**Power-Ups**

**Generic Power-Ups**

* Accelerate: increases speed
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**Class Specific Power-Ups**

**Aliens**

* Abduction
  + Prevent your opponent from using one of their cubes for one turn
* Slime
  + Decrease the speed of one of your opponent’s cubes for one turn
* Mind Control
  + Select one of your opponent’s cubes and turn it into an Alien

**Astronauts**

**Cavemen**

* Berserk
  + Increase the power of this cube for one turn

**Dinosaurs:**

* Carnivore
  + If your next attack is successful “bite” the target and decrease their weight
* Scaly Skin
  + Increase the weight of this cube for one turn