

YOUR MISSION:
Advance your technologies and develop rocket biofuel (red) so you can survive and leave Exoplanet 1061.

COLONY (COLOR White)

Colony
2 wood, 2 ore

-2 energy, -2 food, -2 water, +1 liquid waste, +1 solid waste

UPGRADE

Smart Grid Technology
1 ore, 1 research credit

+1 energy, +1 food, +1 water

WATER

Well (COLOR Blue)
1 wood, 1 ore

-1 energy, +Card Score (water)

UPGRADE

Desalination Plant
1 ore, 1 research credit

-2 energy +Card Score again (water)

UPGRADE

Air Condensation Plant
1 ore, 2 research credits

+2 energy +Card Score again (water)

FOOD

Farm (COLOR Pink)
1 wood, 1 ore

-1 energy, -2 water, +1 solid waste, +Card Score (food)

UPGRADE

Genetically Modified Crops
1 wood, 1 research credit

+Card Score again (food)

UPGRADE

Spirulina (algae) Farm
1 wood, 1 ore, 2 research credits

+2 water, -2 liquid waste, +2 food

KNOW YOUR BUILDING LIMITS!

You can build **NO MORE** than 2 buildings for any of the categories.

Each building can be upgraded to a higher tech level.

ENERGY

Photovoltaic Solar Energy (COLOR Orange)
2 wood, 2 ore

+Card Score (energy)

UPGRADE

Concentrated Solar Energy
1 ore, 1 research credit

+Card Score again (energy)

FORESTRY

Lumber Mill (COLOR Green)
2 wood, 2 ore

-1 energy, +Card Score (wood)

UPGRADE

Advanced Forestry Mill
1 wood, 1 research credit

+Card Score again (wood)

MINING

Mine (COLOR Brown)
2 wood, 2 ore

-1 energy, +1 liquid waste, +Card Score (ore)

UPGRADE

Advanced Mine
1 wood, 1 ore, 1 research credit

+Card Score again (ore)

TECH MAP KEY

Cost to construct initial buildings or upgrade technology

Operations score to add to the Tabulation Board

Base Technology

Advanced Technology

Interstellar Technology

Number of colonies needed to advance technologies:

- 1 colony to start building Base Technologies and upgrade to Advanced Technologies
- 2 colonies to build Interstellar Technologies

BIOFUELS

Biodiesel (COLOR Red)
1 wood, 1 ore

+2 energy, -2 food, +1 liquid waste

UPGRADE

Cellulosic Ethanol
1 wood, 1 ore, 1 research credit

+2 food, -2 wood, +1 liquid waste

UPGRADE

Yeast-based Hydro Carbons
1 ore, 2 research credits

+1 energy, +2 wood, -2 liquid waste

ROCKET FUEL! VICTORY!

2 wood, 2 ore, 3 research credits!

SOLID WASTE

Landfill (COLOR Black)
1 wood, 1 ore

-1 energy, -2 solid waste

UPGRADE

Incineration Plant
1 wood, 1 ore, 1 research credit

+2 energy, -1 solid waste

UPGRADE

Gasification Plant
1 wood, 1 ore, 2 research credits

+2 energy -2 solid waste

WHAT DO RESEARCH CREDITS COST?

- 1 Food
- 1 Water
- 1 Energy

You can purchase Research Credits from the Admiral.

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LIQUID WASTE

Wastewater Treatment (Aerobic) (COLOR Yellow)
2 wood, 2 ore

-2 energy, -2 liquid waste

UPGRADE

Anaerobic Digester
1 ore, 1 research credit

+1 energy -2 liquid waste

UPGRADE

Microbial Fuel Cell
1 ore, 2 research credits

+2 energy, -2 liquid waste