

TECHNOLOGIES

Ignore symbol requirements when settling.

It doesn't matter how many settlement symbols the site requires. The requirement does not apply to you.

Your ships return to the Old World as soon as they are unloaded.

You must pay for the return, but it happens immediately (instead of next year). You can pay with energy you just delivered to the New World.

Gain a stadium.

Choose a stadium and place it by the New World side of your board, paying nothing. You can also pay 1 resource to see new choices first, as usual.

Settle a site for free.

This effect is immediate. You settle the site even if you can't settle in that biome yet. If the site requires population tokens, you do not pay steel for them. However, you must meet any settlement symbol requirements, and you must have the required population tokens and factories on the New World side of your player board.

Ignore one symbol requirement when settling.

So if the site requires 2 settlement symbols, you can choose 1 to ignore, but you must have the other.

Whenever your lead progress marker passes a transition, gain 1.

The resource can be gained to either world.

Gain a food factory. Whenever you prefab a food factory, you may prefab a second factory of any type.

Gain a steel factory. Whenever you prefab a steel factory, you may prefab a second factory of any type.

Gain an energy factory. Whenever you prefab an energy factory, you may prefab a second factory of any type.

When loading ships, one of your evacuation bays can match any color.

This technology will also allow you to match a site that has no color.

Your progress markers can stop on occupied spaces. Also, gain.

You can't put both markers on the same space; this applies only to spaces occupied by another player. You get whatever benefit you would normally get from that space. The other player is not affected.

Build a stadium. Choose 1 production marker and increase it once for each stadium you have.

You pay the usual price for the stadium. The main benefit of this technology is the boost to production.

Each phase, when checking power level, you may add or subtract 1 or 2.

For example, you could have +2 to power level in the Progress phase, but -1 in the Bonuses phase.

Choose 1 infrastructure card, then play it for free, ignoring its requirement.

You can pay 1 resource to see new choices, as usual. Otherwise, the infrastructure costs you nothing. As soon as you play the infrastructure, gain its production benefit, even if you have not met the requirement for it.

When taking a spaceship, stadium, or infrastructure, choose from 2 more.

Reveal 2 more from the top of the deck. Unchosen cards revealed this way go to the bottom of the deck when you are done choosing. This can combo with other, similar effects.

Gain an energy factory. All your energy factories produce 1 more.

Gain a food factory. All your food factories produce 1 more.

Gain a steel factory. All your steel factories produce 1 more.

Take the factory tile from the reserve beside your board and put it on the New World side. When you use the bonus prefab effect, you must pay for the bonus factory. The two factories could be prefabbed on the same world or different worlds.

Take the factory tile from the reserve beside your board and put it on the New World side. The production bonus applies only to the New World side. So you increase production by 1 for each factory of that type already present on one of your New World sites. Whenever you settle a factory of that type on a site, your production increases by 2.

GOAL CARDS

Each goal specifies a certain amount of points for something and bonuses for hitting certain thresholds. If you hit the tougher threshold, you get the better bonus (not both bonuses).

Score 1 for each of your population tokens on sites on the New World. If you have 8 or 9, gain a bonus of +5. If you have 10 or more, gain a bonus of +8.

1 token = 1 point
8 + 5
10 + 8

Score 2 points for each tundra site. If you have 3 or 4, gain a bonus of +3. If you have 5 or more, gain a bonus of +7.

2 sites = 2 points
3 + 3
5 + 7

Score 3 for each spaceship you have built. If you have 3, gain a bonus of +3. If you have 4 or more, gain a bonus of +6.

1 spaceship = 3 points
3 + 3
4 + 6

Score 5 points for each set of factories you have built on New World sites. A set is one factory of each type. If you built 2 sets, get a bonus of +4. For 3 or more sets, get a bonus of +6.

1 set = 5 points
2 + 4
3 + 6

In the Bonuses phase, if you get the bonus for the lesser power level, reveal this card and take a bonus chip. (They are on the back of the penalty chips.) At the end of the game, each is worth 4 points. Gain a bonus of +5 if you got the lesser power level bonus at least 3 times.

1 chip = 4 points
3 + 5

If both your progress markers are:
beyond the desert transition, score 5;
beyond the forest transition, score 12;
beyond the sea transition, score 17.

1 marker = 5 points
2 markers = 12 points
3 markers = 17 points

In the Bonuses phase, if you get the bonus for the greater power level, reveal this card and take a 3-point chip. (They are on the back of the penalty chips.) At the end of the game, each is worth 3 points. Gain a bonus of +4 if you got the greater power level bonus 3 times, or +6 if you got it in all 4 years.

1 chip = 3 points
3 + 4
4 + 6

Score 2 points for each site you have settled that is not in the tundra. If you have 4 or 5, gain a bonus of +2. If you have 6 or more, gain a bonus of +4.

2 sites = 2 points
4 + 2
6 + 4

Score points for your fully developed technologies, 1 point for those in the bottom two rows, 3 points for those in the top row. If you have 5 fully developed technologies, gain a bonus of +1 point. If you have 6 or more, gain a bonus of +3 points.

1 tech = 1 point
3 tech = 3 points
5 + 1
6 + 3

Score 3 points for each infrastructure you have built. If you built 3 or 4, gain a bonus of +3. If you built 5 or more, gain a bonus of +5.

1 infra = 3 points
3 + 3
5 + 5

1 token = 1 point	1 token = 1 point	1 token = 1 point
10 + 1	10 + 3	10 + 2
13 + 3	13 + 5	13 + 4

1 factory = 3 points	1 factory = 3 points	1 factory = 3 points
3 + 3	3 + 5	3 + 5
4 + 5	4 + 5	4 + 5

Score points equal to the level of your energy/food/steel production, with the indicated bonuses. For example, steel production of 12 would be 12 + 2 points.

Score 3 points for each steel/food/energy factory you have built on a site of the New World. If you built 3, gain a bonus of +3. If you built all 4, gain a bonus of +5.