Glossary Mission tiles

MARS (



Discard a small building tile (from your income zone) and 1 metal, **get** this tile and 6 victory points.



Discard a specialized gray astronaut from one of your rovers (note that your rovers can never be empty), place the astronaut and the specialist token in the box, it is discarded for the rest of the game, **get** this tile and 5 victory points.



Discard 1 polymer and 1 water, **get** this tile and 4 victory points.



Discard 1 metal and 1 food, **get** this tile and 3 victory points.



Discard 2 food and 2 metal, **get** this tile and 7 victory points.

TITAN (



Discard 3 polymer and 1 food, **get** this tile and 8 victory points.



Discard 2 food, 1 polymer and 1 metal, **get** this tile and 7 victory points.



Discard 2 polymer and 1 constructed laboratory tile (from your personal board), **get** this tile and 6 victory points.



Discard a black specialist astronaut from one of your rovers (note that your rovers can never be empty), place the astronaut and specialist token in the box, it is discarded for the rest of the game, **get** this tile and 5 victory points.



Discard 1 water and 1 metal, **get** this tile and 4 victory points.



Discard 1 polymer and 1 food, **get** this tile and 3 victory points.

EUROPA



Discard 4 water, **get** this tile and 9 victory points.



Discard 1 water, 1 polymer and 1 metal, **get** this tile and 8 victory points.



Discard 1 Improved Greenhouse tile from your personal board and 1 water, **get** this tile and 7 victory points.



Discard 1 food and 2 water, **get** this tile and 6 victory points.



Discard a blue specialist astronaut from one of your rovers (note that your rovers can never be empty), place the astronaut and specialist token in the box and discard it for the rest of the game, **get** this tile and 5 victory points.



Discard 1 metal and 1 polymer, **get** this tile and 4 victory points.



Discard 1 water and 1 food, **get** this tile and 3 victory points.