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.