

# TERRAFORMING MARS MILESTONES & AWARDS



These 70 Milestone and Award tiles let you randomize or customize your goals!

**Before dealing any cards** to the players, choose (randomly or not) 5 Milestone tiles and 5 Award tiles to replace the ones printed on the game board. If playing with the Venus expansion, always add Venophile and Hoverlord as normal.

Some goals benefit from the same strategy. Feel free to change goals until you have a set that all players agree on.

Thanks to all fans who have contributed to this expanded collection of goals!



Made in China

SKU SG-7209



## MILESTONES

When claiming a milestone, **you** must **at least** have the specified requirement in play. Facedown cards (events) and their tags are never counted, unless specified.

**Briber:** Pay 12 M€ to receive this milestone, in addition to the normal claim cost of 8 M€ (so, 20 M€ total).

**Builder:** 7 building tags.

**Coastguard:** 3 tiles adjacent to ocean.

**Diversifier:** 8 different tags.

**Ecologist:** 4 bio tags.

**Energizer:** 6 energy production.

**Engineer:** 10 energy production and heat production combined.

**Farmer:** 5 animal and microbe resources combined.

**Forester:** 3 plant production.

**Fundraiser:** 12 M€ production.

**Gardener:** 3 greeneries.

**Generalist:** 1 production of each resource. (If you play without the Corporate Era, you need 2 production of each resource instead.)

**Geologist:** 3 tiles on, or adjacent to, volcanic areas (marked with bold text on the maps). If playing with a map without volcanic areas, replace this milestone.

**Hydrologist:** Having placed 4 oceans. (Place owner markers on each ocean until claimed. This owner marker does not make the ocean tile yours, though.)

**Landshaper:** 1 city, 1 greenery, and 1 special tile.

**Legend:** 4 event cards.

**Lobbyist:** Having all your 7 delegates in parties (Party Leaders and Chairman also count).

**Mayor:** 3 cities.

**Merchant:** 2 of each standard resource (after paying the claim cost).

**Metallurgist:** 6 steel production and titanium production combined.

**Philantropist:** 5 cards with non-negative VP. (Cards that count 1 VP per 2 microbes or similar cards also count.)

**Pioneer:** 4 colonies.

**Planetologist:** 2 Earth tags, 2 Venus tags, and 2 Jovian tags.

**Planner:** 16 cards in hand (when claiming this milestone).

**Producer:** Combined total production of at least 16. Not all types need to be represented, and negative M€ production subtracts from the total.

**Researcher:** 4 science tags.

**Rim settler:** 3 Jovian tags.

**Spacefarer:** 4 space tags.

**Sponsor:** 3 cards with a cost of 20 M€ or more.

**Tactician:** 4 cards with requirements.

**Terraformer:** 29 TR.

**Terran:** 5 Earth tags.

**Thawer:** Having raised temperature 5 times. (Mark with your player marker on the temperature track each time you raise temperature until claimed.)

**Trader:** 3 different types of resources on cards.

**Tycoon:** 10 blue and green cards combined.

## AWARDS

Facedown cards (events) and their tags are never counted, unless specified. A wild tag does not count when determining Award winners.

**Administrator:** Most cards with no tags (don't forget the corporation and Prelude cards).

**Banker:** Highest M€ production.

**Benefactor:** Highest TR. If you play with this Award, **count it before all other Awards and Milestones!**

**Biologist:** Most bio tags combined (plant, microbe, and animal).

**Botanist:** Highest plant production.

**Celebrity:** Most cards that have a cost of 20 M€ or more.

**Collector:** Most different types of resources, both on your player board and on your cards.

**Constructor:** Most colonies and cities combined.

**Contractor:** Most building tags.

**Cultivator:** Most greeneries.

**Electrician:** Most power tags.

**Estate Dealer:** Most tiles next to ocean.

**Excentric:** Most resources on cards.

**Forecaster:** Most cards with requirements.

**Founder:** Most tiles adjacent to special tiles.

**Highlander:** Most tiles **not** adjacent to ocean.

**Incorporator:** Most cards costing 10 M€ or less.

**Industrialist:** Most steel and energy resources combined.

**Investor:** Most Earth tags.

**Landlord:** Most tiles.

**Landscaper:** Most tiles connected together (each player counts his/her largest group of tiles).

**Magnate:** Most green cards.

**Manufacturer:** Highest production of steel and heat combined.

**Metropolist:** Most cities.

**Miner:** Having most steel and titanium resources combined.

**Mogul:** Highest production of steel, titanium, plants, energy, and heat combined (all except M€ production).

**Politician:** Most Party Leaders and influence combined.

**Promoter:** Most cards in your event pile.

**Scientist:** Most science tags.

**Space Baron:** Most space tags.

**Suburbanian:** Most tiles on areas along the edges of the map.

**Thermalist:** Most heat resources.

**Traveller:** Most Jovian and Earth tags combined.

**Visionary:** Most cards in hand.

**Zoologist:** Most animal and microbe resources combined.