

DOORWAY

DEVIDIAN DOOR

Plays on table. While in play, allows you to play a card "from the future." Once each turn, you may say "Devidian Door" and play one Personnel or Equipment card to any planet. At any time during your next turn (or at game end, if sooner), you must show a Devidian Door from hand and place it out-of-play, or you lose the game.

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DYSON SPHERE DOOR

Seeds on (opens) Dyson Sphere side deck (up to 13 dilemmas). You may seed dilemmas and examine cards in this side deck. Dilemmas you download must come from here (ignoring opponent's cards that prevent downloading). When opponent seeds Empok Nor, you may download and seed beneath it up to three dilemmas with "Empok Nor" in gametext or lore.

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EVENT

REVOLVING DOOR

Surreal door created by unknown aliens, found on Theta 116 VIII. Open to entry but seemingly closed to exit.

Plays on any non- or Iconian Gateway; it is closed while this card is face up. At start of any player's turn, that player may discard a non-personnel card from hand to "revolve" (flip) this card. (Unique.) **OR** Nullifies Revolving Door.

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EVENT

DOOR-NET

"Slay where thou art."

Plays on one of your non- cards in play (your choice) until any Q-Flash; it is now closed. May be nullified by Alternate Universe Door **OR** by showing 2 Diplomacy from your hand during your turn.

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