

Setup

1. Set out main board. Give each player a player mat and all pieces of one color.
2. Players put marker on 20 of TR track and markers on 1 space of each track.
3. Place white cube on start space of Generation Track (1), Oxygen (0%), and Temperature (-30%).
4. Place 9 ocean tiles on tile space.
5. Shuffle Project and Corporation cards. Deal each player 2 Corporations (or 1 Basic Corporation) and 10 Project cards.
6. Determine start player
7. Each player picks 1 Corporation and any number of the 10 Project cards to keep. Basic Corporations keep all 10.
8. In player order, reveal chosen Corporation and pay 3 \$ per kept Project card (Basic Corporations pay nothing). Get any production or resources mentioned on Corporation card. Discard remaining Project cards. **Cards are always discarded face down**
9. Set out any remaining tiles and resource cubes near board.

Goal of the Game

Gameplay

The game is played over multiple Generations each of which consists of 4 Phases.

Player Order Phase

Rotate first player marker clockwise and shift Generation marker up 1. Skip this during first generation.

Research Phase

Each player draws 4 Project cards. Keep 0 to 4 of these, paying 3 \$ per card kept. Discard remaining. **There is no hand limit.** Skip this during first generation.

Action Phase

Players take 1 or 2 actions or pass. Play continues until all players have passed. Actions may be combined in any way. Once you pass you may not take any more actions this Generation.

Production Phase

Simultaneously, each player

1. Convert energy to heat
2. Receive all generated resource and place in corresponding boxes.

3. Remove player markers from used action cards

Actions

Play a Card

Must be able to meet requirements (top-left corner) and be able to perform effects on card except:

- May play card that raises global parameter that is maxed
- May play card that adds resources you can't collect
- May play card that removes resources for any player (red-bordered resource icon) if you can't or don't wish to. **Note**, this is the same as red-bordered **production** icons which must be met.

Pay cards cost and then perform immediate effects. Place the card appropriately by type. Events (red) are discarded to personal pile face down. Automated (green) place face-up in stack with top row visible. Active (blue) place face-up with top panel visible.

Use Standard Project

Standard projects on board are always available to players. Cost is shown on left, result on right.

1. Sell Patents: Discard 1+ cards from hand and gain 1 \$ per
2. Power Plant: Increase energy production
3. Asteroid: Increase temperature 1 step
4. Aquifer: Place ocean tile
5. Greenery: Place and claim greenery tile
6. City: Place and claim a city tile. Increase \$ production 1 step

Claim a Milestone

If criteria is met, pay 8 \$ and claim with marker. 3 of 5 Milestones may be claimed, each by 1 player only. Worth 5 VP at end of game.

Requirements:

- Terraformer: Have terraform rating ≥ 35
- Mayor: Own ≥ 3 city tiles
- Gardener: Own ≥ 3 greenery tiles
- Builder: Have ≥ 8 building tags in play
- Planner: Have ≥ 16 cards in hand when claiming

Fund an Award

Pay cost (1/2/3 claimed costs 8/14/20 \$) and claim with marker. 3 of 5 Funds may be claimed, each by 1 player only. Each award is checked in final scoring. 5/2 VP go to 1st/2nd place in category. Ties result in both players getting points.

- Landlord: Own most tiles in play
- Banker: Have highest \$ production
- Scientist: Have most science tags in play
- Thermalist: Have the most heat resource cubes
- Miner: Have most steal and titanium resource cubes

Use Action on Blue Card

Each action on a blue or corporation card (indicated by red arrow) may be used once **per generation**. Pay any cost stated on left, get right side. Place player marker on card to indicate use this generation.

Convert Plants to Greenery Tile

Spend 8 plant resources to place a greenery tile following normal rules.

Convert Heat to Temperature Increase

Spend 8 heat resource to increase temperature by 1.

End Game

The game ends at the end of the current generation when 3 global parameters have reached their goals. Final scoring:

1. TR: Move score marker from your TR marker onward.
2. Awards: Give leader +5 VP and runner-up +2 VP. Tied player get total points for level.
3. Milestones: +5 VP per claimed Milestone
4. Game Board: Each greenery tile is +1 VP. Each city is +1 VP per adjacent greenery tile (regardless of ownership).
5. Cards: Count VPs on all played cards.

Winner is highest score. Ties broken by player with most \$.

Tiles

When placing a tile, receive placement bonus printed on tile area. See rules for each tile type.

Ocean

Must be placed on a reserved ocean space. Increase TR by 1. Oceans provide 2 \$ bonus when tile is placed next to it.

Greenery

If possible, must be placed adjacent to tile you own. If you can't, you place it on any available area. Place marker on tile. Increase oxygen level by 1, if possible, then increase TR by 1. If can't increase oxygen level don't increase TR.

City

May not be placed adjacent to another city. Place player marker on tile.

Special

Some cards allow placement of these tiles. See specific cards for rules. Place player marker on tile.

Tags

Tags categories cards and can affect or be affected by other cards or the player board. Building (brown) and Space (Black) are also shown on player board. Steel may be used to pay for Buildings (1 = 2 \$) and Titanium may be used to pay for Space (1 = 3 \$).