

**MINE**

2

Workers: 2 (Green, Blue)

Cost: 2 (Green, Blue)

Production: +2 (Green)

Icons: Pickaxe, Hammer, Red Hazard, Green Corner

**WORKERS**

1

Workers: 3 (Green, Blue, Red)

Cost: 1 (Green)

Production: +1 (Green)

Icons: Worker, Red Hazard, Green Corner

**MINE**

2

Workers: 2 (Green, Blue)

Cost: 2 (Green, Blue)

Production: +2 (Green)

Icons: Pickaxe, Hammer, Red Hazard, Green Corner

**HE3 HARVESTER**

2

Workers: 2 (Green, Blue)

Cost: 2 (Green, Blue)

Production: +2 (Green)

Icons: Radiation, Red Hazard, Green Corner

**WORKERS**

1

Workers: 3 (Green, Blue, Red)

Cost: 1 (Green)

Production: +1 (Green)

Icons: Worker, Red Hazard, Green Corner

**MINE**

2

Workers: 2 (Green, Blue)

Cost: 2 (Green, Blue)

Production: +2 (Green)

Icons: Pickaxe, Hammer, Red Hazard, Green Corner

**WORKERS**

1

Workers: 3 (Green, Blue, Red)

Cost: 1 (Green)

Production: +1 (Green)

Icons: Worker, Red Hazard, Green Corner

**WORKERS**

1

Workers: 3 (Green, Blue, Red)

Cost: 1 (Green)

Production: +1 (Green)

Icons: Worker, Red Hazard, Green Corner

**GREENHOUSE**

3

Workers: 3 (Green, Blue)

Cost: 3 (Green)

Production: +1 (Green)

Icons: Red Hazard, Green Corner

**GREENHOUSE**

3

Workers: 3 (Green, Blue)

Cost: 3 (Green)

Production: +1 (Green)

Icons: Red Hazard, Green Corner

**MINE**

2

Workers: 2 (Green, Blue)

Cost: 2 (Green, Blue)

Production: +2 (Green)

Icons: Pickaxe, Hammer, Red Hazard, Green Corner

**HE3 HARVESTER**

2

+2

**MACHINE-WORKS**

2

1 x 1:2 TRADE

+1

**FUSION POWER PLANT**

4

+1

**FUSION POWER PLANT**

4

+1

**HE3 HARVESTER**

2

+2

**ENERGY LAB**

2

+1

+1

**MACHINE-WORKS**

2

1 x 1:2 TRADE

+1

**HE3 HARVESTER**

2

+2

**ENERGY LAB**

2

+1

+1

**SPY CENTER**

2

You get 1 tile from all cards discarded by player to the right

**RESEARCH CENTER**

3

1 x 1:2 TRADE

+1

**METAL REFINERY**

4

+1

**METAL REFINERY**

4

+1

**FUSION POWER PLANT**

4

+1

**FUSION POWER PLANT**

4

+1

**ROBOT FACTORY**

5

**ENERGY LAB**

2

+1

+1

**ROBOT FACTORY**

5

**ROBOT FACTORY**

5

**ENERGY LAB**

2

+1

+1

**SPY CENTER**

2

You get 1 tile from all cards discarded by player to the right

**RESEARCH CENTER**

3

1x 1:2 TRADE

+1

**METAL REFINERY**

4

▶ +1

**FUSION POWER PLANT**

4

▶ +1

**ROBOT FACTORY**

5

**METAL REFINERY**

4

▶ +1

**METAL REFINERY**

4

▶ +1

**SPY CENTER**

2

You get 1 tile from all cards discarded by player to the right

**METAL REFINERY**

4

▶ +1

**ROBOT FACTORY**

5