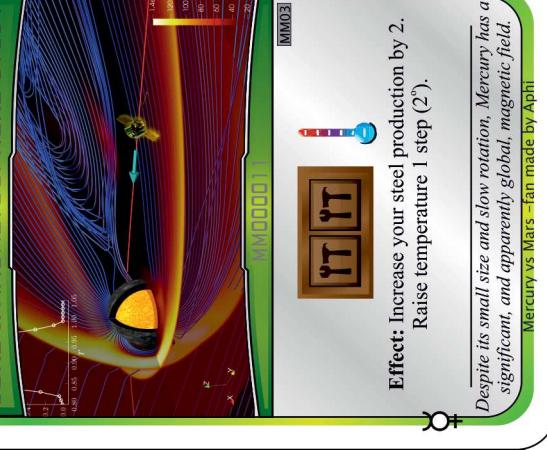
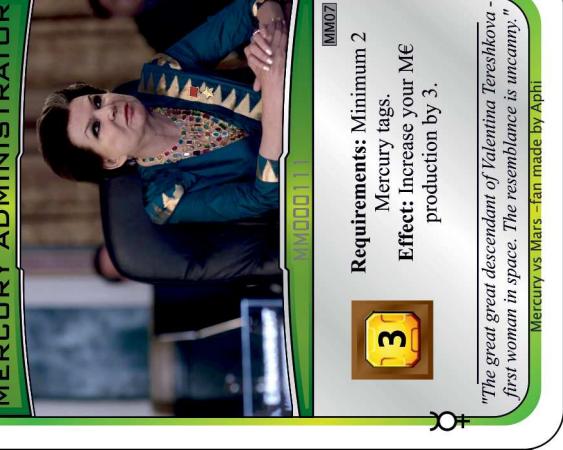
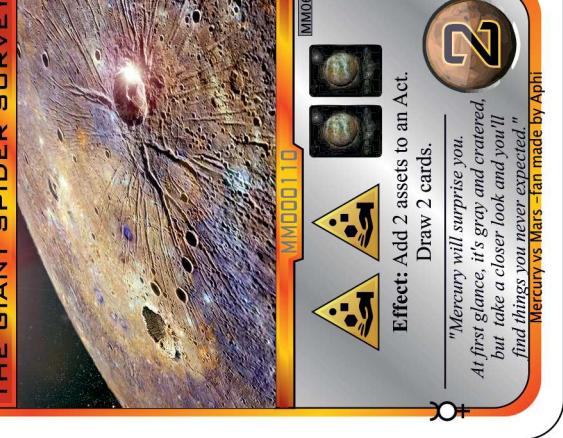
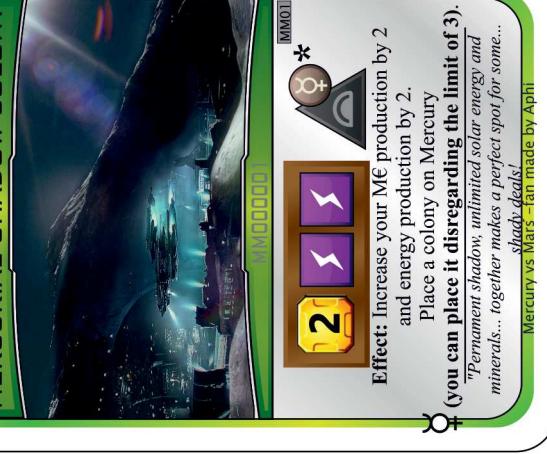
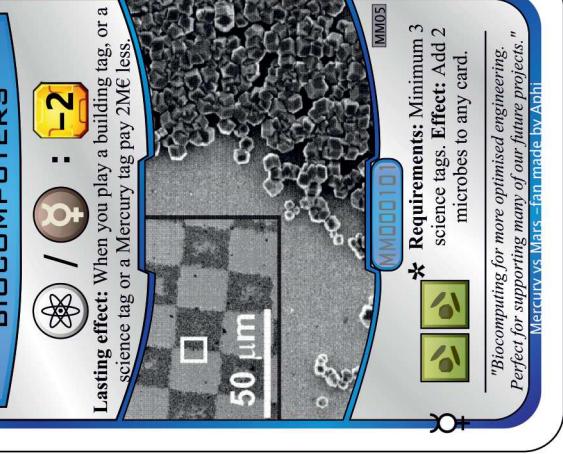
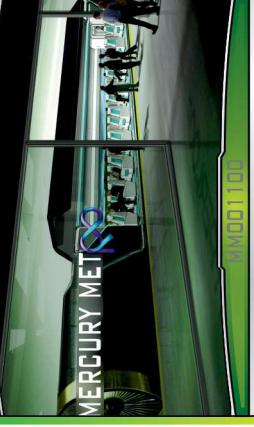
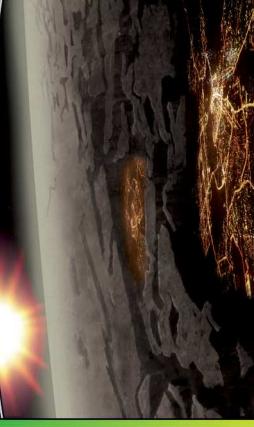
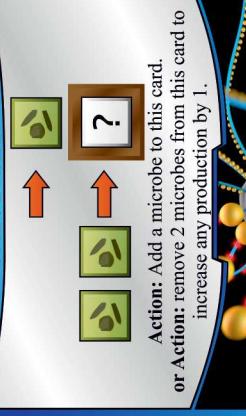


<p>18  ATMOSPHERE ANALYSIS</p> <p>Effect: When you raise temperature add 1 asset to an Act.</p> <p>Lasting effect: When you raise temperature add 1 asset to an Act.</p> <p>MM04</p> 	<p>20  SOLAR RESEARCH</p> <p>Effect: Increase your heat production by 3.</p> <p>Effect: Unlike the stable atmospheres of Earth and Venus, Mercury's atmosphere is constantly being replenished.</p> <p>MM05</p> 
<p>16  CORE & MAGNETOSPHERE STUDY</p> <p>Effect: Increase your steel production by 2.</p> <p>Effect: Raise temperature 1 step (2).</p> <p>MM03</p> 	<p>4  MERCURY ADMINISTRATOR</p> <p>Effect: Despite its small size and slow rotation, Mercury has a significant, and apparently global, magnetic field.</p> <p>MM07</p> 
<p>20  FLORA EXPERIMENTS</p> <p>Effect: Increase your plant production by 2.</p> <p>Effect: Place a greenery tile on the Shadow Forest reserved area on Mercury. (do not increase the oxygen on Mars for this greenery)</p> <p>MM02</p> 	<p>16  THE GIANT SPIDER SURVEY</p> <p>Effect: "Growing plants where light is scarce or deadly"</p> <p>MM06</p> 
<p>26  MERCURIAN SHADOW COLONY</p> <p>Effect: Increase your ME production by 2 and energy production by 2.</p> <p>Effect: Place a colony on Mercury (you can place it disregarding the limit of 3). "Permanent shadow, unlimited solar energy and minerals... together makes a perfect spot for some... shade deals!"</p> <p>MM01</p> 	<p>12  BIOCOMPUTERS</p> <p>Effect: Add 2 assets to an Act.</p> <p>Effect: Draw 2 cards.</p> <p>Effect: "Mercury will surprise you. At first glance, it's gray and cratered, but take a closer look and you'll find things you never expected."</p> <p>MM08</p> 

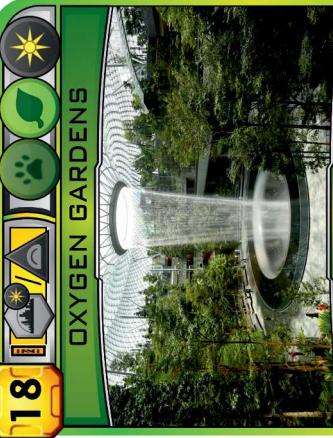
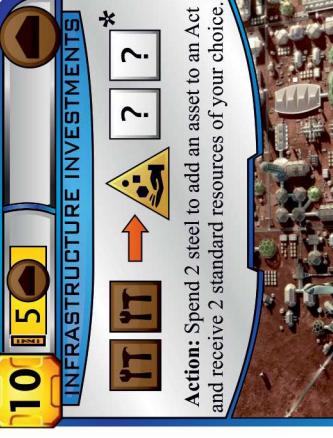


<p>MERCURIAL METRO</p> <p>14</p>  <p>Effect: Decrease your energy production by 1. Increase your ME production 1 step for every Mercury tag in game.</p> <p>MM001100</p> <p>MM12</p> <p>"Fast, safe, and with great air conditioning!"</p> <p>Mercury vs Mars - fan made by Aphit</p>	<p>MERCURY METRO</p> <p>1</p>  <p>Effect: Draw a project card and an Act card.</p> <p>MM16</p> <p>"Experience is key to everything!"</p> <p>Mercury vs Mars - fan made by Aphit</p>
<p>HERPETOCLTURE</p> <p>12</p>  <p>Effect: Decrease your heat production by 2. Add 3 animals to any card. Add 1 asset to an Act.</p> <p>MM001011</p> <p>MM11</p> <p>"A planet with abundant heat will be perfect for those."</p> <p>Mercury vs Mars - fan made by Aphit</p>	<p>TERRAFORMING EXPERIENCE</p> <p>8</p>  <p>Effect: When you place an ocean or a forest place 1 data on this card OR remove 1 data from this card and add 1 asset to an Act.</p> <p>MM001000</p> <p>MM12</p> <p>"Experience is key to everything!"</p> <p>Mercury vs Mars - fan made by Aphit</p>
<p>HEPHAESTUS NETS</p> <p>12</p>  <p>Action: Spend 2X steel to add X asteroids to this card. Effect: You can use any asteroid on this card as 6ME to pay for cards with Mars or Venus tag while paving for a trade action.</p> <p>MM001010</p> <p>MM10</p> <p>Effect: Increase your steel production by 1.</p> <p>"Patented steel nets. Perfect for use in space!"</p> <p>Mercury vs Mars - fan made by Aphit</p>	<p>INTERPLANETARY TRADE CENTER</p> <p>14</p>  <p>Lasting effect: When you trade add 1 asset to an Act.</p> <p>MM001111</p> <p>MM15</p> <p>Effect: Increase your ME production by 3.</p> <p>MM13</p> <p>"So which is the best one for me?"</p> <p>Mercury vs Mars - fan made by Aphit</p>
<p>NEW POMPEII</p> <p>33</p>  <p>Requirements: Minimum 3 colonies on Mercury. Effect: Increase your ME production by 5. Draw 3 Act cards. Immediately resolve 2 Acts from your hand in your favour. Place a city tile on the MM09 New Pompeii reserved area.</p> <p>MM001000</p> <p>MM10</p> <p>Effect: Raise Venus one step.</p> <p>"City of eternal night. Created when the colonies joined together. Always in shadows yet never sleeps."</p> <p>Mercury vs Mars - fan made by Aphit</p>	<p>LUTEDGE FLOATER PACT</p> <p>17</p>  <p>Lasting effect: when you play a Jovian tag or raise Venus add 1 asset to an Act.</p> <p>MM001110</p> <p>MM14</p> <p>Effect: Raise Venus one step.</p> <p>Floating cities are the future of gas planets.</p> <p>Mercury vs Mars - fan made by Aphit</p>



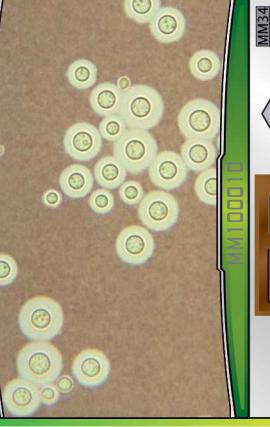
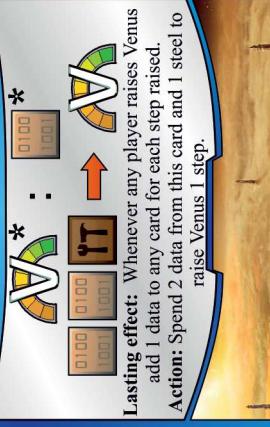
<p>14  GEOLOGICAL DRILLING</p>  <p>Lasting effect: Whenever any player plays a Mercury tag (including this) draw a card.</p> <p>Effect: Place the Boreholes special tile on Mars on an area with NO placement bonus. Place an Ocean tile on Mars.</p> <p>"<i>You will find various interesting things when you drill deep enough!</i>"</p> <p>Mercury vs Mars - fan made by Aphi</p>	<p>20  BOTANICAL INITIATIVE</p>  <p>Effect: Place the Botanical Initiative special tile on Mars on an area with NO placement bonus. Place an Ocean tile on Mars.</p> <p>"<i>You will find various interesting things when you drill deep enough!</i>"</p> <p>Mercury vs Mars - fan made by Aphi</p>
<p>16  MERCURY ENGINEERING SCHOOL</p>  <p>Lasting effect: Whenever any player plays a Mercury tag (including this) draw a card.</p> <p>Effect: Draw 2 cards with a building tag.</p> <p>"<i>Trust me, I am an engineer!</i>"</p> <p>Mercury vs Mars - fan made by Aphi</p>	<p>8  PREFERENTIAL GOVERNMENT CONTRACTS</p>  <p>Effect: When you raise your terraformation rating (TR) you get 2 ME.</p> <p>"<i>Because they deserved it!</i>"</p> <p>Mercury vs Mars - fan made by Aphi</p>
<p>34  MIGRATION TO MERCURY</p>  <p>OR 4  : 4 </p> <p>Requirements: Have an unused trade fleet. Effect: Raise your TR 2 steps. If you have at least 4 Mercury tags (including this) raise your TR 4 steps instead.</p> <p>Trade with Mercury for free (even if someone is there already).</p> <p>"<i>This migration is an expression of the human aspiration for dignity, curiosity and a better future.</i>"</p> <p>Mercury vs Mars - fan made by Aphi</p>	<p>0  SHADY DEAL</p>  <p>Effect: Add 4 assets to ANY Act.</p> <p>"<i>A confidence trick or swindle, not very ethical but we get what we want.</i>"</p> <p>Mercury vs Mars - fan made by Aphi</p>
<p>3  EXECUTIVE ORDER</p>  <p>Requirements: You are a Chairman. Effect: Immediately resolve ANY Act.</p> <p>"<i>I AM THE SENATE!</i>"</p> <p>Mercury vs Mars - fan made by Aphi</p>	<p>10  BACTERIAL NANOTECHNOLOGY FACTORIES</p>  <p>Action: Add a microbe to this card. or Action: remove 2 microbes from this card to increase any production by 1.</p> <p>Effect: Add 2 microbes to any card.</p> <p>"<i>We can grow anything!</i>"</p> <p>Mercury vs Mars - fan made by Aphi</p>



<p>12  HEATING CONTRACTS</p>  <p>Lasting effect: When you raise temperature increase your M€ production by 1 for each step.</p> <p>Requirements: Kelvinists are ruling or you have 2 delegates.</p> <p>Effect: Increase your heat production by 2.</p> <p><i>-insert any chessy song about being hot... may caliente-</i></p> <p>MM01100</p>	<p>18  OXYGEN GARDENS</p>  <p>Requirements: Kelvinists are ruling or you have 2 delegates there.</p> <p>Effect: Increase your heat production by 2.</p> <p><i>Mercury vs Mars - fan made by Aphit</i></p> <p>MM10000</p>
<p>18  PLANETARY RESEARCH INITIATIVE</p>  <p>Requirements: Reds are ruling or you have 2 delegates.</p> <p>Effect: Place any 2 resources (NOT ANIMALS) on any card. Add an asset to an Act.</p> <p><i>"Reds want to study planets first before corporations change them forever."</i></p> <p>MM01101</p>	<p>10  INFRASTRUCTURE INVESTMENTS</p>  <p>Requirements: Own a colony or a city in space.</p> <p>Effect: Place a greenery tile next to any City tile NOT on Mars (scores points normally) OR on any colony tile (then this greenery tile counts as a colony). Receive 2 plants.</p> <p><i>"Quality landscaping and vegetation around the places where people work is always a good investment!"</i></p> <p>MM01111</p>
<p>21  ALGAE FUEL FARMS</p>  <p>Requirements: Greens are the ruling or you have 2 delegates there.</p> <p>Effect: Place a greenery tile adjacent to the ocean. Increase your energy production by 1.</p> <p><i>..Algae farms are producing hydrogen.</i></p> <p>MM01101</p>	<p>33  GANYMEDIAN ALLIANCE</p>  <p>Requirements: Unity is ruling or you have 2 delegates there.</p> <p>Effect: Select a new colony tile and put it into play. Place a colony on it. Put an ocean area on Mars OR raise temperature 2 steps (4').</p> <p><i>"Io and Europa drifting in front of Jupiter's Great Red Spot"- photo by NASA"</i></p> <p>MM01100</p>
<p>28  NEW HORIZONS</p>  <p>Requirements: Unity is ruling or you have 2 delegates there.</p> <p>Effect: Place a colony on it. Put an ocean area on Mars OR raise temperature 2 steps (4').</p> <p><i>"Io and Europa drifting in front of Jupiter's Great Red Spot"- photo by NASA"</i></p> <p>MM01100</p>	<p>14  RARE ASTEROID HUNTING</p>  <p>Requirements: Increase your titanium production by 1 OR add 1 asteroid to any card and receive 1 titanium.</p> <p>Effect: Add 2 floaters to any card.</p> <p><i>"A rare and a valuable find!"</i></p> <p>MM01110</p>

Aphit



<p>22 TRADEPOST BASE</p>  <p>MM100100</p> <p>MM36</p> <p>Effect: Place a city tile on Mars. Decrease your energy production by 1. Increase your ME production by 4. Add 3 assets to an Act.</p> <p><i>"Exchange local products for goods they wished to acquire."</i></p> <p>Mercury vs Mars – fan made by Aphi</p>	<p>15 SECRET BLACK MARKET</p>  <p>MM101000</p> <p>MM40</p> <p>Effect: Place a colony (may be placed where you already have a colony). Add 3 assets to an Act.</p> <p><i>"Hidden, illegal, and full of good deals."</i></p> <p>Mercury vs Mars – fan made by Aphi</p>
<p>18 TRADE FLEET UPGRADES</p>  <p>MM100011</p> <p>MM35</p> <p>Effect: Add 1 asset to and Act and receive 1 standard resource for every colony you own.</p> <p><i>"Better and faster ships means more opportunities for trade!"</i></p> <p>Mercury vs Mars – fan made by Aphi</p>	<p>16 DEFENCE FLEET</p>  <p>MM100111</p> <p>MM39</p> <p>Effect: Add 3 assets to an Act.</p> <p><i>"Space pirating became too popular!"</i></p> <p><i>"We need to protect our interests and ships!"</i></p> <p>Mercury vs Mars – fan made by Aphi</p>
<p>16 RADIOTROPHIC FUNGI</p>  <p>MM100011</p> <p>MM34</p> <p>Requirements: Minimum 3 microbe tags.</p> <p>Effect: Increase your energy and ME production 1 step for each city you own.</p> <p><i>"It performs radiosynthesis, that is, it uses the pigment melanin to convert radiation into chemical energy for growth. It makes perfect bioshields for our ships and cities!"</i></p> <p>Mercury vs Mars – fan made by Aphi</p>	<p>18 TROJAN ASTEROIDS</p>  <p>MM100110</p> <p>MM38</p> <p>Action: Pay 1 energy to add 1 asteroid to any card.</p> <p>OR Action: Spend 1 asteroid form this card to receive 4 steel or 3 titanium.</p> <p><i>"A small celestial body that shares the orbit of a larger one, remaining in a stable orbit 60° ahead or behind the main body near one of its Lagrangian points."</i></p> <p>Mercury vs Mars – fan made by Aphi</p>
<p>7 SOLARVISION</p>  <p>MM100001</p> <p>MM33</p> <p>Requirements: minimum 1 Mercury, Venus, Earth, Mars and Jovian tag.</p> <p>Effect: Euvision!</p> <p><i>"For the unity of the Solar System! Yet we still don't understand why Australia is in it."</i></p> <p>Mercury vs Mars – fan made by Aphi</p>	<p>14 SPIRES OF VENUS</p>  <p>MM100100</p> <p>MM37</p> <p>Lasting effect: Whenever any player raises Venus add 1 data to any card for each step raised.</p> <p>Action: Spend 2 data from this card and 1 steel to raise Venus 1 step.</p> <p>Effect: Decrease your energy production by 1.</p> <p><i>"They convert CO₂ into O₂. We just make them better!"</i></p> <p>Mercury vs Mars – fan made by Aphi</p>

