# Setup

## Board

* Remove  Corp. Era cards
* Player cubes at TR20, ea. resource production at 1

## Player

* 4  Prelude Cards: keep 2
* 2 Corporations (1 of them a  Prelude corporation)
or a Beginner Corporation
* 10 Project cards (non-Beginner corp. pay 3M€ ea. kept)
* Discards are face down
* Play Prelude Cards in player order

# Round

* Generation Marker & 1st Player >4 Cards 3M€ ea.
>1 or 2 actions until all have passed >Production

# Actions

* Meet requirements, pay for, and play a card
* Action (blue card): Cube if red arrow 🡺 (once/gen.)
* Standard project
* Convert plants or heat
* Fund milestone or award

## Tiles

* + +2M€ per adjacent OCEAN
	+ Greenery: O2 and +1TR
	+ Ocean: +1TR
	+ City: +1M€ production

# End Game

* Trigger: O2, Temp., and Oceans – finish generation and after Production convert plants to greenery.
* Score: TR + Card VPs (including tokens and event cards) + Awards (sharable) + Milestones + 1VP per your Greenery + 1 VP per any Greenery touching your city.