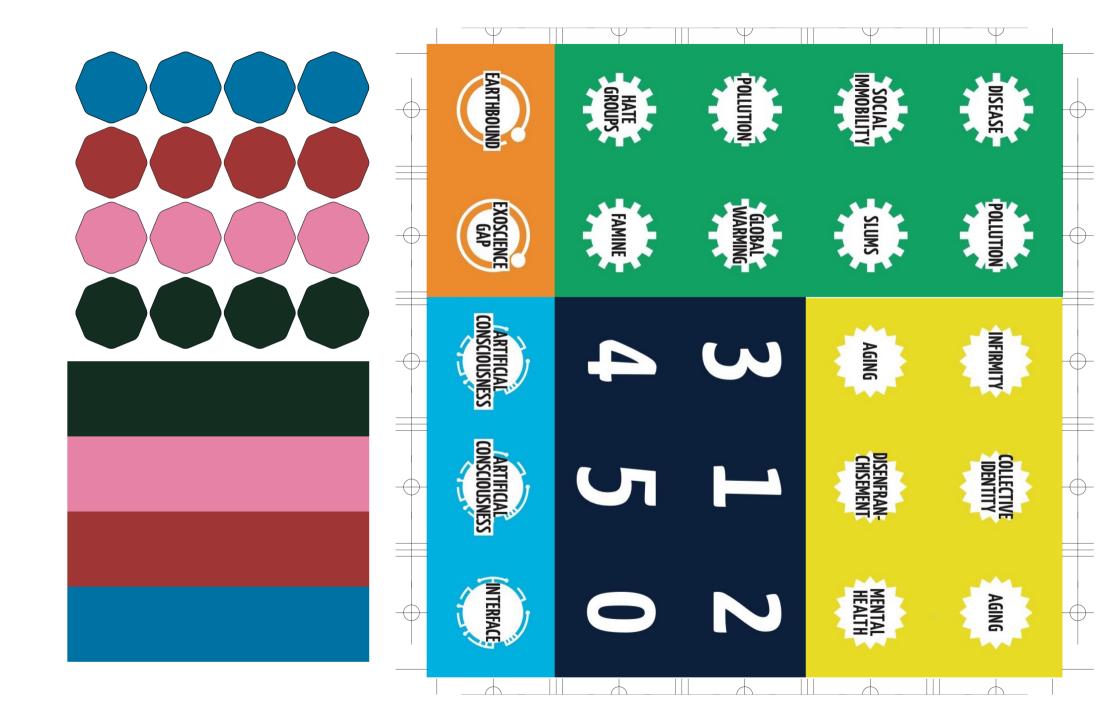


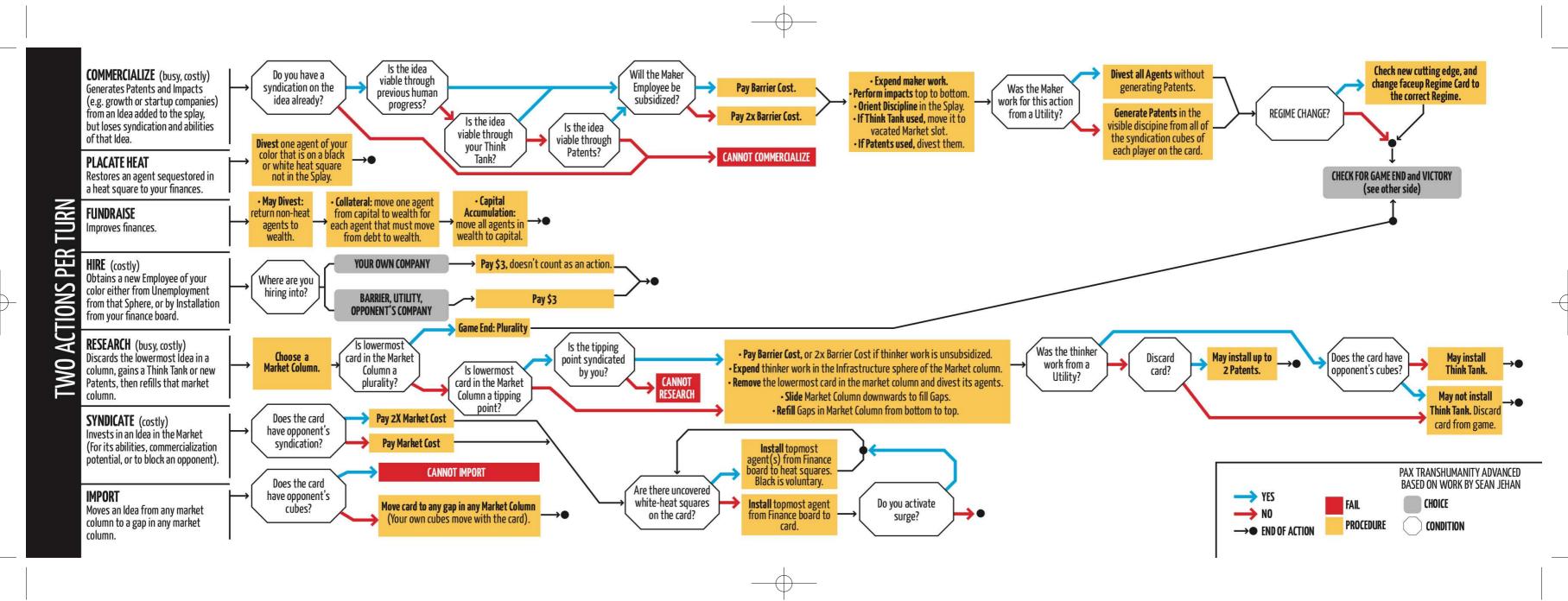












ROSETTA STONE



Barrier. The number of Barriers in a Sphere not covered by a cube or disk token adds to the Barrier Costs within that Sphere.



Black-Heat Square is where you may place a heat cube upon syndication.



Brash Startup Impact places a company disk as per a normal company startup, but if placed on its named barrier discards the company already MINIATURIZATION! there, if any.



Cloud (blue) is the Sphere (market card column) associated with the computing discipline.



Company Startup Impact places a company disk in the Sphere indicated on the appropriate side (thinker or maker).



Defusal Growth Impact takes a new Agent from the pool, and places it on any uncovered blackheat square in the Market or the Splay.



Developing World (green) is the Sphere (market card column) associated with the group dynamics discipline.



Exoglobal Recession Impact only occurs if this card is commercialized without Heat on its blackheat square. If so, each player must discard an Employee to the <u>pool</u>.



First World (gold) is the Sphere (market card column) associated with the transbiology discipline.



Game End Impact ends the game immediately with final scoring.



Growth Impact takes a new Agent from the pool and places it into your wealth.



Industry Disruption Impact. After choosing the visible discipline, divest all patents of that discipline, then discard one splay card of that



Maker Icon indicates the right half of the infrastructure must be used to place companies or produce work.



Nuclear Exchange Impact forces all players to discard a number of Problems or Companies in the indicated Sphere according to the number of black-heat squares visible in the Splay. Effects are reduced by shielding.



Social Resilience Impact allows you to divest one Heat or Future Shock, either yours or an opponent's.



Solution Impact allows you to claim a matching named chit from the pool of unclaimed chits.



Space (orange) is the Sphere (market card column) associated with the assembly discipline.



Surge allows you, upon syndication, one free syndication placed on any card containing the surge color above the surging card in the column.



infrastructure must be used to place companies or produce work. Utility is where each player can store an



Employee to do subsidized work but without claiming Patents.



White-Heat Square is where you must place a heat cube upon syndication.



Wild Problem Impact is a solution in which you can select any unclaimed problem chit.

