

Gain 1 Heat Cube.  
Gain 1 Credit for each city on Mars.

AND

**POWER GRID**

\*Reduce the cost by 1 Credit for each city on the center row.

Gain 1 Heat Cube.

AND

**SOLAR POWER**

Place 1 Heat Cube in an unoccupied hex not reserved for water.

**LAVA FLOWS**

Place 1 Water Cube. It must be placed in any unoccupied hex on the southern row.

**ICE CAP MELTING**

Place 1 Water Cube. It must be placed on a water hex adjacent to a city.

**ARTIFICIAL LAKE**

\*Reduce the cost by 1 Credit for each additional Space Tag beyond one.

Place 1 Water Cube.

**WATER FROM EUROPA**

Gain 1 Heat Cube and gain 1 available Resource Token of your choice.

AND

**FUSION POWER**

\*Reduce the cost by 1 Credit for each Production Tag you have beyond two (minimum cost of 1).

Gain 1 Heat Cube.

AND

**GHG FACTORIES**

\*Reduce the cost by 1 Credit for every two Heat Cubes you have (minimum cost of 1).

Gain 1 Heat Cube.

AND

**GEOHERMAL POWER**

Place 1 Water Cube. If this cube is placed onto a hex adjacent to one or more Greenery Cubes, return 1 of those Greenery Cubes to the supply.

**ICE ASTEROID**

Gain 1 Credit for each Production and/or Space Tag you have on your Project Cards.

**ASTEROID MINING**

Place 1 Greenery Cube. It must be placed in a hex adjacent to a city.

**GRASS**

\*Reduce the cost by 1 Credit for each unoccupied hex adjacent to one of your cities (minimum cost of 1).

Gain 1 Heat Cube.

AND

**WINDMILLS**

Place or Relocate one of your cities. If it's new hex is not adjacent to any others hexes with cubes, gain 1 available Resource Token of your choice.

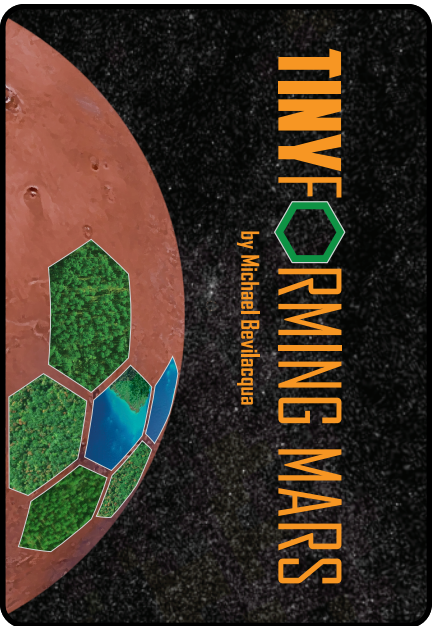
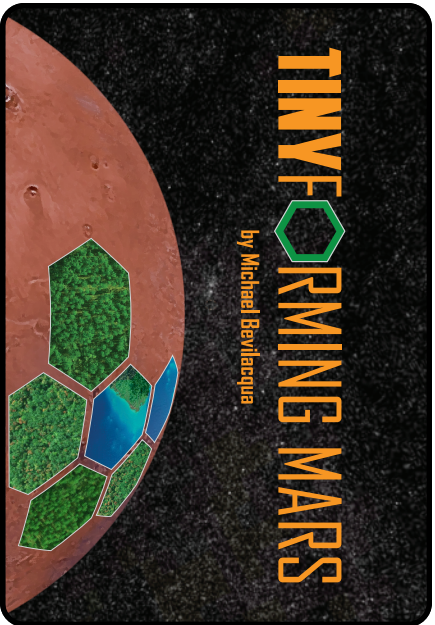
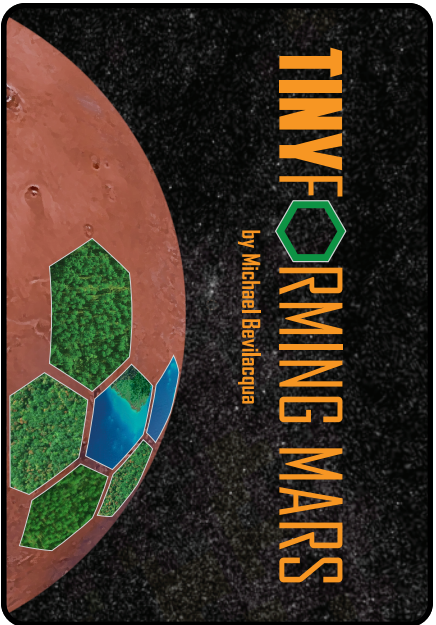
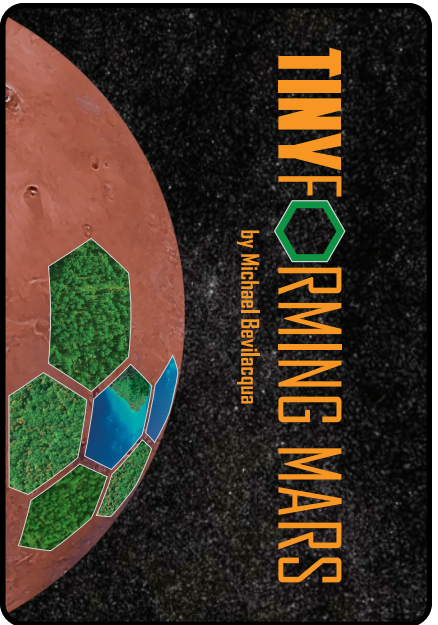
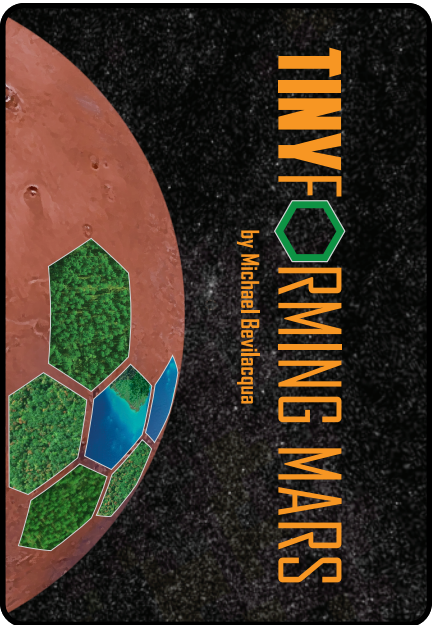
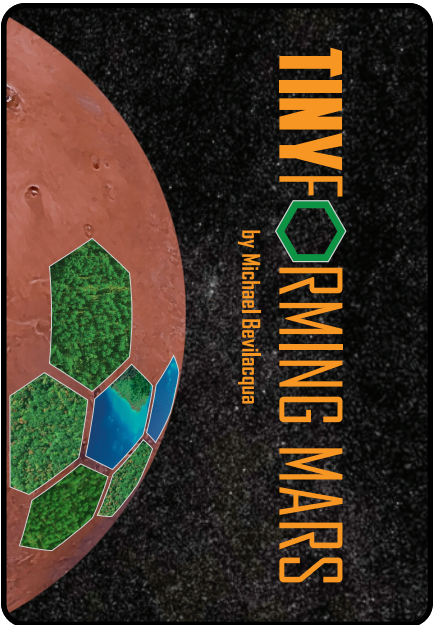
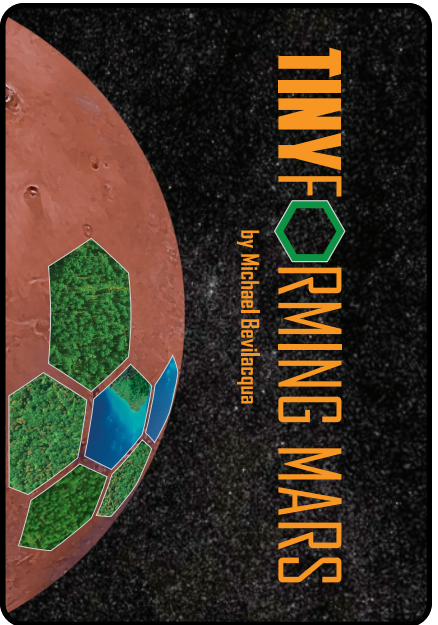
AND

**RESEARCH OUTPOST**

### STANDARD PROJECTS

Maximum of 1 per Player per Generation.

- GAIN 1 CREDIT
- PLACE OR RELOCATE 1 CITY
- PLACE 1 WATER CUBE
- PLACE 1 GREENERY CUBE
- GAIN 1 HEAT CUBE



### GREAT DAM

Cost: 3 Credits, 2 Water Cubes, 2 Greenery Cubes, 2 Cities

\*Reduce the cost by 1 Credit for each Water Cube on Mars beyond two.  
Gain 1 Heat Cube.

### NUCLEAR POWER

Cost: 3 Credits, 1 Lightbulb, 1 Rocket, 1 Factory, 1 Heat Cube, 1 City

\*Reduce the cost by 1 Credit for each Energy Tag you have (minimum cost of 1).  
Gain 1 Heat Cube.

### COMET

Cost: 3 Credits, 1 Rocket, 1 Heat Cube, 1 City

You may also place 1 Water Cube if you now have five or more Heat Cubes.  
Gain 1 Heat Cube.

### LICHEN

Cost: 2 Credits, 2 Greenery Cubes, 2 Heat Parameters

Place 1 Greenery Cube.  
It cannot be placed adjacent to a city.

### TREES

Cost: 2 Credits, 1 Greenery Cube, 1 Lightbulb, 5 Heat Parameters

Place 1 Greenery Cube.  
It must be placed on a hex adjacent to two other Greenery Cubes.

### ALGAE

Cost: 2 Credits, 1 Greenery Cube, 1 Lightning Bolt, 2 Water Cubes

Place 1 Greenery Cube.  
It must be placed on a hex adjacent to at least one Water Cube.

### AQUIFER PUMPING

Cost: 4 Credits, 1 Greenery Cube, 1 Lightning Bolt, 2 Cities

Place 1 Water Cube. Gain 2 Credits if this Water Cube was NOT placed on a hex adjacent to any other Water Cube.

### METHANE FROM TITAN

Cost: 2 Credits, 1 Rocket, 2 Cities, 1 Heat Cube, 1 City

Gain 1 Heat Cube.  
If you spend an additional 2 Credits and have an additional Space Tag, you may gain an additional Heat Cube.

### ASTEROID

Cost: 4 Credits, 1 Rocket, 1 Heat Cube, 1 City

Gain 1 Heat Cube.  
You may return 1 Greenery Cube from any Mars hex to the supply.

### MOSS

Cost: 4 Credits, 2 Greenery Cubes, 1 Water Cube, 1 City

Place 1 Greenery Cube.  
Gain 1 Credit for each Water Cube adjacent to the placed Greenery Cube.

### BUSHES

Cost: 5 Credits, 1 Greenery Cube, 4 Heat Parameters, 1 City

\*Reduce the cost by 1 Credit for every Greenery Cube in a hex adjacent to one of your cities (minimum cost of 1).  
Place 1 Greenery Cube.

### PROTECTED VALLEY

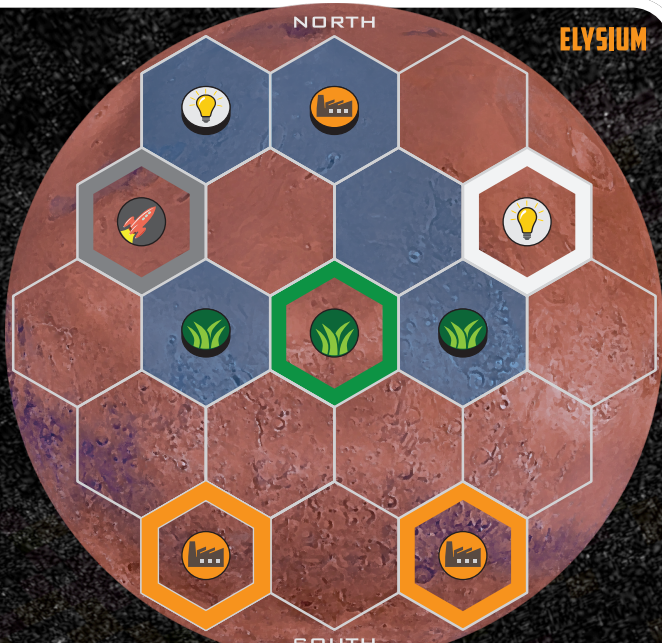
Cost: 4 Credits, 2 Greenery Cubes, 2 Heat Parameters, 1 Water Cube

Place 1 Greenery Cube.  
It must be placed in a space reserved for a Water Cube.

### STANDARD PROJECTS

Maximum of 1 per Player per Generation.

- GAIN 1 CREDIT: 1 Credit
- PLACE OR RELOCATE A CITY: 2 Credits, 1 City
- PLACE 1 WATER CUBE: 3 Credits, 1 Water Cube
- PLACE 1 GREENERY CUBE: 3 Credits, 2 Greenery Cubes, 1 City
- GAIN 1 HEAT CUBE: 3 Credits, 1 Heat Cube, 1 City



### SUBTERRANEAN RESERVOIR

Cost: 3 Credits, 2 Greenery Cubes, 2 Heat Parameters, 2 Water Cubes, 1 City

\*Reduce the cost by 1 Credit for each additional Nature Tag you have beyond one (minimum cost of 1).  
Place 1 Water Cube.

### INSECTS

Cost: 2 Credits, 2 Greenery Cubes, 1 Lightbulb, 6 Heat Parameters, 1 City

\*Reduce the Heat Parameter requirement by 2 for each additional Science Tag you have beyond one.  
Place 1 Greenery Cube.

