# ULTRAMASSIVE APPENDIX

This Appendix contains all of ULTRAMASSIVE's Action Cards and Anomalies, as well as clarifications and rulings on specific and uncommon situations that you may encounter while playing ULTRAMASSIVE.

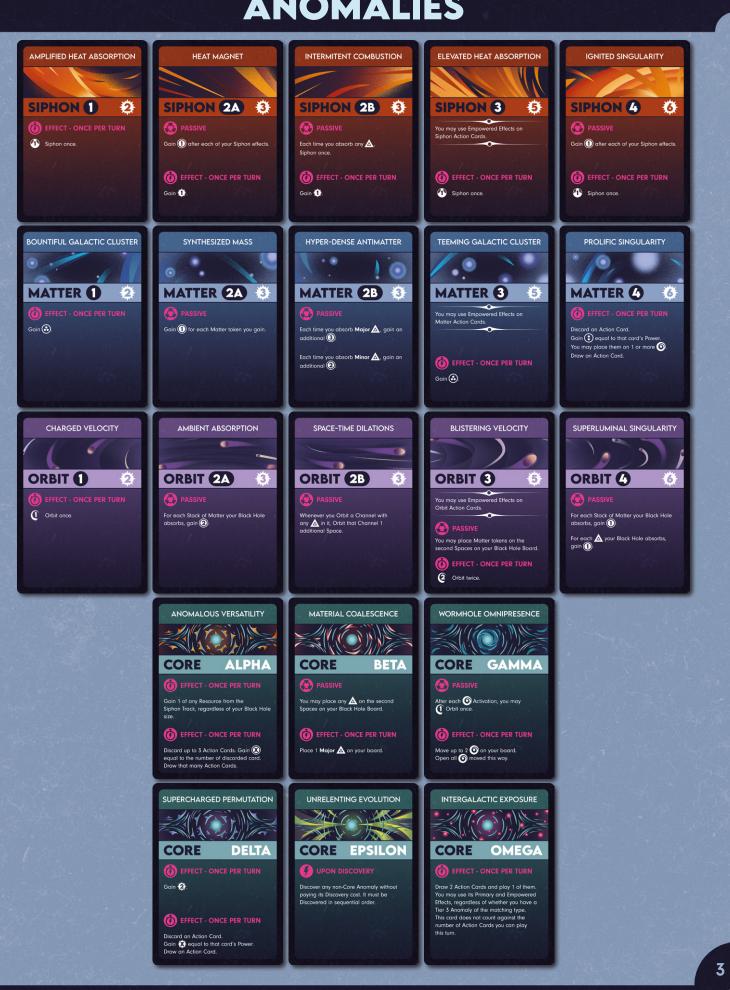
## **ACTION CARDS**



#### **ACTION CARD DECK**

Card (listed by Primary Effect)	Amount in Deck
Gain 1 Blue Giant Star. You may place it on a Wormhole.	10
Gain 1 Supergiant Star.	8
Orbit twice.	9
Orbit 3 times.	3
Gain 1 Discovery Counter. Siphon once.	14
Siphon twice.	3
Siphon once. Orbit once.	3

## **ANOMALIES**



## RULINGS

### GENERAL

Wernholes	A pair of Wormholes can be Activated even if there is no Matter or Antimatter on either of them.
Wormholes	A Wormhole forced to Orbit backward when placing a new Black Hole Card must continue to Orbit until it is neither overlapping your Black Hole nor sharing a space with another Wormhole.
Discovery Counters	Discovery Counters may be exchanged for Solar Mass an indefinite number of times during the Actions phase.
Absorb Matter & Antimatter	Matter and Antimatter tokens that are orbited past your Black Hole are still absorbed.
Cannot Place Antimatter	If you cannot play Antimatter at all (Antimatter tokens on all placement spaces), return incoming Antimatter to the supply.
Resource Draft - Exchange Options	You must remove/lose 1 of the exchanged Resource if you have any of that Resource. You gain the corresponding Resource regardless of whether you removed/lost the exchanged Resource.

## **ACTION CARD**

General	You may not interrupt the use of an Action Card's effects with any other action.
Effect Targeting	The effects of an Action Card can resolve in different Channels (e.g. with the same Action Card, you may place a Blue Giant Star in your pink Channel, then Orbit your blue Channel).

### ANOMALY

Siphon 2B	When Siphon 2B's Passive Effect triggers, perform the resulting Siphon <i>after</i> concluding the effect that triggered it.
Orbit 2B	When orbiting a Channel with Antimatter in it, treat '1 additional space' as part of the same Orbit effect (e.g. 'Orbit once' becomes 'Orbit twice').
	Orbit 2B's effect is not optional and occurs every time you Orbit a Channel containing at least 1 Antimatter token.
Core Alpha	Using Core Alpha's Anomaly Effect to gain a Resource from the Siphon Track does not count as a Siphon effect.
Core Beta	You are the only player who gains Antimatter when you use Core Beta's Anomaly Effect to gain 1 Major Antimatter.
Core Gamma	When using Core Gamma's Anomaly Effect, move 1 Wormhole at a time, then open both Wormholes moved this way.