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**SCORING**

1 VP/Factory; 2 VPs/Colony. Fame VPs (3/2/1/0); Purchase VPs (1/3/6/10/15) OR Collect 5 Credits.

**INDUSTRIAL ESPIONAGE**

(ATTRIBUTE)

The cost for you to gain access to a technology is only 1 Credit.

**AGILE PRODUCTION**

(ATTRIBUTE)

Collect 2 credits each time you build a Factory.

**WHOLESALE CONTRACTS**

(ATTRIBUTE)

You may buy Fuel at any time for 2 Credits.

**MARKET FOCUSED**

(ATTRIBUTE)

Each time you take control of a Technology, collect 2 Credits.

**Factories Produce** (FAME: 1)

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**EXPLORATION FOCUSED**

(ATTRIBUTE)

Your Research Mission cards are worth 6 Fame.

**FANATICAL**

(ATTRIBUTE)

Once per Scoring Round, before Fame VPs are awarded, you may deduct 5 Fame and gain 1 VP.

**PILGRIMS**

(ATTRIBUTE)

Gain 1 VP each time you build a Colony.

**VISIONARY**

(ATTRIBUTE)

Your Attract Investors cards are worth 5 Fame.

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**ENERGY-EFFICIENT**

(ATTRIBUTE)

You have +1 speed.

**INTERNATIONAL SPACE STATION**

(ATTRIBUTE)

You start the game with a Research Mission on Earth's Orbit and 3 Fame Points.

**ON-SITE REFINERIES**

(ATTRIBUTE)

Each time you play a Factories Produce card, collect 1 Fuel.

**PUBLIC SUPPORT**

(ATTRIBUTE)

Gain 2 Fame at the beginning of each turn you play cards.

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