


2     

ORBITAL HEADQUARTERS

Max one per player.

10 (Effect: Gain 10 M€.)

C : 1 (Effect: Gain 1 M€ when playing a tag that matches your corporation, including this.)



00000001 HO1

Scientists, engineers, managers - a great wealth of expertise brought together in orbit to make Mars green and blue.

2     

ORBITAL HEADQUARTERS

Max one per player.






10 (Effect: Gain 10 M€.)

C : 1 (Effect: Gain 1 M€ when playing a tag that matches your corporation, including this.)



00000010 HO2

Scientists, engineers, managers - a great wealth of expertise brought together in orbit to make Mars green and blue.

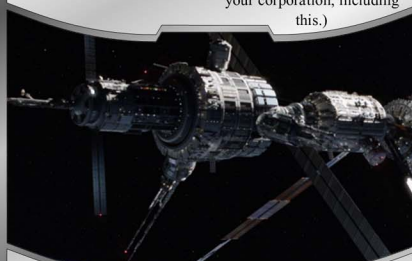
2     

ORBITAL HEADQUARTERS

Max one per player.






10 (Effect: Gain 10 M€.)

C : 1 (Effect: Gain 1 M€ when playing a tag that matches your corporation, including this.)



00000011 HO3

Scientists, engineers, managers - a great wealth of expertise brought together in orbit to make Mars green and blue.

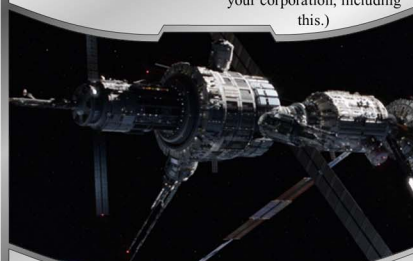
2     

ORBITAL HEADQUARTERS

Max one per player.






10 (Effect: Gain 10 M€.)

C : 1 (Effect: Gain 1 M€ when playing a tag that matches your corporation, including this.)



00000100 HO4

Scientists, engineers, managers - a great wealth of expertise brought together in orbit to make Mars green and blue.

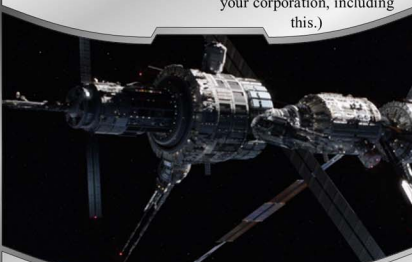
2     

ORBITAL HEADQUARTERS

Max one per player.

10 (Effect: Gain 10 M€.)

C : 1 (Effect: Gain 1 M€ when playing a tag that matches your corporation, including this.)



00000101 HO5

Scientists, engineers, managers - a great wealth of expertise brought together in orbit to make Mars green and blue.

3    

SPACE HABITAT

1

(Increase M€ Production 1 step. Gain 1 VP.)



00000110 HO6

Building one space station for everyone was and is insane: we should have built a dozen.
— Larry Niven

3    

SPACE HABITAT

1

(Increase M€ Production 1 step. Gain 1 VP.)



00000111 HO7

Building one space station for everyone was and is insane: we should have built a dozen.
— Larry Niven

3    

SPACE HABITAT

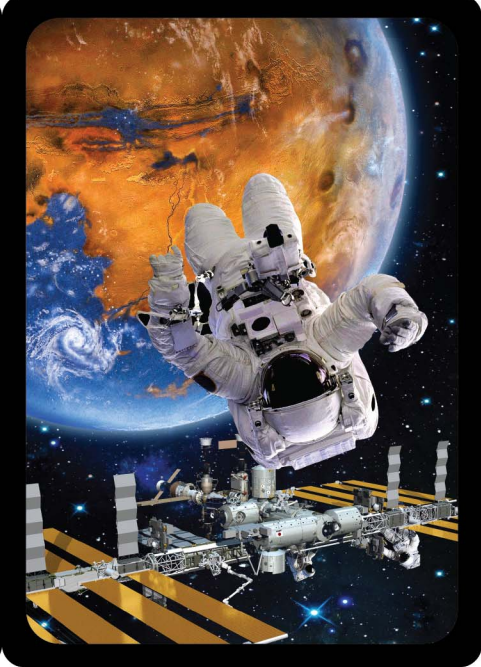
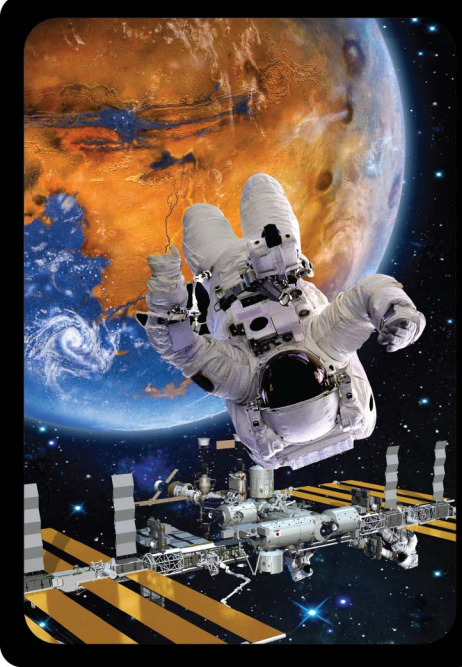
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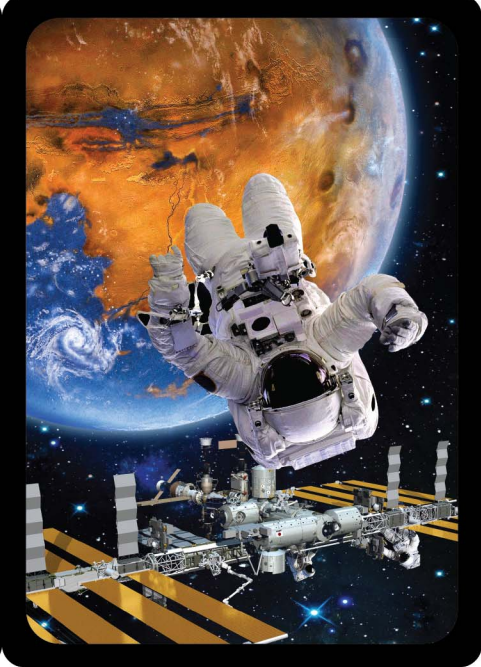
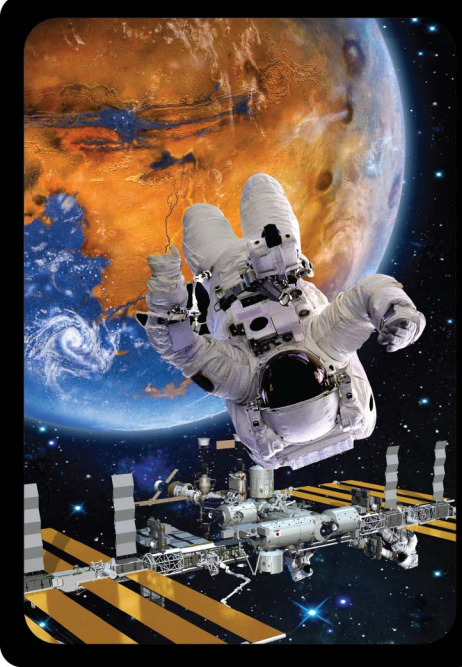
(Increase M€ Production 1 step. Gain 1 VP.)

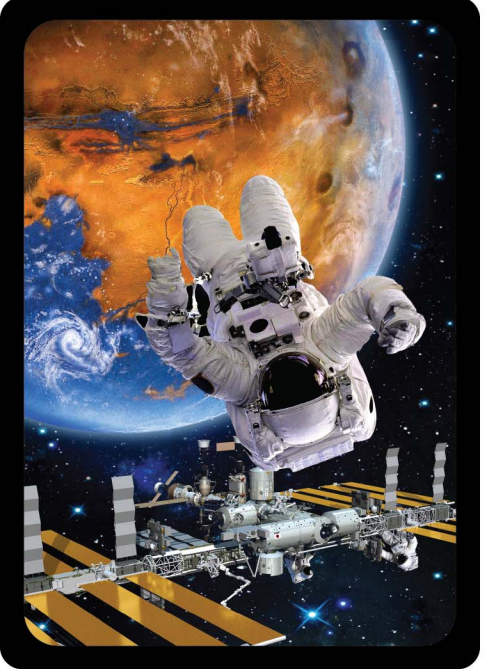
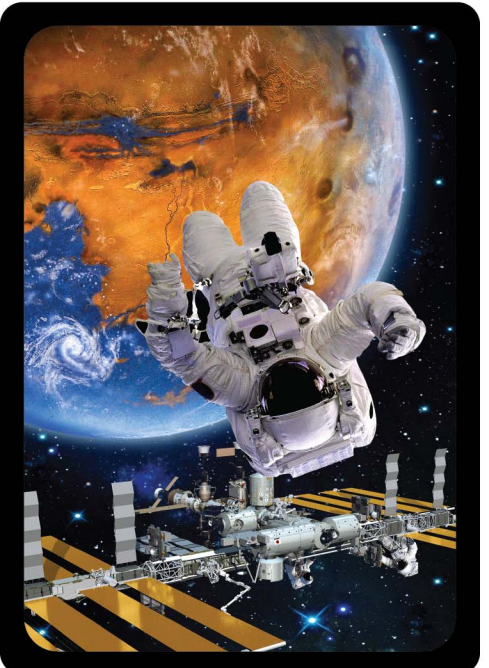


00001000 HO8

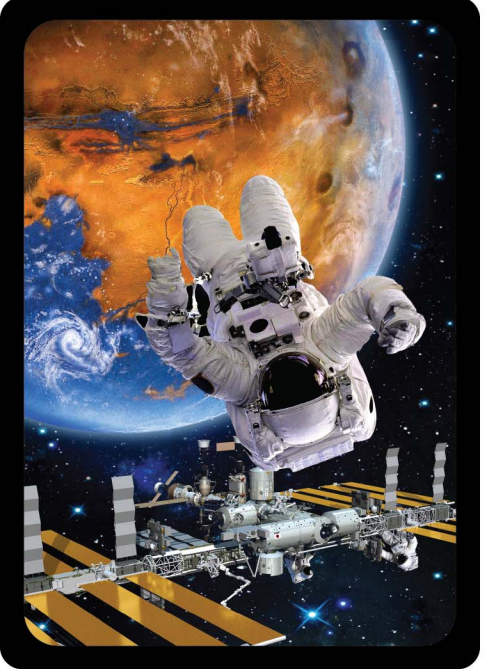
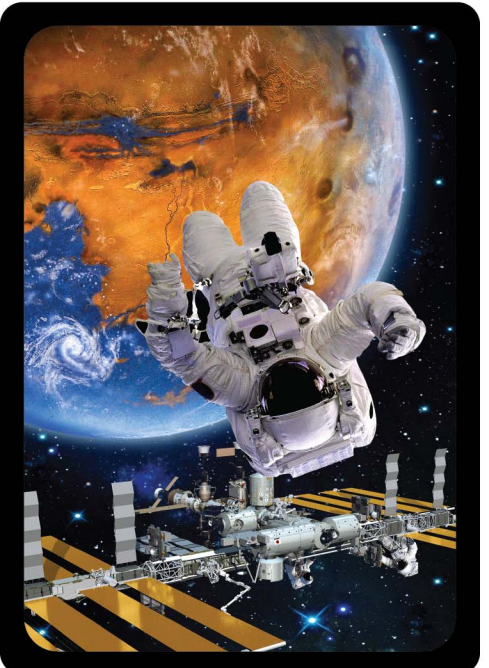
Building one space station for everyone was and is insane: we should have built a dozen.
— Larry Niven











3

FREIGHTER

: * → OR → *

(Action: If no Ore here, lower a colony marker 1 step and place an Ore here, OR spend 1 Ore to increase a colony marker 1 step. A Freighter may only hold 2 Ore at a time.)



00100001 H33

If your ship doesn't come in, swim out to it.
—Johnathan Winters

2

ASTEROID MINE

→ OR →

(Action: Add 2 Ore resources to ANY Infrastructure card, or remove 2 Ore here to gain 1 Energy and 1 Heat.)



00100010 H34

A gold mine is a hole in the ground owned by a liar.
—Mark Twain

Mark Twain never set foot on Ceres.

2

ASTEROID MINE

→ OR →

(Action: Add 2 Ore resources to ANY Infrastructure card, or remove 2 Ore here to gain 1 Energy and 1 Heat.)



00100011 H35

A gold mine is a hole in the ground owned by a liar.
—Mark Twain

Mark Twain never set foot on Ceres.

2

ASTEROID MINE

→ OR →

(Action: Add 2 Ore resources to ANY Infrastructure card, or remove 2 Ore here to gain 1 Energy and 1 Heat.)



00100100 H36

A gold mine is a hole in the ground owned by a liar.
—Mark Twain

Mark Twain never set foot on Ceres.

2


AUTO FACTORY

→

(Action: Add one Ore here.)

: /

(Effect: Every 2 Ore here may be spent for 2 Steel or 1 Titanium.)



00100101 H37

We're not going to see an exclusively robotic factory, but we will see the optimum use of robots and people.
—Dennis Muilenburg

2


AUTO FACTORY

→

(Action: Add one Ore here.)

: /

(Effect: Every 2 Ore here may be spent for 2 Steel or 1 Titanium.)



00100110 H38

We're not going to see an exclusively robotic factory, but we will see the optimum use of robots and people.
—Dennis Muilenburg


2

PROPELLANT DEPOT

→

: **2** = / /

(Action: Spend 1 Energy, and add 1 Ore to ANY Infrastructure card. Ore here may be used to pay for cards with Venus/Earth/Jovian tags for 2 ME each.)



00100111 H39

You need to be in the position where it is the cost of the fuel that actually matters and not the cost of building the rocket in the first place. —Elon Musk


2

PROPELLANT DEPOT

→

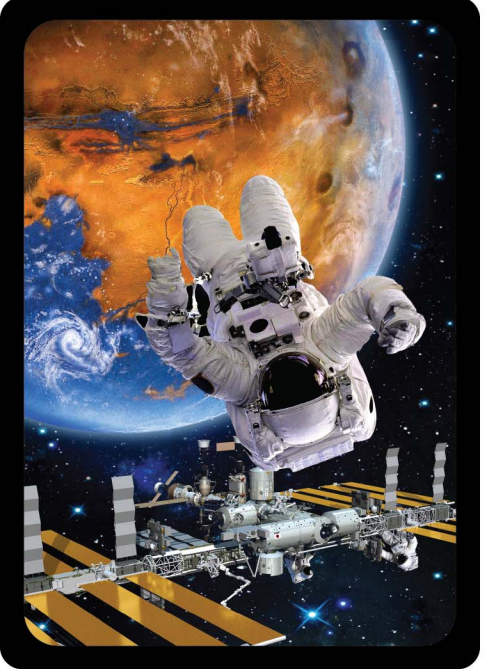
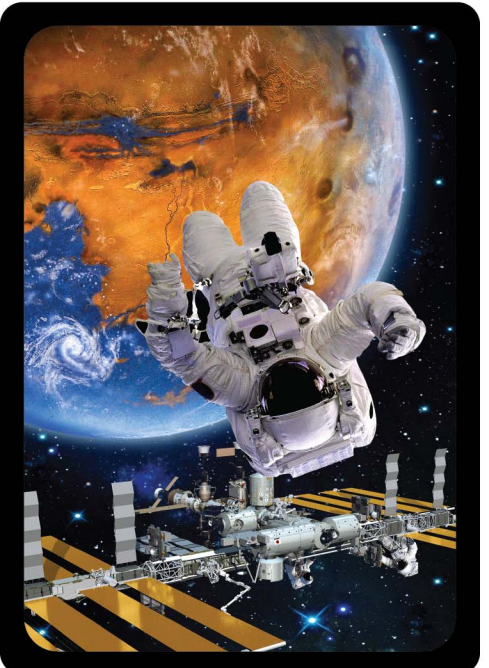
: **2** = / /






(Action: Spend 1 Energy, and add 1 Ore to ANY Infrastructure card. Ore here may be used to pay for cards with Venus/Earth/Jovian tags for 2 ME each.)







00101000 H40

You need to be in the position where it is the cost of the fuel that actually matters and not the cost of building the rocket in the first place. —Elon Musk






1     

PROBE






   

(Action: Spend 1 M€ to reveal and then discard the top card of the draw deck. If that card has a Science Tag, add a Science Resource to any card. 1 VP per 2 Science Resources here.)







00101001  1/2 

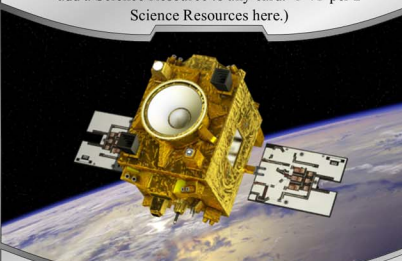
Physics is about questioning, studying, probing nature. You probe, and, if you're lucky, you get strange clues.
— Lene Hau



1     

PROBE






   

(Action: Spend 1 M€ to reveal and then discard the top card of the draw deck. If that card has a Science Tag, add a Science Resource to any card. 1 VP per 2 Science Resources here.)







00101010  1/2 


Physics is about questioning, studying, probing nature. You probe, and, if you're lucky, you get strange clues.
— Lene Hau



1     

PROBE






   

(Action: Spend 1 M€ to reveal and then discard the top card of the draw deck. If that card has a Science Tag, add a Science Resource to any card. 1 VP per 2 Science Resources here.)







00101011  1/2 


Physics is about questioning, studying, probing nature. You probe, and, if you're lucky, you get strange clues.
— Lene Hau



1     

PROBE






   

(Action: Spend 1 M€ to reveal and then discard the top card of the draw deck. If that card has a Science Tag, add a Science Resource to any card. 1 VP per 2 Science Resources here.)











00101100  1/2 


Physics is about questioning, studying, probing nature. You probe, and, if you're lucky, you get strange clues.
— Lene Hau



3     

SCIENCE FACILITY






   **OR**
    

(Action: Spend 1 Energy and Titanium and place 1 Science resource here, or spend 1 Science resources here and draw four cards. Keep one and discard the rest. Gain 1 VP.)











00101101  1 


Time made Mars what it is.
Science will make Mars what we will it.



3     

SCIENCE FACILITY






   **OR**
    

(Action: Spend 1 Energy and Titanium and place 1 Science resource here, or spend 1 Science resources here and draw four cards. Keep one and discard the rest. Gain 1 VP.)











00101110  1 


Time made Mars what it is.
Science will make Mars what we will it.



3     

SCIENCE FACILITY






   **OR**
    

(Action: Spend 1 Energy and Titanium and place 1 Science resource here, or spend 1 Science resources here and draw four cards. Keep one and discard the rest. Gain 1 VP.)






00101111  1 


Time made Mars what it is.
Science will make Mars what we will it.



2     

OBSERVATORY

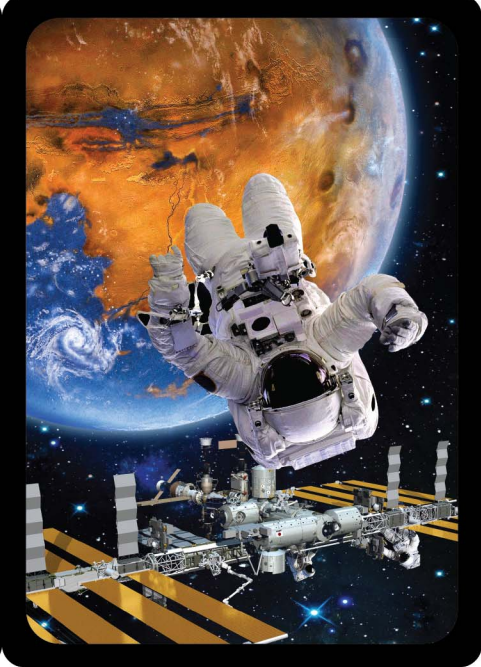
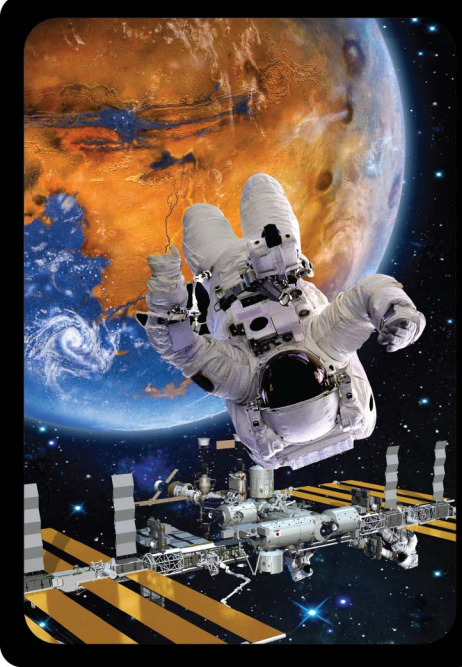
  

(Action: Discard 3 cards from hand. Add a Science Resource to this card. 1 VP per Science Resource here.)



00110000  1 

Where the telescope ends, the microscope begins. Which of the two has a grander view?
— Victor Hugo



2

OBSERVATORY

(Action: Discard 3 cards from hand. Add a Science Resource to this card. 1 VP per Science Resource here.)

00110001

Where the telescope ends, the microscope begins. Which of the two has a grander view?
— Victor Hugo

2

ORBITAL HEADQUARTERS

Max one per player.

(Effect: Gain 10 M€.) (Effect: Gain 1 M€ when playing a tag that matches your corporation, including this.)

00110010

Scientists, engineers, managers - a great wealth of expertise brought together in orbit to make Mars green and blue.

2

ORBITAL HEADQUARTERS

Max one per player.

(Effect: Gain 10 M€.) (Effect: Gain 1 M€ when playing a tag that matches your corporation, including this.)

00110011

Scientists, engineers, managers - a great wealth of expertise brought together in orbit to make Mars green and blue.

2

ORBITAL HEADQUARTERS

Max one per player.

(Effect: Gain 10 M€.) (Effect: Gain 1 M€ when playing a tag that matches your corporation, including this.)

00110100

Scientists, engineers, managers - a great wealth of expertise brought together in orbit to make Mars green and blue.

3

SPACE HABITAT

(Increase M€ Production 1 step. Gain 1 VP.)

00110101

Building one space station for everyone was and is insane: we should have built a dozen.
— Larry Niven

3

SPACE HABITAT

(Increase M€ Production 1 step. Gain 1 VP.)

00110110

Building one space station for everyone was and is insane: we should have built a dozen.
— Larry Niven

3

SPACE HABITAT

(Increase M€ Production 1 step. Gain 1 VP.)

00110111

Building one space station for everyone was and is insane: we should have built a dozen.
— Larry Niven

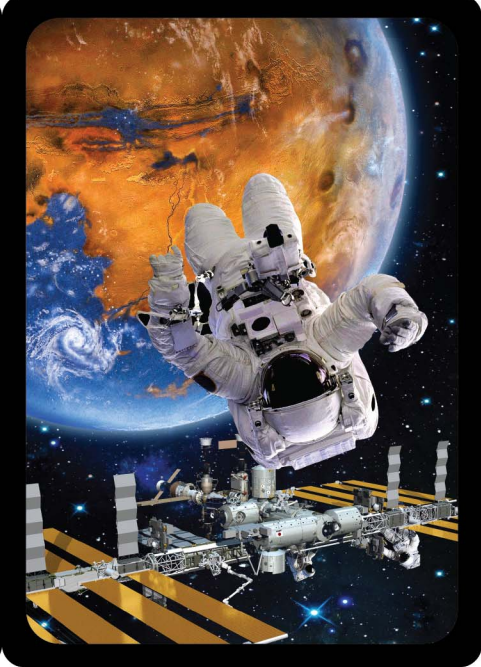
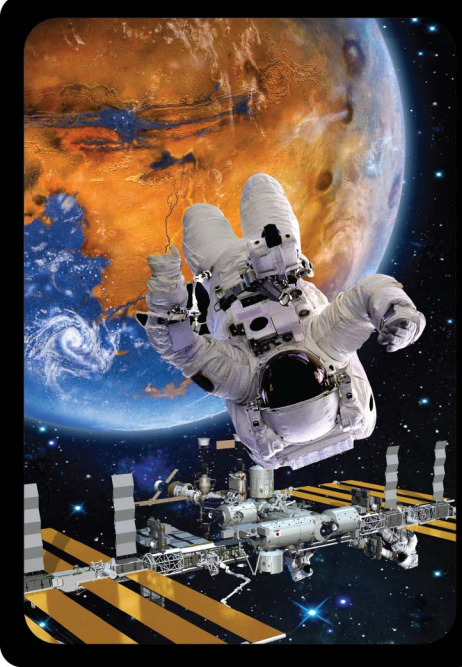
10

PLANETARY OUTPOST

(Get 1st player marker in next Player Order phase. No other Planetary Outposts may be played this generation. Gain 1 VP.)

00111000

Mars is far more attractive as an outpost colony for earthlings than the moon is.
— Buzz Aldrin



10

PLANETARY OUTPOST

1

(Get 1st player marker in next Player Order phase. No other Planetary Outposts may be played this generation.)

Gain 1 VP.)

00111001

Mars is far more attractive as an outpost colony for earthlings than the moon is.

— Buzz Aldrin

2

POWERSAT

(Increase Energy Production by 1 step.)

00111010

Energy...and persistence...conquer all things.

— Benjamin Franklin

2

POWERSAT

(Increase Energy Production by 1 step.)

00111011

Energy...and persistence...conquer all things.

— Benjamin Franklin

1

SALVAGE DEPOT

(Action: Spend 1 Energy to draw a random card from the top 4 of the discard pile, then discard a card.)

00111100

Time waste differs from material waste in that there can be no salvage.

— Henry Ford

4

HYDROPONICS

(Action: Spend 1 Energy, and gain 2 Plants.)

00111101

If you have a garden and a library, you have everything you need.

— Marcus Tullius Cicero

1

WEATHER SATELLITE

(Effect: Whenever you increase your Terraform Rating, gain 1 M€ for each step raised.)

00111110

Accurate forecasting of the many storms on Mars enables corporations to make efficient use of resources - saving lives, and credits.

1

COMSAT

(Effect: Gain 1 M€ every time you take the Trade action.)

00111111

The most important thing in communication is hearing what isn't said.

— Peter Drucker

1

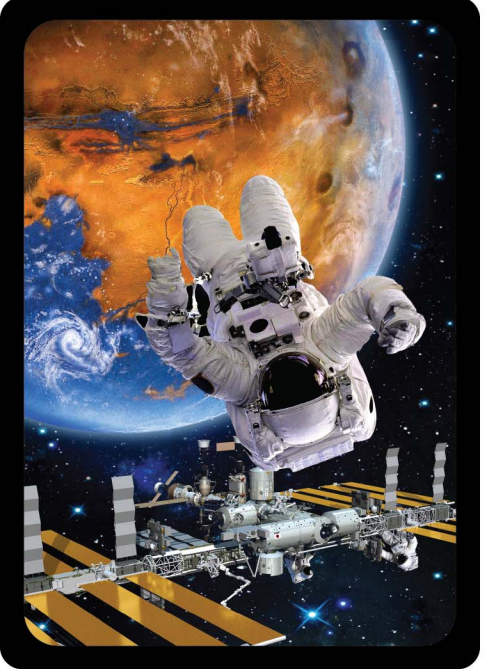
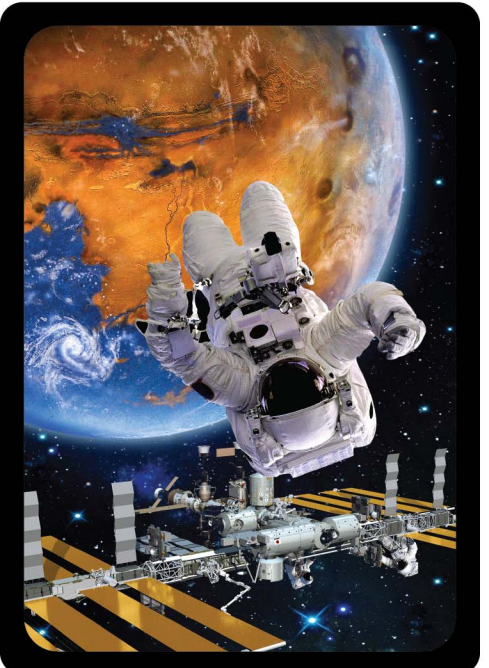
COMSAT

(Effect: Gain 1 M€ every time you take the Trade action.)

01000000

The most important thing in communication is hearing what isn't said.

— Peter Drucker



1

INFRA

★

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NAVIGATIONAL BEACON

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(Effect: Whenever you pay a card with a Space tag, pay 1 less M€.)

01000001

1665

It is always easier to get where you are going, if you first know where you are.

3

INFRA

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ORBITAL SHIPYARD

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2

(Effect: Whenever any player puts Infrastructure into play, including this, gain 2 M€.)

01000010

1666

The fall of the Berlin Wall makes for nice pictures, but it all started in the shipyards. —Lech Walesa

3

INFRA

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FREIGHTER

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OR

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(Action: If no Ore here, lower a colony marker 1 step and place an Ore here, OR spend 1 Ore to increase a colony marker 1 step. A Freighter may only hold 2 Ore at a time.)

01000011

1667

If your ship doesn't come in, swim out to it. —Johnathan Winters

3

INFRA

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FREIGHTER

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OR

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*

(Action: If no Ore here, lower a colony marker 1 step and place an Ore here, OR spend 1 Ore to increase a colony marker 1 step. A Freighter may only hold 2 Ore at a time.)

01000100

1668

If your ship doesn't come in, swim out to it. —Johnathan Winters

2

INFRA

★

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✚

ASTEROID MINE

→

?

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OR

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→

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(Action: Add 2 Ore resources to ANY Infrastructure card, or remove 2 Ore here to gain 1 Energy and 1 Heat.)

01000101

1669

A gold mine is a hole in the ground owned by a liar. —Mark Twain
 Mark Twain never set foot on Ceres.

2

INFRA

★

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✚

ASTEROID MINE

→

?

?

OR

?

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→

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🔥

(Action: Add 2 Ore resources to ANY Infrastructure card, or remove 2 Ore here to gain 1 Energy and 1 Heat.)

01000110

1670

A gold mine is a hole in the ground owned by a liar. —Mark Twain
 Mark Twain never set foot on Ceres.

2

INFRA

★

>

✚

✚

AUTO FACTORY

→

?

(Action: Add one Ore here.)

?

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(Effect: Every 2 Ore here may be spent for 2 Steel or 1 Titanium.)

01000111

1671

We're not going to see an exclusively robotic factory, but we will see the optimum use of robots and people. —Dennis Muilenburg

2

INFRA

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PROPELLANT DEPOT

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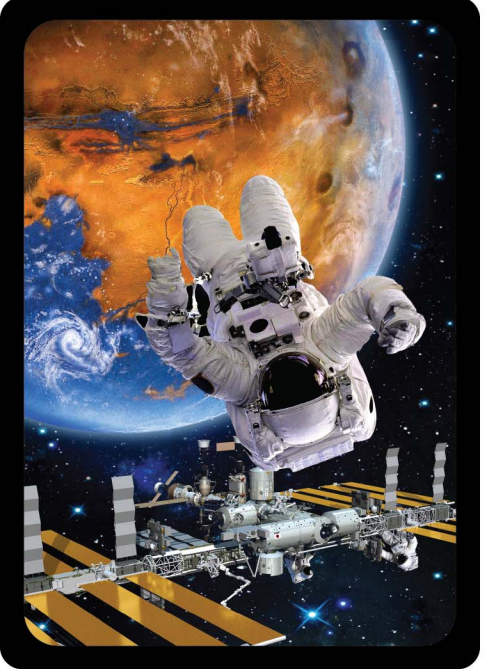
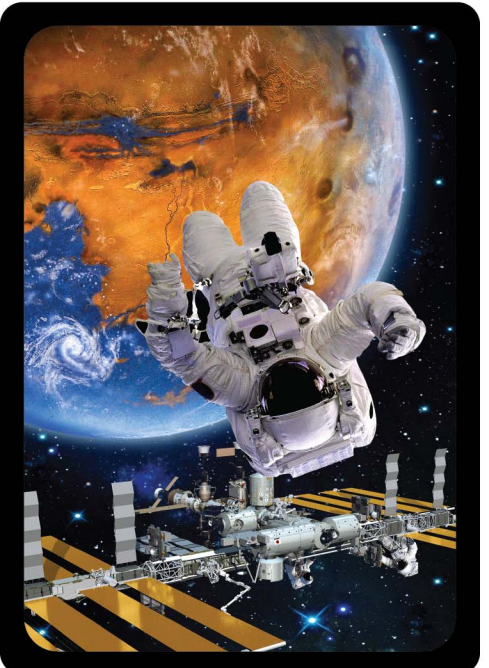
🪐

(Action: Spend 1 Energy, and add 1 Ore to ANY Infrastructure card. Ore here may be used to pay for cards with Venus/Earth/Jovian tags for 2 M€ each.)

01001000

1672

You need to be in the position where it is the cost of the fuel that actually matters and not the cost of building the rocket in the first place. —Elon Musk





CORPORATION

SPACE TEK

EFFECT / ACTION

39

(You start play with 39 ME and 1 Titanium production)

(Effect: Gain 1 Titanium for each step ANY Titanium production is increased.)

13 →

(Action: Spend 13 ME to increase Titanium Production 1 step. Any player may use this Action.)

We have the right metal for the task upon us.

CORPORATION

TROJAN SPACE LOGISTICS

35

(You start play with 35 ME.)

EFFECT / ACTION

(Effect: Whenever a blue card is played add 1 Ore resource to ANY card.)

(Action: Use 2 Ore resource here to use a Silver card action that has already been used this generation.)

The right tool for the job is often getting the tool to the job.

CORPORATION

Planetary Engineering Corps

27 **10**

(You start play with 2 Energy Production, 10 Energy, and 27 ME.)

EFFECT

Standard Projects : 5 X = 15

(Effect: May spend 5 Energy and discard 1 card for Standard Projects, worth 15 ME discount for purchase.)

It takes power to move mountains.

CORPORATION

Lagrange Collective

46

(You start play with 46 ME. As your first Action, place an Orbital HQ card in play for free.)

EFFECT

(Effect: When you play an Infrastructure Tag, including this one, increase your ME production 1 step.)

The key to building efficiently is knowing where to put the pieces.

HIGH ORBIT

A Fan Expansion for Terraforming Mars
By Tadeusz Dybowski and Eric Royer
with special thanks to David J.

SETUP

HIGH ORBIT introduces 5 new corporation cards and 49 cards of a new color, silver, called Infrastructure cards. Infrastructure cards are a hybrid of Project Cards and Standard Projects. Place all silver cards near the board face up in stacks separated by type, within reach of all the players.

TIP: To save table space, you may place stacks overlapping one another so that the names are showing, just as green (automated) cards.

NEW SYMBOLS

Infrastructure Tag representing projects in space that assist your terraforming efforts.

Clone Tag is a property which copies the tag(s) of another specific card. This can copy multiple tags if the target card has multiple tags.

Ore is a special resource used for a variety of purposes.

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Clone Tag is a property which copies the tag(s) of another specific card. This can copy multiple tags if the target card has multiple tags.

Ore is a special resource used for a variety of purposes.

CORPORATION

JUDGE OF CHANGE

33

(You start play with 33 ME and two Terraform Rating)

EFFECT / ACTION

(Effect: Every even TR you reach, place one Science resource here, 1 VP / Science resource here.)

(Action: Remove one Science resource to draw cards equal to the number of players; keep one and discard the rest.)

There are many paths to our goal; choosing the right one will take deliberation.



HIGH ORBIT

For each Space Tag you have you may

Normal

You may acquire an Infrastructure card as a normal action, from the first generation of the game, provided they meet all the card's requirements.

You may acquire Infrastructure cards with Titanium—they all have a cost of between 1 and 4 Titanium.

EXCEPTION: The Planetary Outpost card is paid for according to the standard rules.

Also note that the Planetary Outpost does not have an Infrastructure Tag, but a Building Tag.

Actions and Effects on silver cards work as normal. Special effects, which affect specifically green or blue cards, don't apply to silver cards.

VARIANTS

When playing the variant map **Mars: The Global Contest** with more than 5 players, add the silver cards marked with the symbol. These 27 cards bring the total deck size to 76 silver cards.

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