

Project Card tags		Standard project cards (137)	Corporate Era cards (71)	Total (208*)
	<b>Buildings.</b> Can be paid for in whole or part with steel. Having eight qualifies you for the Builder milestone.	49	18	67
	<b>Space.</b> Can be paid for in whole or part with titanium.	28	14	42*
	<b>Power generation.</b> Power is consumed or utilized by projects, but otherwise converts to heat at end of turn.	21	6	27
	<b>Science.</b> 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
	<b>Jovian.</b> Some Jovian cards give you points (or Terraform Rating) for each Jovian tag.	6 cards total <i>1x (🌋 / 🌍)</i>	6 cards total <i>1x (🌋 / 🌍)</i> <i>1x (🌐 / 🌍)</i>	12
	<b>Earth.</b> Some Corporate Era cards give income for played Earth cards or money/discounts on Earth cards.	9	13	22
	<b>Plant generation.</b> 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
	<b>Microbes.</b> 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
	<b>Animals.</b> Most animal cards accumulate animal resources, which are worth VPs as specified by the card.	9	0	9
	<b>City.</b> 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
	<b>Events.</b> 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.