

**CORPORATION**



# AQUARIUS

**ACCION**

**48**  
(You start with 48 M€.)

(Action: Move any one ocean tile on an ocean space to an unreserved unoccupied land space as long as it's adjacent to another Ocean title.)

*You may place Ocean titles on unreserved unoccupied land spaces as long as it is adjacent to another Ocean title. You are entitled to all rewards covered by your tiles. Mark all your Ocean Titles on Land with your player cube. These count towards the Landlord Award.*

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# Mars Terrorist Syndicate

**ACTION**

**42**  
(You start with 42 M€.)

(Action: Pay 20M€ to decrease Oxygen/Temperature by 1 level. This does not affect TR levels.)  
If the game is not over during Generation 15, you Win.

*If the game ends during or before generation 15, resume end of game scoring as per usual. You may win via standard game rules as well.*

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# United Mars Charities


**ACTION**

**42**  
(You start with 42 M€.)

(Action: Before the production/income phase of each generation you must pay 10M€ to your opponent with the least amount of M€ units and gain 2TR)

*You choose the opponent during ties. If you do not have enough M€, nothing happens.*

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# Unitrix

**EFFECT**


**32**  
(You start with 32 M€.)

(Effect: Anytime you collect matching face up Tags. Collect the following rewards:)

<b>2</b> Draw 	<b>11</b> *Play 1 card for free
<b>4</b> + 	<b>20</b> + 
<b>7</b> +1 prod. for any resource	

*Each reward can only be taken once per game. The same type of matching tags can unlock multiple rewards. Rewards do not count as an action. \*Card restrictions still apply.*

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# HALOGEN

**EFFECT**

**100**  
(You start with 100 M€.)

(Effect: During the game you receive the following discounts.  
All plant cards/greenery actions cost 1M€ less per each plant resource you have.  
All other cards/actions cost 1M€ less per each steel/titanium resource you have.  
You do not lose the resource in order to receive the M€ discounts.)

*Your M€ production cannot increase above zero. You do not get M€ from your TR level during the game. You lose 2 TR during each generation if you cannot take at least one action. Steel & Titanium may still be converted to M€ per their usual rate to pay for their designated cards and will be used up.*

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# MARS TRADE FEDERATION

**EFFECT**

**42**  
(You start with 42 M€.)

Name one tag at the start of a generation. Any opponent who plays a card with the mentioned Tag during the generation must pay you 4M€ per card played per tag.

**ACTION**

(Action: Pay 10M€ to announce a tag. No cards with this tag can be played for the current generation.)

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# AquaCorp


**EFFECT**

**40**   
(As your first action in the game, Place one ocean tile. Start with 40 M€.)

	: <b>1</b>
	: <b>3</b>

(Effect: Any Ocean Placed: +1M€ production  
Whenever you place an ocean: +3M€.)

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# DEEP SPACE FREIGHT LINES


**EFFECT**

**45**  
(You start with 45 M€.)

(Effect: You may sell steel for 2M€ each minus 2M€ per lot sold.  
You may sell titanium for 3M€ each minus 3M€ per lot sold.)

*(i.e. sell two steel gain 2M€, sell four steel gain 6M€ etc.)*

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# CONIX

**ACTION**

**23**  
(You start with 23 M€.)


(Action: Once per generation you may increase your production of any resource (including M€) for 10M€ minus the current generation number each minus 3M€ per lot sold.)

*(i.e., costs 9 on gen one, 8 on gen two etc.)*





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## MARS NUCLEAR FACILITY

**44**  
(You start with 44 M€.)

**ACTION**  
(Action: Trade any number of the cubes on your corporation card for MCr at a rate of 1 cube for 4MCr.)

*During the transition of each generation when you convert energy into heat, you may instead move your energy cubes onto your corporation card. You are restricted from using plants or having plant production. Anything which affects your plants/plant production have no effect. Cover up the plant section on your resource card with this corporation card at the start of the game.*

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## FusionGate

**42**  
(You start with 42 M€.)

**ACTION**  
(Action: Once per generation you may choose to do one of the following as an action. Trade 3 plants or 7 heat for 1TR OR Trade 5 titanium or 7 Steel to increase Temperature or Oxygen)

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## OmniSearch

**40**  
(You start with 40 M€.)

**EFFECT**  
(Effect: You draw five cards in Research phase and must immediately discard one. If you keep 3 cards in research phase you pay 8 not 9. If you keep 4 cards you pay 9 not 12.)

*(The initial ten card selection is unchanged)*

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## MARS WEAPONTEK

**32**  
(You start with 32 M€.)

**EFFECT**  
(Effect: You do not lose TR as per the above.)

*All players may as an action once per generation move any number of their MCr to their corporation card. At the end of the current generation all players will gain/lose 1 TR if they have more/less than 10MCr on their corporation card then their opponent to their immediate left and right. Players with more/less than MCr than both your opponents will gain/lose 2 TR.*

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## OXYLABS

**42**  
(You start with 42 M€.)

**EFFECT**  
(Effect: Gain 1 plant whenever oxygen is increased.)

*You can pay for plant cards with plants. Each Plant is worth 3 MCr.*

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## MICROBIA

**42**  
(You start with 42 M€.)

**EFFECT**  
(Effect: Opponents may not remove microbes from you. Each generation, place one microbe resource on your corporation card. You are +/- 2 on conditions to play microbe cards)

*These may be placed on microbe cards (including Search for Life) at any time.*

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## HARD HAT CONSTRUCTION

**40**  
(You start with 40 M€.)

**EFFECT**  
(Effect: Place one resource on your corporation card whenever you:  
--Play a special tile  
--Play any tile on an empty (non-resource) space  
(These are cumulative))

*You may use these resources for 4MCr each on any action that places a tile. Unused resources are 1VP each at game end.*

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## Mars Express

**48**  
(You start with 48 M€.)


**EFFECT**  
(Effect: Once per generation you may take three actions in a row. If you pass without taking three actions in a row, +2MCr.)

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## MegaSecurity Corp

**45**  
(You start with 45 M€.)

**EFFECT**  
 :   
(Effect: Nothing can be stolen/taken/removed from you. You cannot steal/take/remove anything from opponent(s). Whenever a city is placed anywhere you gain +1MCr production.)





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Plantopia

36

(You start with 36 M€.)

**EFFECT**



(Effect: Once per generation if you increase O2 gain +1 plant production. Any other O2 increase you gain one plant. Plant cards/greenery action is -1M€ for you.)

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PoliticoCorp


42

(You start with 42 M€.)

**EFFECT**

(Effect: You may claim a fourth milestone for 8M€. You may fund a fourth award for 20M€. Your totals for award scoring are +2. Whenever an opponent claims a milestone or funds an award you gain 2M€.)

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SPACEWAYS

42


(You start with 42 M€.)

**EFFECT**



(Effect: Whenever a Space event is played you gain 1M€. Whenever you play a Space event you gain +1M€ production.)

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Sky Ranchers

48

(You start with 48 M€.)

**EFFECT**

(Effect: You may play animal cards four steps early. You may not play Predators. Your animals may not be stolen/reduced. You gain +1M€ production when an opponent plays an animal card.)

