GRASS

2 x3

Place 1 Greenery Cube.
It must be placed in a hex adjacent to a city.

GEOTHERMAL POWER

3* -1 AND

***Reduce** the cost by **1 Credit** for every two Heat Cubes you have (minimum cost of 1).
Gain 1 Heat Cube.

LAVA FLOWS

2

Place 1 Heat Cube in an empty hex not reserved for water.

WATER FROM EUROPA

3* -1 AND

***Reduce** the cost by **1 Credit** for each additional Space Tag beyond one.
Place 1 Water Cube.

ASTEROID MINING

1 1 1

Gain 1 Credit each for the Production and/or Space Tags you have on your Project Cards.

GHG FACTORIES

3* -1 AND

***Reduce** the cost by **1 Credit** for each Production Tag you have beyond two (minimum cost of 1).
Gain 1 Heat Cube.

ARTIFICIAL LAKE

2 x4

Place 1 Water Cube. It must be placed on a water hex adjacent to a city.

SOLAR POWER

3* -1 AND

***Reduce** the cost by **1 Credit** for each city on the center row.
Gain 1 Heat Cube.

FUSION POWER

2 AND

Gain 1 Heat Cube and **gain 1** available **Resource Token** of your choice.

ICE ASTEROID

3

Place 1 Water Cube. If this cube is placed onto a hex adjacent to one or more Greenery Cubes, **return 1** of those **Greenery Cubes** to the supply.

ICE CAP MELTING

3 x5

Place 1 Water Cube. It must be placed in any unoccupied hex on the southern row.

POWER GRID

5 AND 1

Gain 1 Heat Cube.
Gain 1 Credit for each city on Mars.

RESEARCH OUTPOST

1 AND

Place or **Relocate** one of your cities. If it's new hex is not adjacent to any others hexes with cubes, **gain 1** available **Resource Token** of your choice.

WINDMILLS

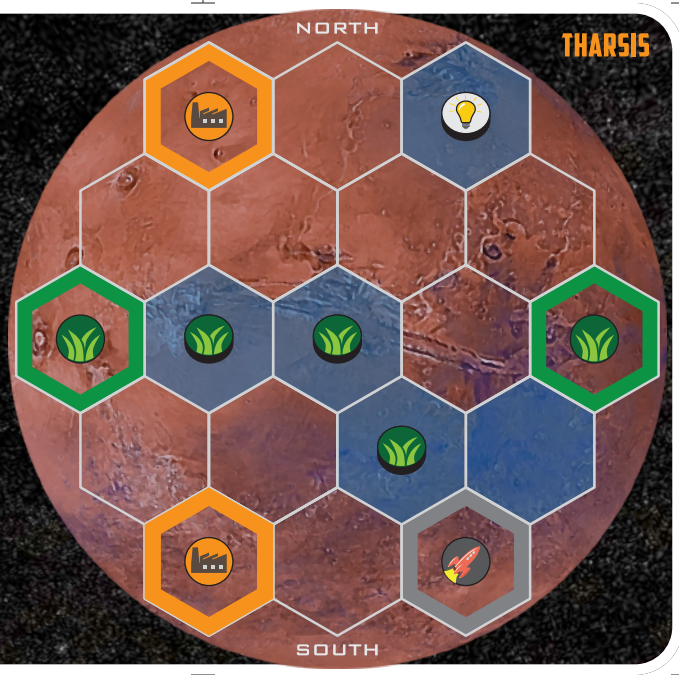
4* -1 AND

* **Reduce** the cost **by 1 Credit** for each unoccupied hex adjacent to one of your cities (minimum cost of 1).
Gain 1 Heat Cube.

STANDARD PROJECTS

Maximum of 1 per Player per Generation.

GAIN 1 CREDIT	1
PLACE OR RELOCATE 1 CITY	2
PLACE 1 WATER CUBE	3
PLACE 1 GREENERY CUBE	3
GAIN 1 HEAT CUBE	3



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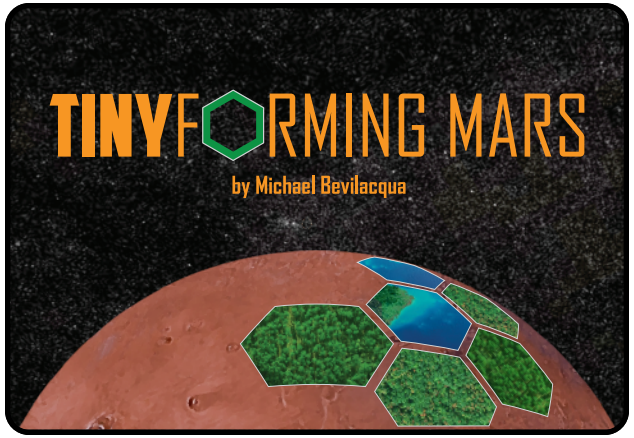
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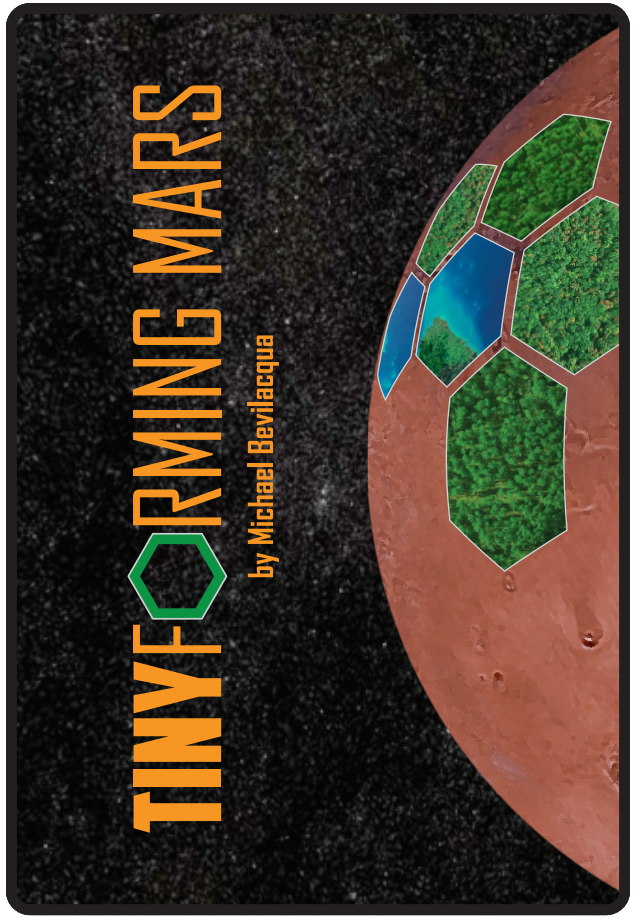
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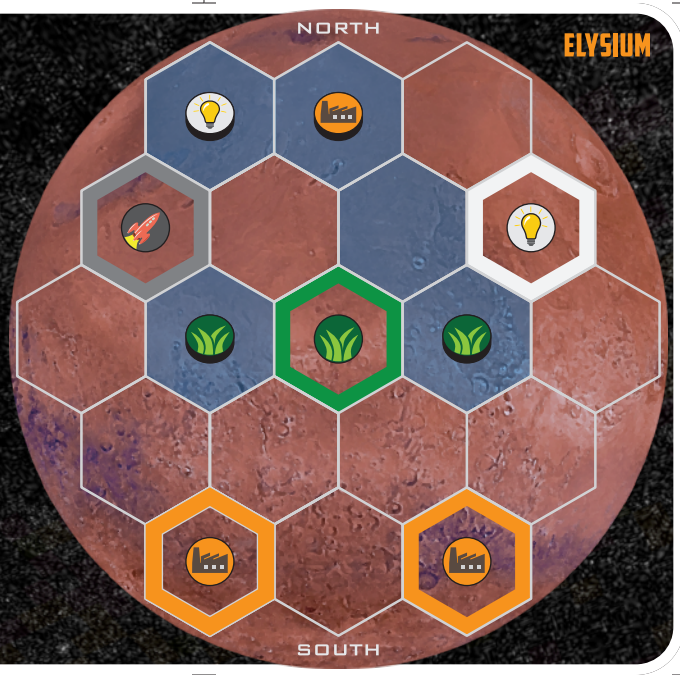
STANDARD PROJECTS

Maximum of 1 per Player per Generation.

- GAIN 1 CREDIT — 1
- PLACE OR RELOCATE A CITY — 2
- PLACE 1 WATER CUBE — 3
- PLACE 1 GREENERY CUBE — 3
- GAIN 1 HEAT CUBE — 3



ALGAE — 2

x2

Place 1 Greenery Cube.
It must be placed on a hex adjacent to at least one Water Cube.

TREES — 2

x5

Place 1 Greenery Cube.
It must be placed on a hex adjacent to two other Greenery Cubes.

NUCLEAR POWER — 3*

AND -1

***Reduce** the cost by **1 Credit** for each Energy Tag you have (minimum cost of 1).
Gain 1 Heat Cube.

COMET — 3

AND x5:

Gain 1 Heat Cube.
You may also **place 1 Water Cube** if you now have five or more Heat Cubes.

LICHEN — 2

x2

Place 1 Greenery Cube.
It cannot be placed adjacent to a city.

GREAT DAM — 3*

x2

AND -1

***Reduce** the cost by **1 Credit** for each Water Cube on Mars beyond two.
Gain 1 Heat Cube.

PROTECTED VALLEY — 4

x2

Place 1 Greenery Cube.
It must be placed in a space reserved for a Water Cube.

BUSHES — 5*

x4

AND -1

***Reduce** the cost by **1 Credit** for every Greenery Cube in a hex adjacent to one of your cities (minimum cost of 1).
Place 1 Greenery Cube.

MOSS — 4

x1

AND 1

Place 1 Greenery Cube.
Gain 1 Credit for each Water Cube adjacent to the placed Greenery Cube.

ASTEROID — 4

AND

Gain 1 Heat Cube.
You may **return 1 Greenery Cube** from any Mars hex to the supply.

METHANE FROM TITAN — 2

AND 2

Gain 1 Heat Cube.
If you spend an additional 2 Credits and have an additional Space Tag, you may **gain an additional Heat Cube.**

AQUIFER PUMPING — 4

AND 2

Place 1 Water Cube. Gain 2 Credits if this Water Cube was NOT placed on a hex adjacent to any other Water Cube.

INSECTS — 2

x9*

AND -2

***Reduce** the Heat Parameter requirement by **2** for each additional Science Tag you have beyond one.
Place 1 Greenery Cube.

SUBTERRANEAN RESERVOIR — 3*

AND -1

***Reduce** the cost by **1 Credit** for each additional Nature Tag you have beyond one (minimum cost of 1).
Place 1 Water Cube.

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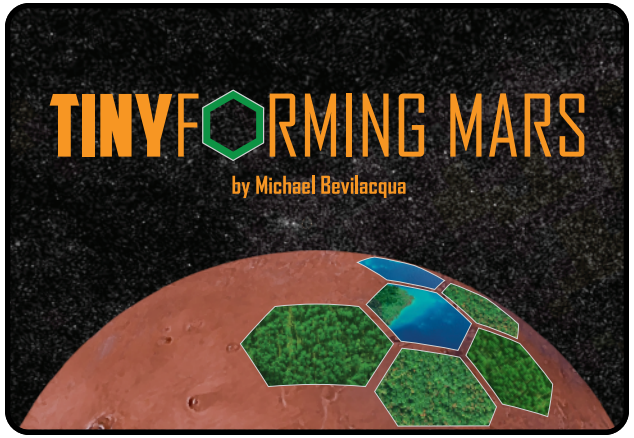
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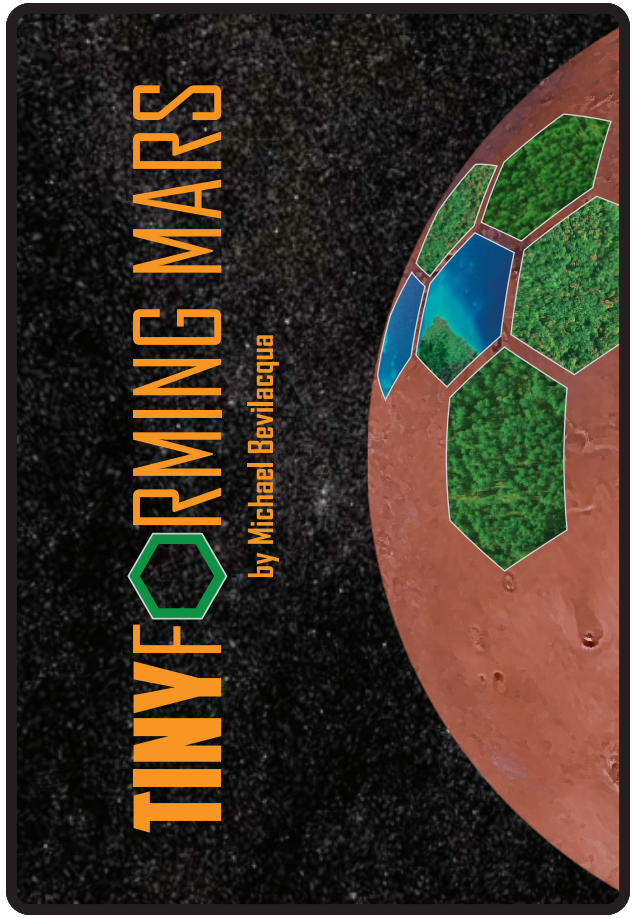
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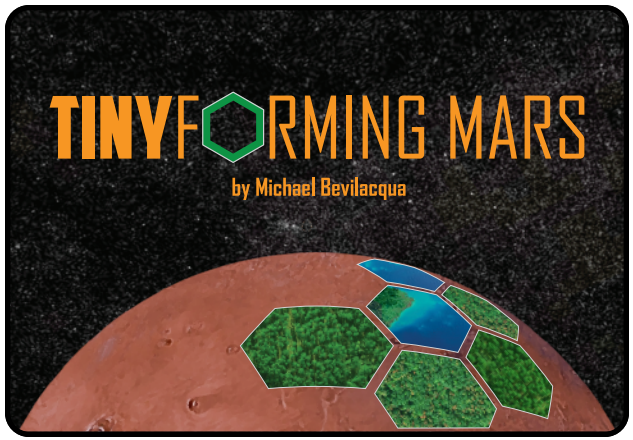
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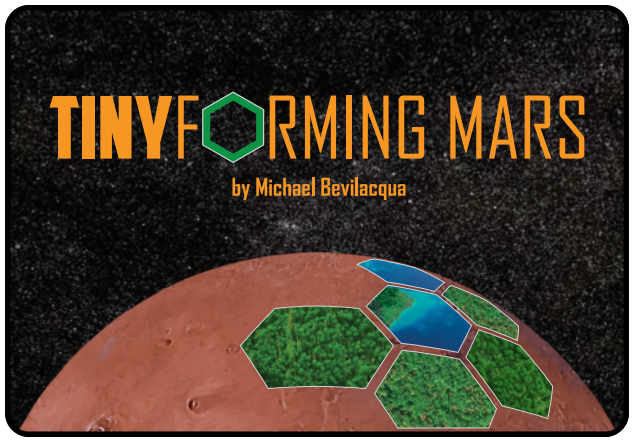
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