



Set of 3 house rules (all optional, in any combination):

1) Venus Colony tile

When playing with BOTH Venus Next and Colonies, Venus board may act as one of Colony tiles. This may be used as an additional Colony tile (thus number of tiles = number of players+2 +Venus board), or in place of one of standard Colony tiles (thus number of tiles = number of players+1 +Venus board). Venus Colony stays *inactive* until any non-event Venus-tagged card enters play. Put Colony marker on its' colony track then.

Colony Bonus is: when this Colony is traded with, Colony owner may decrease or increase colony marker on any Colony tile by 1. This symbolises fuel economy when asteroid belt trade is conducted through Venus. If there are more than one colony, each must target different colony tile.

Trade income: it's subtype of wild resource, *diverse* wild resource (with bluish asterisk). Every unit of *diverse* wild resource received at one time must be of different type.

2) Virtual placement/Venus scale bonuses

Because there's no actual Venus map, and thus no placement bonuses, additional incentive to push terraforming of Venus is introduced. Every step, beyond 16% provides subtype of wild resource, *basic* wild resource unit for player who increased it (wild resource icon with colour-checked rectangle). *Basic* wild resource is limited to basic 6 resources (Money, Steel, Titanium, Plants, Energy or Heat). Final, 30% step provides plain wild resource in addition to *basic* wild resource.

3) Air Scrapping Standard Project discount

Terraforming of Venus lacks integral mechanism to push the Process, despite being driven by variety of technologies represented by Venus-tagged projects. Change lowers cost of Air Scrapping standard project by 1 MC per every Venus tag you control (only tags on green and blue cards count), with minimum cost of 10 MC/per Venus terraforming step.