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

- o +2M€ per adjacent OCEAN
- o Greenery: O$_2$ and +1TR
- o Ocean: +1TR
- o 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.