EVERGREEN FARMS

The goal of Evergreen Farms is to make the Moon self-sustaining in terms of food. It provides ways to place greenhouses and farms in the base.

COMPLEXITY ●●○○)

COMPONENTS

- **1** EVERGREEN FARMS CORPORATION BOARD
- **18** PLANT TOKENS
  (12 OF VALUE 1 AND 6 OF VALUE 3)
- **9** EVERGREEN PROJECT CARDS
- **5** EVERGREEN FARMS CORPORATION TOKENS
- **12** FARM TILES (4 OF EACH SIZE)
- **1** EVERGREEN FARMS STORAGE BOX
- **1** EVERGREEN FARMS REFERENCE CARD (SOLO MODE)
- **THIS CORPORATION SHEET**

SETUP

1. Place the Plant tokens next to the main board.
2. Sort the Farms tiles by type and place them on the corresponding spaces of the Evergreen Farms board.

CORPORATION TOKEN

Gain 2 plants. Plants are not limited: if you run out of plants, use a replacement of your choosing.

CORPORATION ACTION

Spend 1/3/5 plants to build a size 1/2/3 Farm in a sector where there is one of your structures: then mine the resource of the sector.

EXAMPLE:

As a Corporation action, **Nestore** spends 3 Plants to place a size 2 Farm in a sector in which he already built a Laboratory. He places the Farm, then gains 1 Titanium, because this sector allows players to mine Titanium.

MAINTENANCE PHASE

Note: Nothing happens during the Corporation Maintenance step, but when retrieving astronauts (just after), the player who gains the astronaut also gains the benefits from the farms in that row (whether they can welcome them in their base or not).

- : gain 1 VP.
- : gain 1 Reputation.
- : gain 2 VP.

EXAMPLE:

Nestore retrieves an **Engineer** from the crater: since there are a size 3, a size 2 and a size 1 Farm in the row, he respectively gains 2 VP , 1 Reputation and 1 VP from these Farms.

Example of claiming an Evergreen Farms goals

Nestore has the majority of structure size in this row (1 Dome, 1 Laboratory and a Workshop, for a total structure size of 6), while **Matthieu** total structure size is 1 (1 Dome).

The total Farm size in this row is 6, so **Nestore** can claim the medium goal and score 8 VP.

GOALS

 HAVE A MAJORITY OF STRUCTURE SIZE IN A ROW WITH AT LEAST A FARM TOTAL SIZE OF 4 (4/2 VP). THE 2 VP SLOT CANNOT BE CLAIMED IN A 2-PLAYER GAME.
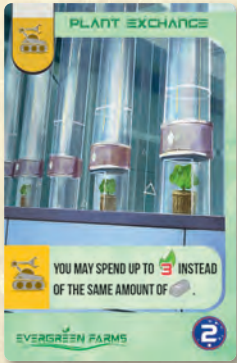
 HAVE A MAJORITY OF STRUCTURE SIZE IN A ROW WITH AT LEAST A FARM TOTAL SIZE OF 5 (8/6 VP). THE 6 VP SLOT CANNOT BE CLAIMED IN 2 & 3-PLAYER GAMES.

 HAVE A MAJORITY OF STRUCTURE SIZE IN A ROW WITH AT LEAST A FARM TOTAL SIZE OF 7 (12/10 VP). THE 10 VP SLOT CANNOT BE CLAIMED IN A 2-PLAYER GAME.

PROJECTS

PLANT EXCHANGE
Immediately:
Build a structure (pay its cost).

Ongoing: When you build a structure, you may spend up to 3 Plants instead of the same amount of Titanium.

NANOBUBBLE CULTURE
Corporation action (once per round):
For each sector with a Farm where you have presence, you may spend 1 Plant to mine this sector.

BIOFUEL RESEARCH
Immediately : Fund a project (pay its cost).

Ongoing: When you fund a project, you may spend up to 3 Plants to produce the same amount of Energy and to gain 1 VP for each Energy produced.

LED LIGHTS
Immediately: Gain 2 Plants.

Ongoing: Once per turn, you may spend 1 Plant to build a Solar Panel.

AEROPONICS
Immediately: Gain 3 Plants.

Ongoing: When you build a Farm, gain Reputation equal to its size.

CULTURE SPECIALISTS
Immediately: Gain an astronaut from Lunar Gateway.

Ongoing: When you build a structure, you may spend 1 Plant to gain an astronaut from the Lunar Gateway and place it in this structure.
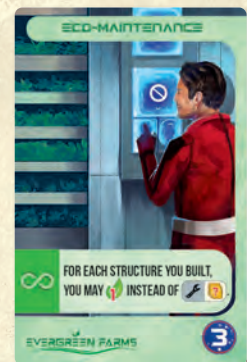
GREEN DEAL
Immediately: Gain 3 Plants.

Ongoing: When you build a Farm, gain 1 Credit for each Plant you spent.

CLIMATE CONTROL
Ongoing: Gain 3 Plants.

Corporation Action:
Spend 2 Plants to gain 3 VP.

ECO-MAINTENANCE
Ongoing:
For each structure you built, you may spend 1 Plant instead of paying its maintenance cost.