Glossary of the Building tiles

LARGE BUILDING TILES

Pay the indicated resources to build this tile and obtain this end-game score.
At the end of the game, **earn** 3 victory points for each specialist in your crew.

Pay the indicated resources to build this tile and obtain this end-of-game score.
At the end of the game, **earn** 1 victory point for each Achievement token in your possession.

Pay the indicated resources to build this tile and obtain this end-of-game score.
At the end of the game, **earn** 2 victory points for each Laboratory tile built in your base.

Pay the indicated resources to build this tile and obtain this end-of-game score.
At the end of the game, **earn** 2 victory points for each Battery tile in your Energy gauge.

Pay the indicated resources to build this tile and obtain this end-of-game score.
At the end of the game, **earn** 3 victory points for each Building miniature of your color placed on the Terrain board (Area with all the Terrain tiles linked together).

Pay the indicated resources to build this tile and obtain this end-of-game score.
At the end of the game, **earn** 4 victory points for each ship part you've upgraded.

Pay the indicated resources to build this tile and obtain this end-of-game score.
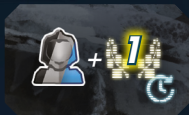At the end of the game, **earn** 4 victory points for each improved greenhouse you own.

Pay the indicated resources to build this tile and obtain this end-of-game score.
At the end of the game, **earn** 3 victory points for each ship part you build (Mission tiles you own).
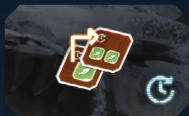
SMALL BUILDING TILES

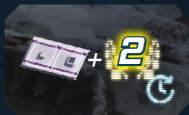**Gain** 1 resource of your choice: water, food, polymer or metal.

Recruit an astronaut for free and **earn** 1 victory point.

Gain a Battery tile.

Improve a greenhouse for free.

Build a Foundation tile for free and **earn** 2 victory points.
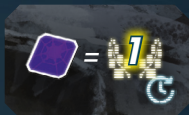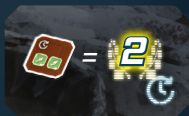
Train 1 specialist for free.

Build 1 free greenhouse, take it from the left-hand pile on the main board and ignore the additional cost.
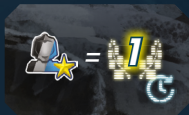
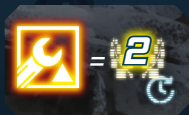**Gain** 1 resource of your choice (water, food, polymer or metal) and a Battery tile.

Earn 1 victory point for each Laboratory tile currently built in your base.

Earn 2 victory points for each improved greenhouse you currently own.

Earn 1 victory point for each specialist currently in your crew.

Earn 2 victory points for each ship part you have upgraded so far.

Earn 2 victory points for each (orthogonal) connection between 2 of your Building miniatures.