



## POWER BANK FACILITY



(Action: remove 5 battery tokens from this card to raise your TR 1 step.)



(Effect: you may use battery tokens as energy. During production, you may convert energy into battery tokens instead of heat.)



DUTCH OPEN '25



(Add 2 battery tokens to this card. Battery tokens do not count as resources for Excentric Award.)

*Stored energy is stored potential - use it wisely!*



15

min 20°C



## FLOWER SHOP



:



(Effect: When you increase plant production 1 step, increase your M€ production 1 step.)



DUTCH OPEN '25



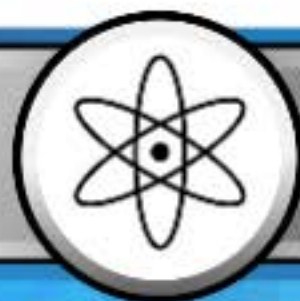
(Increase your plant production 1 step.)

*Even on the red soil of Mars, the Dutch find a way to grow tulips.*



9

Z



# GENETIC ENHANCEMENT



:



+/- 2

(Effect: when you play a plant, microbe or animal tag: your global requirements are +2 / -2 steps, your choice.)



DUTCH OPEN '25

*Genetically modified for conditions on Mars.*





10



6%



## BEEES



(Action: Add an animal to this card.)



■  
■



(Effect: Whenever you gain an animal on this card, gain 1 plant.)



DUTCH OPEN '25

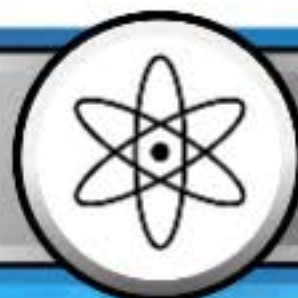
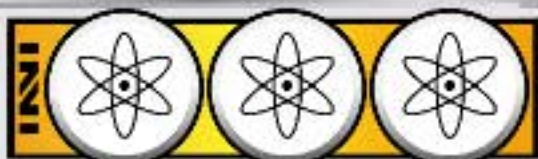
(Requires a greenery in play and 6% oxygen.  
1 VP per 2 animals on this card.)

*Pollinating Mars  
one flower at a time.*





12



## LASER TO MARS

3



(Action: Spend 3 energy to raise temperature 1 step.)



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(Requires 3 science tags.)

*Surface temperature is dependent on the total incoming energy. The source is irrelevant.*



11



# ISOLATED ECOSYSTEMS



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2



(Add 1 Animal to another card for every 2 greeneries not adjacent to a city tile or a special tile.)

*Free from pollution and human disturbance,  
wildlife flourished like never before.*



23



## WATERBUNDS



:



(Effect: When a greenery tile is placed including this, add a seedling resource to this card.)

4



(Action: Spend 4 seedlings to place a greenery tile and raise oxygen 1 step.)

**DUTCH OPEN '25**

(Requires 1 ocean in play. Place a greenery tile and raise oxygen 1 step.)

*It worked on Earth, let's try it on Mars.*



8



## PLANNED CITY

**Game End** :

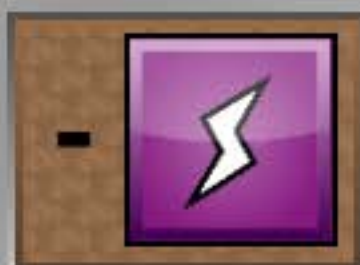


\*

(Effect: During the final Greenery placement round after game end, place a city tile on one of the unused reserved areas on the map, disregarding normal placement restrictions.)



DUTCH OPEN '25



(Decrease your energy production 1 step.)

*Planning this city began 10 generations ago.*



PRELUDE

## HOSTILE TAKEOVER



DUTCH OPEN '25



\*



\*



(Put one of your corporation(s) and one of your played prelude(s) face down in your discard pile. Then draw 3 corporation cards. Play one of them and discard the other 2. Draw 3 prelude cards. Play one of them and discard the other 2. Then pay 47 M€.)

*We could have done this the easy way.*



DUTCH OPEN '25

CORPORATION



# NURAKE



(You start with 33 M€.)

EFFECT

max 3  \* : 

(Effect: During production you may convert maximum 3 unspent energy into the same amount of any standard resource.)

*From raw power, we craft the next generation. Energy is the true currency of the future.*



CORPORATION

DUTCH OPEN '25



# OPPORTUNE AI



(Gain 38 M€. Choose 2 different tags. As your first action, reveal cards until you reveal two cards with these tags on them. Take them into your hand and discard the rest.)

ACTION



(Action: Gain 2 standard resources. They can be different.)

*As the first patent holder of artificial general intelligence, Opportune AI analyzes Martian conditions in real time and predicts trends with posthuman accuracy. They follow no fixed path - only data-driven opportunities.*



DUTCH OPEN '25

CORPORATION



# TRANS MUTECH SYNDICATE

35

5



5



(You start with 35 M€, 5 steel and 5 titanium.)

ACTION

max 5



\*



\*



(Action: Convert up to 5 steel in the same amount of titanium, or up to 5 titanium in the same amount of steel.)

*You don't need more resources. You need the right ones.*



CORPORATION

DUTCH OPEN '25



# ALPHA NOVA

## CONSULTING



5



\*

(You start with 42 M€. Discard all 10 cards from your starting hand. As your first action, draw 5 cards.)

ACTION



(Action: Discard a card to draw a card.)

*Mars is a fresh start for everyone. With its flexible strategies and outside-the-box thinking, Alpha Nova makes the most of this new opportunity.*



CORPORATION

DUTCH OPEN '25



# PolderTECH

## Dutch



(You start with 32M€. As your first action, place an ocean tile, and a greenery tile next to the ocean tile. Raise oxygen 1 step.)

### EFFECT



(Effect: When you place an ocean tile, gain 1 energy. When you place a greenery tile, gain 1 plant.)

*A new planet rises thanks to wind, water and land.*