Story cards

Story 1　　5 SP	Story 2　　2 SP	Story 3　　3 SP	Story 4　　13 SP
Air generator	Basic accommodation unit	Basic bathing facilities	Cinema and movie studio
Story 5　　3 SP	Story 6　　3 SP	Story 7　　5 SP	Story 8　　5 SP
Clothing factory	Communication unit	Construction centre	Food processing unit
Story 9　　3 SP	Story 10　　8 SP	Story 11　　5 SP	Story 12　　5 SP
Generator (dodgy)	Generator (permanent)	Hospital	Hydroponic plant farm
Story 13　　2 SP	Story 14　　1 SP	Story 15　　3 SP	Story 16　　13 SP
I-phone and blackberry networks	Karaoke machine	Laundry unit	Luxury accommodation
Story 17　　8 SP	Story 18a　　3 SP	Story 18b　　3 SP	Story 19a　　3 SP
Luxury baths	Mars rover	Mars rover	Mars lander hydraulic unit
Story 19b　　1 SP	Story 19c　　1 SP	Story 19d　　3 SP	Story 19e　　5 SP
Mars Lander docking station	Mars Lander furnishings and fittings	Mars Lander communications	Mars Lander CPU
Story19f　　2 SP	Story 19g　　13 SP	Story 19h　　8 SP	Story 19i　　2 SP
Mars Lander controls	Mars Lander hull structure	Mars Lander engines	Mars Lander navigation unit
Story 19j　　5 SP	Story 19k　　3 SP	Story 20　　1 SP	Story 21　　2 SP
Mars Lander power plant	Mars Lander atmosphere unit	Mars Lander final tests	Air for 4 iterations
Story 22a　　5 SP	Story 22b　　5 SP	Story 22c　　5 SP	Story 22d　　5 SP
Robot build engineer	Robot build engineer	Robot build engineer	Robot build engineer
Story 23a　　3 SP	Story 23b　　3 SP	Story 23c　　3 SP	Story 23d　　3 SP
Robot test engineer	Robot test engineer	Robot test engineer	Robot test engineer
Story24　　5 SP	Story 25　　2 SP	Story 26　　3 SP	Story27　　5 SP
Robot TV crew	Robot chef	Robot factory	Science lab (Mars life project)
Story 28a　　2 SP	Story 28b　　2 SP	Story 28c　　2 SP	Story 28d　　2 SP
Science lab (general research)	Science lab (general research)	Science lab (general research)	Science lab (general research)
Story 29　　5 SP	Story 30　　5 SP	Story 31　　8 SP	Story 32　　2 SP
Sheltered park	Sports centre	Training unit	Water for 4 iterations
Story 33　　5 SP	Story 34　　2 SP	Story　　SP	Story　　SP
Water production plant	Water recycling plant		

Deadlines

Need power source (initially iteration 2)	Need air (Initially iteration 3)	Need water (Initially iteration 4)
Need construction centre (Iteration 1)	Need Laundry (Initially iteration 7)	Need food supply (Initially iteration 6)
Need bathing facility (Initially iteration 8)	Need hospital (Initially iteration 8)	

Defects

1 Defects	2 Defects	3 Defects	4 Defects	5 Defects	6 Defects	7 Defects	8 Defects
9 Defects	10 Defects	11 Defects	12 Defects	13 Defects	14 Defects	15 Defects	16 Defects
17 Defects	18 Defects	19 Defects	20 Defects	0 Defects			