TERRAFORMING MARS

Overview and Gameplay

OVERVIEW

Humanity has set its sights beyond Earth. Competing corporations race to turn the Red Planet into a lush, livable world by growing forests, building cities, and engineering the future of humanity.

GAMEPLAY

1. PLAYER ORDER PHASE:
- **Step 1:** Pass the first player marker clockwise
- **Step 2:** Move the generation marker up one space.

2. RESEARCH PHASE: Draw 4 cards and purchase 0-4 of them. Discard the remainder facedown.
- Cards cost 3 M€ each.
- There is no hand limit. If the deck runs out just reshuffle the discard pile to form a new deck.

3. ACTION PHASE: Players choose to take 1 action, 2 actions, or pass.
- **Repeat:** Once all players have completed their 1-2 actions, repeat clockwise until all players decide to pass. Once you have passed, you cannot start taking actions again until the next round (generation).

4. PRODUCTION PHASE: Players complete this phase simultaneously.
- **Step 1:** Move all cubes from your energy box into the heat box.
- **Step 2:** Gain income according to your terraform rating.
- **Step 3:** Gain income from your M€ production, (it is possible to subtract money).
- **Step 4:** Gain resources according to your production on your player board.
- **Step 5:** Remove player markers (cubes) from used action cards.

RESOURCES AND PRODUCTION

RESOURCES: Show the resource symbol. Quantities are tracked on your player board with copper, silver, and gold cubes.
- **COPPER:** Value of 1
- **SILVER:** Value of 5
- **GOLD:** Value of 10

RESOURCE PRODUCTION: Shown as a resource symbol **within a brown box**.
- Production is tracked on your player board with your player markers.
- Production is not limited to 10, just leave one marker in the 10 space and start a new marker back in the 1s space.
- Only M€ can go negatively in production, and only down to -5.

RESOURCES YOU MAY PRODUCE
- **MEGA CREDITS (M€):** Money used for purchases.
- **STEEL:** May be used to purchase building cards instead of M€. Each steel is worth exactly 2 M€.
- **TITANIUM:** May be used to purchase space cards instead of M€. Each titanium is worth exactly 3 M€.
- **PLANTS:** May be used to purchase greenery tiles. Placing those tiles increase the oxygen (and thus your TR) 1 step.
- **ENERGY:** A requirement for various cards or actions.
- **HEAT:** Spend 8 heat to increase the temperature (and thus your TR) 1 step.

INCREASING GLOBAL PARAMETERS

Each time you raise the oxygen level, temperature, or place an ocean tile, your terraform rating increases as well. If oxygen, temperature, or ocean tiles cannot be increased because they are maxed out, then you **may not** increase your terraform rating.

TERRAFORM RATING: Marks your contributions to the terraforming process.
- Increases when you **raise** the oxygen, temperature, or ocean tiles. (May also be raised with other game effects).
- Each is worth 1 VP at the end of the game.
- Is your base income level during your production phase.

BONUS STEPS
- If you raise oxygen or temperature to the bonus level, you also get the attached bonus.
- If the bonus also raises a global parameter, increase your terraform rating for that parameter as well.

SPECIAL CARD TYPES

SPECIAL CITY CARDS: Some cards allow you to place the special cities named Noctis City, Ganymede Colony, and Phobos Space Haven. They must go in their reserved locations. Follow the card's instructions and mark the city with your cube. Placing Noctis city is the only time you may place a city next to an existing city, if it was present before Noctis City was placed.

SPECIAL TILE CARDS: Some cards allow special (brown) tile placement. Use the tile as described on the card and mark it with your cube. These are not considered cities, oceans, or greenery.

MICROBES AND ANIMAL CARDS: Some cards have you add "microbes" or "animals" to the card for various purposes. Use the resource cubes from the bank to keep track of how many microbes and animals you have, not player markers.

RED BORDERED ICONS: When an icon has a red border then any player, you or an opponent, may be targeted.
- A card with a red bordered **tile** targets any or all players tiles.
- A card with a red bordered **tag icon** targets **all cards with that icon**, whether they belong to you or another player.
- A card that removes red bordered **resources** may remove resources from any one player, **if desired.**
- A card effect that reduces **production** of a red bordered resource **must** be performed. If your opponent cant reduce their production then you must; **if no one can then you may not use that card.**

END GAME

The game ends after the generation where all ocean (9 tiles) have been placed, and temperature (+8° C) and oxygen (14%) have been maxed. Finish the round, **including the production phase**. Players then have one extra chance to convert plants into more greenery tiles, in turn order.

SCORING

1. TERRAFORM RATING: This is your base score. Add the rest of the scoring to your terraform rating to get your final score.
2. MILESTONES: 5 VP for each claimed Milestone.
3. AWARDS: Gain VP for the leading players in each funded category. **Note:** Players who tie will receive the full points for that position. However, if there is a tie for 1st place then 2nd place is not scored. **In 2-player games**: Only 1st place is scored.
- **1st Place:** 5 VP
- **2nd Place:** 2 VP

4. TILES: Look at the claimed tiles on the game board to add up tile scoring.
- **Greenery:** 1 VP per tile.
- **City:** 1 VP for each **greenery** tile adjacent to it, regardless of which player owns it.

5. CARDS: Review each of your cards for any VP conditions.
TIEBREAKER: The player with the most M€ wins.

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Actions

PLAY A CARD FROM HAND

1. **STEP 1: Check requirements.**
   - Verify that you meet the requirements shown both on the upper left, next to the cost, and also in the card text.
   - Unless otherwise stated, requirements on the upper left mean have "at least" not "exactly" the value shown.
   - Requirement exceptions: You may still play a card if you can't gain its resources, choose not to remove resources from others, or if tiles or global parameters (temperature, oxygen, oceans) are already at their maximum.

2. **STEP 2: Pay for the card and perform any immediate effects.**
   - Pay the cost listed on the upper left corner of the card.
   - Perform any immediate effects listed on the card, in any order.
   - Cards marked with an asterisk (*) override normal rules; check the text for clarification.

3. **STEP 3: Place the card appropriately.**
   - **Green Cards:** Stack to show only the tags. These are one-time use cards, but tags stay active.
   - **Blue Cards:** Stack so all effects remain visible. They provide ongoing effects or repeatable actions.
   - **Red Cards:** Event cards. Place these facedown. Their tags only apply while being played for purchasing purposes.

NOTE – GLOBAL PARAMETERS: Each time your card **increases** a global parameter you will gain a 1 Terraform Rating benefit, in addition to the benefits listed on the card. However, if the global parameter is already maxed then you will not gain the TR.

NOTE – CITY CARDS: When you place a city from a card, you **do not** get the standard project benefit that increases your M€ production by 1. Cities are not global parameters and do not give passive perks.

USE A STANDARD PROJECT

1. SELL PATENTS: Discard cards. Discard 1 or more cards from hand and gain 1 M€ per card discarded.

2. POWER PLANT: Increase energy production. Pay 11 M€ to increase your energy production 1 step.

3. ASTEROID: Increase temperature. Pay 14 M€ to increase the temperature (and thus your terraform rating) 1 step.

4. AQUIFER: Place an ocean tile. Pay 18 M€ to place an ocean tile. These are not owned and don't receive a player cube. Increase your terraform rating 1 step and gain any placement bonus. In the future, when placing any tile next to an ocean you will gain 2 M€ resources for each ocean it touches; this includes when placing oceans next to oceans.

5. GREENERY: Place a greenery tile. Pay 23 M€ to place a greenery tile. This also increases the oxygen (and thus your terraform rating) 1 step. Collect any placement bonus and place a player marker on the tile. Greenery tiles **must** be placed next to a tile you own, if possible. Each greenery you own is worth 1 VP at the end of the game, plus city bonuses.

6. CITY: Place a city tile. Pay 25 M€ to place a city tile. Increase your M€ production 1 step, (not TR). Collect any placement bonus and place a player marker on the tile. **City tiles may never be placed next to another city tile**, with the exception that the reserved city space, for Noctis City, may always be placed in its reserved space. Cities are worth 1 VP for each **greenery tile** adjacent to it, regardless of owner, at the end of the game.

Actions

CLAIM A MILESTONE

If you meet the criteria for a milestone, you may pay 8 M€ to claim it. Place your player marker on it to show that its claimed. Only 3 of the 5 milestones may be claimed and each milestone may be claimed only once. Each is worth 5VP at end game.

1. **TERRAFORMER:** Have a terraform rating of at least 35.
2. **MAYOR:** Own at least 3 city tiles.
3. **GARDENER:** Own at least 3 greenery tiles.
4. **BUILDER:** Have at least 8 building tags in play.
5. **PLANNER:** Have at least 16 cards in hand.

FUND AN AWARD

Players may fund one of the available awards, which will be scored at the end of the game. Only three of the five awards may be funded, and each only once. Place your marker to show it's active. Funding an award alone does not earn you points. 1st place earns 5 VP, and 2nd place earns 2 VP (unless 1st place is tied or there are only two players, then 2nd place earns 0 VP).

PRICE TO FUND AN AWARD:
1. **1st Award Funded:** Pay 8 M€
2. **2nd Award Funded:** Pay 14 M€
3. **3rd Award Funded:** Pay 20 M€

AWARD OPTIONS:
1. **LANDLORD:** Own the most tiles in play.
2. **BANKER:** Have the highest M€ production.
3. **SCIENTIST:** Have the most science tags in play.
4. **THERMALIST:** Have the most heat resource cubes.
5. **MINER:** Have the most steel and titanium resource cubes.

USE AN ACTION ON A BLUE CARD OR CORPORATION

Actions are indicated by a red arrow. Pay the cost on the left to gain the benefit on the right. Place a player marker on the card to show that it has been used. Each action card may be used only once per round (generation). Some blue cards have effects that are not actions (have no red arrow) and have an ongoing effect.

CONVERT PLANTS INTO GREENERY

Spend 8 plant resources to place a greenery tile. Increase the oxygen level (and thus your terraform rating) 1 step; you may not increase your terraform rating if oxygen is maxed. Place the greenery tile adjacent to one of your tiles if possible; otherwise, place it on any open space. Greenery tiles may grant placement bonuses. At the end of the game, each greenery tile is worth 1 VP, plus 1 VP for every adjacent city.

CONVERT HEAT INTO TEMPERATURE

Spend 8 heat resources to increase the temperature (and thus your terraform rating) 1 step.

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SETUP

BOARD SETUP
- Stack 9 ocean tiles in the reserved area
- Set generation marker to 1
- Set temperature to -30°
- Set oxygen to 0%
- Remove all Corporate Era cards (small red and white triangle icon on a card's lower left)

PLAYERS RECEIVE
- **Player Board and Cubes:** Each player takes a player board and a set of player markers (cubes) in their color.
- **Place Resource Markers:** Place a player marker on the "1" space on every resource production track on your board.
- **Place Terraform Rating Tracker:** Place a player marker on the "20" space on the Terraform Rating track.

BEGINNER SETUP
- Players receive a Beginner Corporation
- Players gain 42 M€ resources
- Players receive 10 project cards
- Beginners keep all 10 project cards for free

NORMAL SETUP
- Players receive 2 normal corporations, and select one to keep.
- Players receive 10 project cards, and select which ones they want to purchase (3 M€ each).
- Players reveal their selected corporation in turn order, and gain any starting resources or production noted on the corporation card, paying for any cards they keep. Discard unpurchased cards face down.

NOTE: Beginner players may use the beginner setup while others use the normal setup in the same game.

BEGIN THE GAME: For the first round, skip straight to the action phase because the turn order and research (card selection) phases were already completed in setup.