

## AWARDS



### DRY HEAT



Awarded at Game's End to the Player with the most Heat Cubes.  
Heat Cubes on the Map do not belong to either player.



## AWARDS



### CABIN IN THE WOODS



Awarded at Game's End to the Player with the most Greenery Cubes adjacent to one of his/her cities.



## AWARDS



### WATERFRONT PROPERTY



Awarded at Game's End to the Player with the most Water Cubes adjacent to both of his/her Cities.  
The same Water Cube counts twice if touching both Cities.



## GREEN MARS



Once per generation: you may spend 2 Nature Resource Tokens to place 1 Greenery Cube



OR: You may exchange 1 of your Credits for 1 of your opponent's Nature Resource Tokens.



Start with 1 Nature Resource Tag Token & 3 Credits

## INNOVATIVE SOLUTIONS



You may lower the Parameter Requirement of each of your projects by 1 Heat Cube or 1 Water Cube



Start with 4 Credits

## MARS BANK



Whenever you complete a project with an asterisk (\*) symbol in the Credit cost, Gain 1 Credit if you did not get to take the specified discount.



Start with 5 Credits

## MINERS' UNION



You have a permanent Production Tag



Gain 1 Credit whenever you gain the Production Resource Token



Start with 4 Credits

## PHOBOS FIRST



Instead of completing a Standard Project, place your Player Cube on this card and gain 1 Credit and 1 Space Tag (return the cube to your supply at Generation end)



Start with 4 Credits

## ZEUS POWER



You may use any Resource Token as an Energy Resource Token.



Gain 1 Credit after completing a Project that has 2 or more Energy Tags in its Requirement.



Start with 4 Credits

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by Michael Bevilacqua

AWARDS

CORPORATIONS

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## AWARDS



### YANKEE DOODLE



Awarded at Game's End to the Player who has **control** over more **occupied** hexes on the 2 northern rows.

Control = you are the only Player with a city adjacent to the hex.



## AWARDS



### CAPITAL CITY



Awarded at Game's End to the player with the highest scoring City.



## AWARDS



### SOUTHERN CHARM



Awarded at Game's End to the Player who has **control** over more **occupied** hexes on the 2 southern rows.

Control = you are the only Player with a city adjacent to the hex.



## MILESTONES



### DISCOUNTER



Complete 2 or more Projects with the \* symbol in their costs.



## MILESTONES



### MULTITASKER



Gain or Place 2 different types of Parameter Cubes in the same Generation.



## MILESTONES



### COLLECTOR



Have 2 or more different Resource Tokens.



## MILESTONES



### CHARGER



Have 4 or more Energy Tags in the same Generation.



## MILESTONES



### EXPLORER



OR



Have 3 or more Science Tags or 3 or more Space Tags in the same Generation.



## MILESTONES



### JACK OF ALL TRADES



Have at least 1 of each Tag type in the same Generation: Energy, Production, Nature, Science, and Space.



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MILESTONES

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If you use these as squares, I recommend you cut them up and down first, then across, so you don't lose the guides.



This is a second set of tokens. Either set can be used; it depends upon how you like to cut your tokens. As hexes, squares or circles.

### GENERATIONS TRACKER

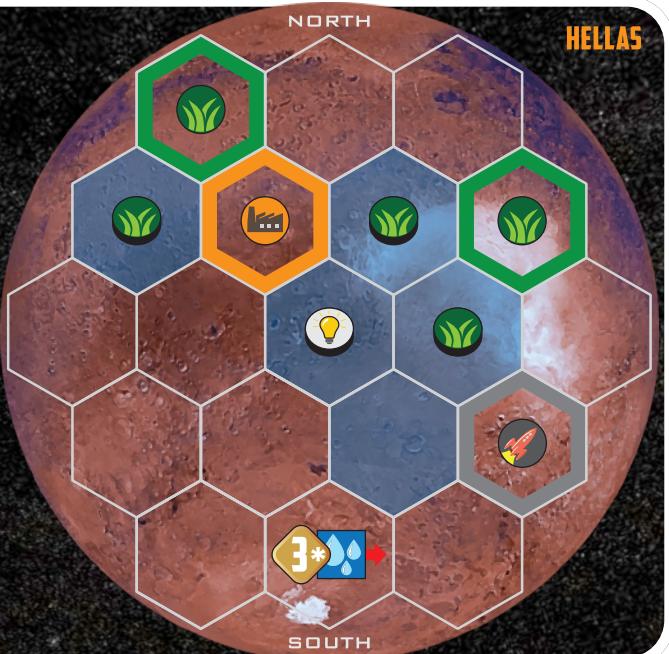
1	2	3
4	5	6
7	8	9
10	11	12

**STANDARD PROJECTS**  
Maximum of 1 per Player per Generation.

**GAIN 1 CREDIT**

-  **PLACE OR RELOCATE A CITY**
-  **PLACE 1 WATER CUBE**
-  **PLACE 1 GREENERY CUBE**
-  **GAIN 1 HEAT CUBE**

\***1-time only:** If you play a cube here, you may also spend 3 credits to place a water cube on a water hex.



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