

ARES EXPEDITION: FOUNDATIONS

What makes a planet livable? The air we breathe? The crops we grow? These things may be important, but they alone aren't enough to make a planet home. And that is what we all truly want. Not just a new planet, but a new home amongst the stars. Building a home starts with the people who will live there. The houses we sleep in, the highways that connect us, the hospitals that care for us. These aren't luxuries, these are necessities. Try living a few years in a city without subways and sewage lines and you'll see just how necessary infrastructure is.

You ask, how will we build these things? How can we hope to add even more work to the already towering burden of terraforming a brand new planet? Well, as my grandfather and my father before me always said, more hands make less work.

Teri Ngo, Astro Liaison for the United Nations, January 10th, 2315 AD.

OVERVIEW

Foundations contains additional player boards, cubes, and phase cards so that **Ares Expedition** can be played with up to six players. This expansion also includes two additional game boards. One is a larger score track. The other adds a fourth terraforming metric: infrastructure.

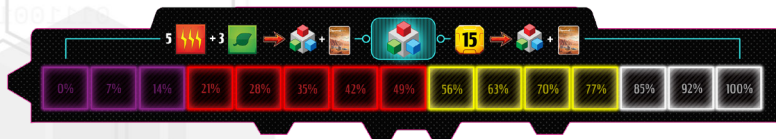
Additionally, there are new project cards that involve infrastructure.

CONTENTS

1 supplemental
score board



1 infrastructure track



10 phase cards



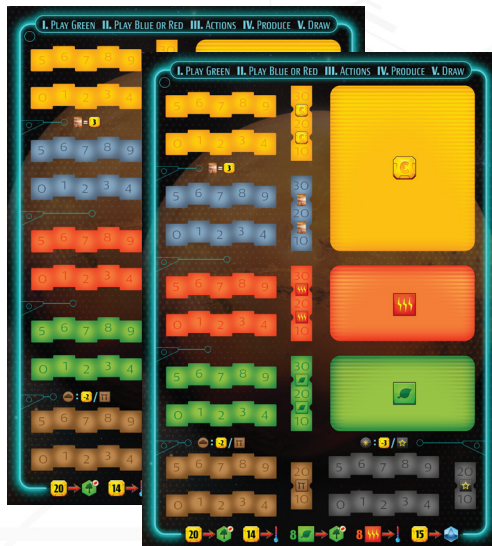
20 upgraded
phase cards



22 project cards



2 dual-layer player
boards



1 corporation card



1 card divider



1 clear cube
to track
infrastructure



13 black player
cubes



13 white player
cubes



50 copper
cubes



12 silver
cubes



12 gold
cubes



SETUP

Player setup is exactly the same as with the base game, using the black and white cubes and phase cards for the additional players.

1. Set the supplemental score board to the left side of the board. Players can use this board to have additional space when multiple score cubes are on the same number. When going below 5 or above 25, players should move their cube to the score track on the main board and continue on there.
2. Set the infrastructure track along the top side of the board and place a clear cube on the 0% space on that track. It is recommended to only use this track for games with 5 or more players. You can use it in lower player count games, and it will make the game last longer.
3. Shuffle all of the new project cards into the project deck.
4. If this is your first time playing with this expansion, replace the corporation card Inventrix and the project cards Adaptation Technology and Special Design from the base game with the ones provided with this game.

When you are playing without the infrastructure track, remove all of the project cards with this icon next to the card number: 5+



GAMEPLAY

Gameplay for five and six players works the same with the following exception:

INFRASTRUCTURE

There is a fourth terraforming metric that must be completed before the game ends: Infrastructure. There are new project cards that increase infrastructure.

Additionally, there are two new standard actions that increase infrastructure:

Spend 15 MC to increase infrastructure 1 step.

Spend 5 heat and 3 plants to increase infrastructure 1 step.

Whenever you increase infrastructure, you gain 1 TR and draw a card.



END GAME

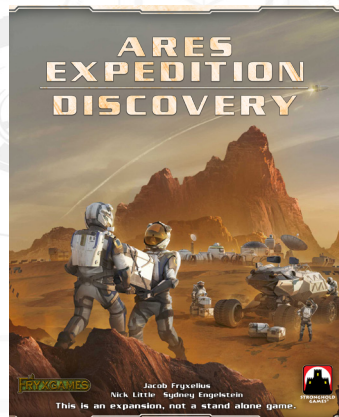
The game ends in the phase in which all four terraforming metrics are completed:

1. All the oceans are faceup.
2. The oxygen is maxed out.
3. The temperature is maxed out.
4. The infrastructure is maxed out.

DISCOVERY

Is this the first time you've seen upgraded phase cards?

They were first included in the **Discovery** expansion alongside the Award and Milestone tiles. In order to use upgraded phase cards in your game, you will need to own Discovery.



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