TECH LEVEL ONE Start the game with Level One technologies.	SHELTER (White) Colony/Outpost Building Costs: 2 wood, 2 ore Operation Score: -2 energy -2 food -2 water +1 liquid waste +1 solid waste	WATER (Blue) Well Building Costs: 1 wood, 1 ore Operation Score: -1 energy + Card Score (water)	FOOD (Pink) Farm Building Costs: 1 wood, 1 ore Operation Score: -1 energy -2 water +1 solid waste + Card Score (food)	ELECTRICITY (Orange) Photovoltaic/ Solar Energy Building Costs: 2 wood, 2 ore Operation Score: + Card Score (energy)	FORESTRY (Lt. Green) Lumber Mill Building Costs: 1 wood, 1 ore Operation Score: -1 energy + Card Score (wood)	MINING (Brown) Mine Building Costs: 2 wood, 2 ore Operation Score -1 energy +1 liquid waste +Card Score (ore)	Corn Ethanol Building Costs: 2 wood, 2 ore	SOLID WASTE (Black) Landfill Building Costs: 1 wood, 1 ore Operation Score: -1 energy -2 solid waste	LIQUID WASTE (Yellow) Wastewater Treatment (aerobic) Building Costs: 2 wood, 2 ore Operation Score: -1 energy -2 liquid waste
TECH LEVEL TWO To unlock each	SHELTER Smart Grid Upgrade Costs: 1 wood, 1 ore	WATER Desalination Upgrade Costs 2 wood, 2 ore	FOOD Genetically Modified Crops Upgrade Costs 1 wood, 1 ore	Solar Concentrated Upgrade Costs 1 wood, 1 ore	FORESTRY Advanced Forestry Upgrade Costs: 1 wood, 1 ore	MINING Advanced Mine Upgrade Costs: 1 wood, 1 ore	BIOFUELS Cellulosic Ethanol Upgrade Costs: 1 wood, 1 ore	SOLID WASTE Incineration Upgrade Costs: 2 wood, 2 ore	LIQUID WASTE Anaerobic Digestion Upgrade Costs: 1 wood, 1 ore
tech costs: 1 Research Credit (2 Colonies must be built to move to Level Two)	Operation Score: +1 energy +1 food +1 water	Operation Score: -2 energy + Add Card Score again	Operation Score: + Add Card Score again		Operation Score: + Add Card Score again	Operation Score + Add Card Score again	• Operation Score: +2 food -2 wood +1 liquid waste	Operation Score: +2 energy -1 solid waste	Operation Score: +1 energy
		(water)	(food)	(energy)	(wood)	(ore)			
TECH LEVEL THREE To unlock each tech costs: 2 Research Credits (3 Colonies must		WATER Air Condensation Upgrade Costs: 2 wood, 2 ore Operation Score: +2 energy	FOOD Spirulina (algae) Food Farm Upgrade Costs: 2 wood, 2 ore Operation Score: +1 water -1 liquid waste			1 C	BIOFUELS Yeast-based Hydrocarbons from waste pgrade Costs: wood, 1 ore peration Score: energy, +2 wood, -2 quid waste	SOLID WASTE Gasification Upgrade Costs: 2 wood, 2 ore Operation Score: +1 energy	LIQUID WASTE Microbial Fuel Cell Upgrade Costs: 1 wood, 1 ore Operation Score: +2 energy -2 liquid waste
be built to move to Level Three)	→ TECI	H LEVEL FO	UR Requires 3 I	Research Credits t	l to unlock Rocket	Fuel.	ROCKET FUEL 2 wood, 2 ore VICTORY		

WOOD ORE **ENERGY** FOOD -7 LIQUID WASTE SOLID WASTE -7 WATER -7 -7 6 -6 6 6 6 6 5 5 5 ե 5 **-**4 4 4 4 4 4 4 ႕ 4 L L 3 **-**2 -2 -2 -2 -2 -2 <u>__</u> <u>1</u>. <u>1</u> <u>__</u> 0 0 0 0 0 0 0 _ 2 2 2 2 2 2 ω ω ω ω ω 4 4 4 4 4 4 U G 5 G₁ G_I 6 6 6 6 0 7 7 7 7 7 ∞ ∞ ∞ ∞ ∞ ∞ 9 9 9 9 10 70 <u></u> **7** 70 0 70