

# Glossary of the Laboratory tiles

Each time the lab is activated:



Gain 1 polymer OR gain 1 metal.



Upgrade a greenhouse for free OR earn 1 energy.



Gain 1 energy OR gain a Battery tile.



Gain 1 energy OR gain 2 victory points.



Gain 1 food OR gain 1 energy.



Gain 1 food OR gain a Battery tile.



Gain 1 water OR gain 1 polymer.



Gain 1 metal OR gain 1 water.



Gain 1 food OR recruit an astronaut for free.



Gain 1 approval for the Titan OR the Mars mission, only to construct (not improve).



Gain 1 approval for the Europa OR the Mars mission, only to construct (not improve).



Gain 1 approval for the Europa OR the Titan mission, only to construct (not improve).



Gain 1 approval for the Europa mission, only to construct (not improve), OR gain 1 water.



Gain 1 approval for the Titan mission, only to construct (not improve), OR gain 1 polymer.



Gain 1 approval for the Mars mission, to construct (not improve), OR gain 1 metal.



You can pay the surcharge of 1 energy to activate the tile's effect and gain 2 foods.



You can pay the surcharge of 1 energy to activate the tile's effect and gain 1 free greenhouse (however, pay the additional cost, if applicable).



You can pay the surcharge of 1 energy to activate the tile's effect and gain 1 approval for the mission of your choice, to construct (not improve).



You can pay the surcharge of 1 energy to activate the tile's effect and gain 1 resource of your choice: water, food, polymer or metal.



You can pay the surcharge of 1 energy to activate the tile's effect and earn 1 victory point for each ship part you've built (Mission tiles you own).



You can pay the surcharge of 1 energy to activate the tile's effect and earn 2 victory points for each ship part you've upgraded.



You can pay the surcharge of 1 energy to activate the tile's effect and gain 1 victory point for each building of your color placed around the Terrain tiles.



You can pay the surcharge of 1 energy to activate the tile's effect and gain 1 victory point for each improved greenhouse you own.



You can pay the surcharge of 1 energy to activate the tile's effect and gain 1 victory point for each specialized astronaut you own.



You can pay the surcharge of 1 energy to activate the tile's effect and gain 1 victory point for each Foundation tile you own.



You can pay the surcharge of 2 energies to activate the tile's effect and gain 1 victory point for each Laboratory tile you own.



You can pay the extra cost of 2 energies to activate the tile's effect and train 1 specialist for free.