

Project Card tags		Standard project cards (137)	Corporate Era cards (71)	Total (208*)
	Buildings. Can be paid for in whole or part with steel. Having eight qualifies you for the Builder milestone.	49	18	67
	Space. Can be paid for in whole or part with titanium.	28	14	42*
	Power generation. Power is consumed or utilized by projects, but otherwise converts to heat at end of turn.	21	6	27
	Science. Some cards have science tag requirements. Counts towards the Scientist award.	12 cards total <i>1 event</i>	23 cards total <i>2 events</i> <i>1 double tag</i>	35
	<i>cards with science tag prerequisites</i>	2x (2 science)	3x 3 science 1x 4 science 2x 5 science 1x 7 science	9
	Jovian. Some Jovian cards give you points (or Terraform Rating) for each Jovian tag.	6 cards total 1x ( / )	6 cards total 1x ( / ) 1x ( / )	12
	Earth. Some Corporate Era cards give income for played Earth cards or money/discounts on Earth cards.	9	13	22
	Plant generation. 8 plants convert to a greenery as an action. Placing your third greenery qualifies you for the Gardener milestone. Plants are valuable but easily taken away.	21	0	21
	<i>cards that remove plant resources</i>	6	1	7*
	<i>cards that remove plant production</i>	5	0	5
	Microbes. Use microbe resources to generate various effects and interact with other microbe cards. "Search for Life" card wants to find one of these tags.	13	3	16
	Animals. Most animal cards accumulate animal resources, which are worth VPs as specified by the card.	9	0	9
	City. Places a city tile. Cities are worth a VP per adjacent greenery. Placing your third city qualifies you for the Mayor milestone. Typically consume energy and provide credit income.	11	1	12
	Events. Flip after card resolution. Tags on events are irrelevant after the card is resolved.	24	13	37*
	 Optimal Aerobraking gives a bonus for playing these.	15	0	15*

Cards that raise global parameters.		Standard project cards † (137/208)	
Each raise gives you 1  (unless that parameter is at max).		One-time	Repeatable
	Raise the temperature	9*	1
	Place greenery tiles, which raise the oxygen level	3	0
	Raise the oxygen level without placing greenery tiles	3	5
	Place ocean tiles	14	2

* Excluding the "Small Asteroid" promo: a space event which raises the temperature and removes plants.

† The Corporate Era adds no cards for raising the global parameters.