

16

BREEDING FARMS

Action: Pay 1 plant to add 1 animal on any card.

Requirements: At least 1 science and 1 animal tag.
Effect: Increase temperature by 1 step (2°C).

PF1

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PREFABRICATION OF HUMAN HABITATS

: -2 : * : 23 (IT)

Lasting effect:
Cards with a city tag cost 2M€ less. The city standard project costs 2M€ less. STEEL CAN BE USED while paying for the city standard project.

PF2

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NEW VENICE

- : 2 : S

Requirements: Pay 2 plants. At least 3 ocean tiles on Mars.
Effect: Increase your M€ production by 2. Increase your energy production by 1. Place New Venice special tile on top of an already placed ocean tile. Disregard normal placement restrictions. You do not get 2M€ for an ocean under this tile. New Venice counts as a city.

PF3

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14

AGRO-DRONES

IT S → 3 P

Action: Pay 1 steel and 1 energy to receive 3 plants.

PF4

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WETLANDS

-4 P

Requirements: Pay 4 plants. At least 2 ocean tiles on Mars.
Effect: Place Wetlands special tile on an area not reserved for an ocean in a way that it is next to 2 already placed oceans. Raise oxygen level by 1%. Raise your terraform rating by 1. Place your colour token on the tile. Wetlands counts as an ocean tile and a greenery tile until the end of the game. Wetlands does not count up to 9 oceans requirements to end the game.

PFS

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RARE-EARTH ELEMENTS

Gd Sm Pr Nd Ce La

1 / * PF6

Effect: Increase your M€ production by 1 for every special tile you own on Mars.

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ORBITAL LABORATORIES

P

Effect: Increase your plant production by 2. Gain 1 plant.

PF7

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DUST STORM

- S *

Effect: Every player loses all energy. Increase temberature by 2 levels (4°C).

PF8

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MARTIAN MONUMENTS

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PF9

Requirements: Own a city on Mars.
Effect: Increase your M€ production by 1 for every Mars tag (including this).

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13

MARTIAN NATURE WONDERS

00001010

Effect: Place your colour token on a non-reserved area on Mars. No tile can be placed on this area this game. Gather bonus for controlling the area (but not ocean proximity bonus).

Place 2 data on any card.

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Recognized as the most beautiful and most phenomenal.

PF10

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MUSEUM OF EARLY COLONISATION

00001011

PF11

Requirements: At least 1 ocean, city, and greenery tile on Mars. Decrease your energy production by 1.
Efekt: Increase your steel, titanium and plant production by 1. Increase your terraforming rating (TR) by 1.

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We have gone a long way and learned a lot.

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TERRAFORMING CONTROL STATION

V / : -2

Lasting effect: When you play a Venus or a Mars tag, pay 2M€ less.

00001000

PF12

Effect: Increase your terraforming rating by 2.

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MARTIAN TRANSHIPMENT STATION

00001100

PF13

Lasting effect: For every Mars or space tag you play (including these), add 1 data to this card. You can use any data on this card as steel or plant or energy or heat.

Effect: Increase your M€ production by 3. Draw 1 card. Place a city tile on the area reserved for Martian Transhipment Station.

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CERES SPACEPORT

00001110

Effect: Increase your M€ production by 2. Put an ocean tile. Increase your titanium production by 1 for every 2 Jovian tags you have (including these). Draw 1 card.

Place a city tile on the area reserved for Ceres Spacestation.

PF14

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DYSON SCREENS

00001111

PF15

Action: Pay 2 titanium to increase your energy and heat production by 1.

Effect: Increase temperature by 1 level (2°C). Increase your energy and heat production by 2. Draw 1 card. Place a city tile on the area reserved for Dyson Screens.

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LUNAR EMBASSY

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Effect: Increase your M€ production by 3. Increase your plant production by 1 for every 2 Earth tags you have (including this). Draw 1 card. Place a city tile on the area reserved for Lunar Embassy.

PF16

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