

### **Gaining Corruption (max. 4):**

Get 1 corruption when taking a star from Prime Anomaly.  
If STS: take 1 corruption for an additional growth action.

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### **Losing Corruption:**

Lose 1 corruption per level in Spirituality **researched**.

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### **Effects of Corruption:**

STS players with 3+ corruption cannot use their Switch Alignment counter.

STO players with any corruption may be forced to switch alignment during the Era of Darkness (if Prime Anomaly plays "Invoke Animosity").

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### **Other Effects:**

Prime Anomaly gains all population when conquering stars from STS players (like "Liberate").

With 5 players, Prime Anomaly can steal 1 tech. level per trading phase.

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### **Game End:**

Prime Anomaly gets 15 DP per STS team player.

Team score = lowest score \* 0.75 + highest score.