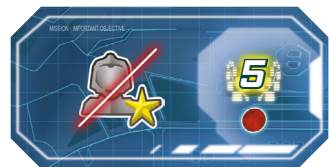


Glossary Mission tiles

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.

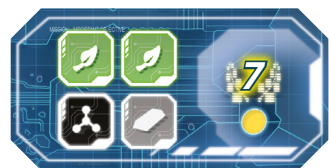


Discard 2 food and 2 metal, **get** this tile and 7 victory points.

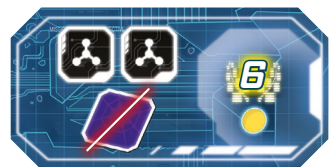
TITAN



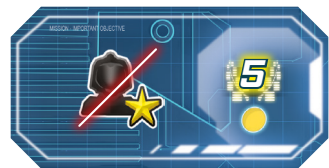
Discard 3 polymer and 1 food, **get** this tile and 8 victory points.



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



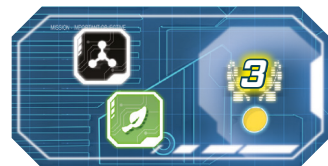
Discard 2 polymer and 1 constructed laboratory tile (from your personal board), **get** this tile and 6 victory points.



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.

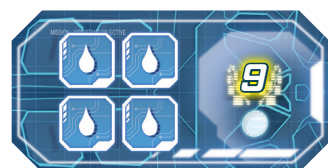


Discard 1 water and 1 metal, **get** this tile and 4 victory points.

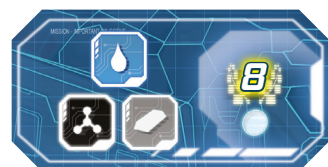


Discard 1 polymer and 1 food, **get** this tile and 3 victory points.

EUROPA



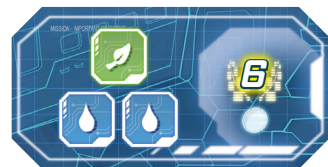
Discard 4 water, **get** this tile and 9 victory points.



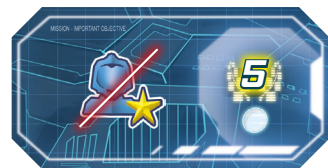
Discard 1 water, 1 polymer and 1 metal, **get** this tile and 8 victory points.



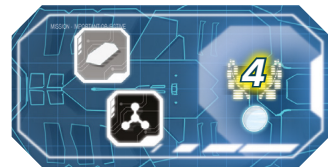
Discard 1 Improved Greenhouse tile from your personal board and 1 water, **get** this tile and 7 victory points.



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.

Glossary of the Laboratory tiles

Each time the lab is activated:


	Gain 1 polymer OR gain 1 metal.		Gain 1 approval for the Mars mission, to construct (not improve), OR gain 1 metal.
	Upgrade a greenhouse for free OR earn 1 energy.		You can pay the surcharge of 1 energy to activate the tile's effect and gain 2 foods.
	Gain 1 energy OR gain a Battery tile.		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).
	Gain 1 energy OR gain 2 victory points.		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).
	Gain 1 food OR gain 1 energy.		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.
	Gain 1 food OR gain a Battery tile.		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).
	Gain 1 water OR gain 1 polymer.		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.
	Gain 1 metal OR gain 1 water.		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.
	Gain 1 food OR recruit an astronaut for free.		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.
	Gain 1 approval for the Titan OR the Mars mission, only to construct (not improve).		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.
	Gain 1 approval for the Europa OR the Mars mission, only to construct (not improve).		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.
	Gain 1 approval for the Europa OR the Titan mission, only to construct (not improve).		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.
	Gain 1 approval for the Europa mission, only to construct (not improve), OR gain 1 water.		You can pay the extra cost of 2 energies to activate the tile's effect and train 1 specialist for free.
	Gain 1 approval for the Titan mission, only to construct (not improve), OR gain 1 polymer.		


Glossary of the Terrain tiles' effects


	You can pay the surcharge of 1 energy to activate the effect of this Terrain tile and gain 1 free greenhouse (however, pay the additional cost, if applicable).		Gain 2 food.
	You can pay the surcharge of 1 energy to activate the effect of this Terrain tile and train 1 specialist for free.		Gain 1 energy and recruit an astronaut for free.
	You can pay the surcharge of 1 energy to activate the effect of this Terrain tile and gain a free Laboratory tile (however, pay the extra cost, if applicable).		Gain 1 energy and a Battery tile.
	Gain 1 approval for the Titan mission (valid for construction or upgrade).		Gain 1 food and a Battery tile.
	Gain 1 approval for the Europa mission (valid for construction or upgrade).		Gain 1 food and 1 energy.
	Gain 1 approval for the Mars mission (valid for construction or upgrade).		Gain 1 approval for the Titan OR for the Mars mission (valid for construction or upgrade).
	Gain 1 resource of your choice: water, food, polymer or metal.		Gain 1 approval for the Titan OR for the Europa mission (valid for construction or upgrade).
	Imrpove a greenhouse for free.		Gain 1 approval for the Europe OR for the Mars mission (valid for construction or upgrade).


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).
- 

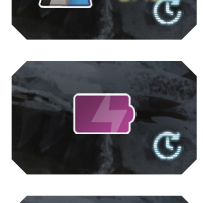
Pay the indicated resources to build this tile and obtain this end-of-game score.
At the end of the game, **earn** 4 victory points for each ship part you've upgraded.
- 


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.
- 

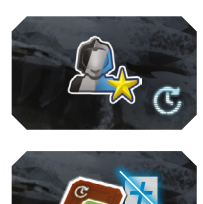
Pay the indicated resources to build this tile and obtain this end-of-game score.
At the end of the game, **earn** 3 victory points for each ship part you build (Mission tiles you own).


SMALL BUILDING TILES


- 

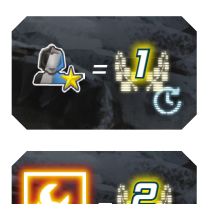
Gain 1 resource of your choice: water, food, polymer or metal.
- 


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.









Glossary of the Progress tiles

The 1st player to reach a new Progress tile on the track triggers the "supply"  : add X resources taken randomly from the bag and place them on each of the Terrain tiles (maximum 4 resource cubes per tile), also fill the empty greenhouse spaces. Then, round after round, take advantage of various bonuses.






	Round bonus: each time you build a ship part (each time you take a Mission tile), gain an Achievement token.		Round bonus: every time you build a Greenhouse tile, gain an Achievement token.
	Round bonus: every time you build a Foundation tile, gain an Achievement token.		Round bonus: every time you improve a ship part, gain an Achievement token.
	Round bonus: every time you build a Laboratory tile, gain an Achievement token.		Round bonus: every time you build a building (every time you place a building miniature), gain an Achievement token.
	Round bonus: every time you improve a ship part, gain an Achievement token.		Round bonus: each time you train a specialist, gain an Achievement token.
	Round bonus: every time you improve a Greenhouse, gain an Achievement token.		Round bonus: every time you build a ship part (every time you take a Mission tile), gain an Achievement token.

Glossary of the icons

RESOURCES

-  Polymer
-  Metal
-  Water
-  Food
-  Any of the following resources:
Water, Food, Polymer and Metal
-  Energy
-  Astronaut / Recruit an Astronaut
-  Specialist / Train a Specialist



EFFECTS

-  Income
-  Effect during end of the game scoring
-  At any time
-  Surcharge
-  Take X resources randomly from the bag

PLANETS

-  Europa
-  Titan
-  Mars

POINTS

-  Victory Points
-  Achievement tokens




TILES

-  Battery
-  Greenhouse
-  Improved Greenhouse
-  Foundation
-  Laboratory
-  Large Building



ACTIONS

-  Rover Action
-  Develop your agriculture Action
-  Develop your crew Action
-  Build a building Action
-  Develop your research Action






MISSION TILES ACTIONS

-  Construct a ship part
-  Improve a ship part
-  Perform a Special Research Action






ON TERRAIN TILES

-  Building
-  Your Building
-  Opponents' Building
-  Your Rover
-  Opponents' Rover


CROSSED-OUT ICONS

-  Permanently discard a specialized astronaut (figurine + specialist marker).
-  Definitively discard a small Building tile.
-  Definitively discard a built Laboratory tile.
-  Permanently discard an improved Greenhouse.
-  Do not pay the surcharge.


ACTIONS ON THE PERSONAL BOARD

-  Send a rover out on expedition
-  Call your rover back to base
-  Improve a greenhouse
-  Fully recharge your Energy gauge.
-  Advance on the Progress track.

Identify a Surcharge

You have to pay an additional cost when you see this icon  on an action you want to perform. It comes in different colors. It can be found on the main board, near greenhouses and laboratories.

If this icon is crossed out, it means you don't have to pay the usual surcharge.

Some Laboratory tiles require a surcharge on activation, not on purchase. The surcharge is represented by parallel white lines in the top left-hand corner of the tile : in order to trigger the effect of this tile (see example below), you must pay an extra energy cost. Pay this surcharge for each new activation.

Example:



To activate the effect of this tile (gain 1 victory point per specialized astronaut in your possession), spend one energy.

N.B.: Some Terrain effects also require a surcharge, this surcharge is represented by this same parallel white lines.

Example:



To activate the effect of this Terrain tile (train a specialist), spend one energy.