Terraforming Mars Rule Summary (by Len ver 2)

- ❖ **TR** => **T**erraforming **R**ating (this is the number track going around the edge of the board)
  - ➢ Start of round **total MC produced is TR + MC production level**
  - ➢ At game end it is where you add on victory points (**VP**) to get your total score
- ❖ **VP** => End Game **V**ictory **P**oints (counted up at **end game**)
- ❖ **Oxygen** - (global parameter) any time you move the oxygen level up, you also get **+1 TR** point for each tick up
- ❖ **Temperature** - (global parameter) anytime you move the temperature up, you get **+1 TR** point for each tick up
- ❖ **Ocean** tile - (global parameter) +1 **TR** point. Get board hex bonus. Get **+2 MC** per adjacent **ocean** tile
- ❖ **Tree** tile - (next to your tile) **+1 oxygen** level **+1 TR** point. Get board hex bonus. **+2 MC** per adjacent **ocean** tile
- ❖ **City** tile - (not next to a city). Get board hex bonus and **2 MC** per adjacent **ocean** tile. **+1 MC production** level if placed by Standard Project. If placed via a card, the card specifies the bonus and adjustments.
- ❖ **Special** tile - place on non ocean tile. Get **+2 MC** for each adjacent **ocean**. Get board hex bonus.

SETUP ([video](#) 3:48)

- ❖ 1-5 players - Each player chooses a cube color and gets all the cubes of that color
- ❖ Each player places one cube at the starting point on the **TR** track (20 normal / 14 solo)
- ❖ Player who goes first gets First Player Token (it is passed clockwise each generation)
- ❖ Place a **white marker cube** at the starting point for **TR**, **Oxygen** and **Temperature**
- ❖ Place generation white marker at position 1 on the **TR** track
- ❖ Stack the 9 **ocean** tiles on the ocean reserves spot (top right of the board)
- ❖ Place a player board in front of each player to track resource production levels
  - ➢ Set player cube at 1 for each of the 6 resources (or at 0 for Corporate Era game)
- ❖ **Colonies**: place large Trade Fleet tile by the game board (place 1 trade ship on it for each player)
  - ➢ Choose Colony tiles for the game (2 more than the number of players, minimum of 5)
  - ➢ Include the Colony project cards in the main project card deck
- ❖ **Turmoil**: Place the two boards next to the game board
  - ➢ Place one delegate for each player in the Lobby (the rest in the Delegate Reserve)
  - ➢ Place a neutral delegate as Chairman (rest of neutral delegates in the Neutral Reserve)
  - ➢ Place all global event cards on the left area of the Global Event Board
  - ➢ Take the top global event card and place it in the middle Coming Global Event space
    - ■ Place a neutral delegate as the party leader for the party shown in the cards top left corner
  - ➢ Turn over the top card in the global event card deck and keep it on the top of that deck
    - ■ Place a neutral delegate as the party leader for the party shown in that cards top left corner
      - ● If it is the same party as the middle Coming Global Event card, place it as a delegate
  - ➢ Place the **Greens** party policy tile in the top center of the Terraforming Committee Board
  - ➢ Include the Turmoil project cards in the main project card deck
- ❖ **Beginners Game**: remove all corporate era cards (tiny red circle with a white triangle bottom left of the card)
  - ➢ Beginners SHOULD also play with Prelude and any of the promo cards as applicable
- ❖ **Corporate Era Game**: include the corporate era cards in the playing deck (and start each resource at 0)
- ❖ Deal cards to players (choose cards all at the same time) when placing tiles, start with first player then clockwise
  - ➢ Deal 2 Corporation cards to each player (unless they wish to play the Beginner Corporation), choose 1
    - ■ Take indicated actions and update player board with resource changes
  - ➢ Deal 4 **Prelude** cards to each player, choose 2
    - ■ Take indicated actions and update player board with resource changes
  - ➢ Deal 10 cards per player from the deck, pay **3 MC** per card kept (Beginner Corporation keeps all 10 free)

PLAYING THE GAME (video 4:48)

- ❖ **Turn Order Phase** *(first round skip this - already completed)*
  - ➢ Move the **white Generation marker cube** up one square on the **TR** track
  - ➢ Pass the **First Player token** to the next player (going clockwise)
    - ■ The new First Player gets to bump up one Global Parameter *(house rule: and gain its benefits)*
  - ➢ Clear off any color cubes on blue cards that had actions used in the prior round
- ❖ **Research Phase** *(first round skip this - cards already acquired)*
  - ➢ Each player draws four cards from the draw deck and pays **3 MC** for each card kept
- ❖ **Action Phase**
  - ➢ The player with the **First Player token** goes first and each player on their turn can:
    - ■ Perform 1 or 2 actions (see below) or PASS (take no actions)
    - ■ Once a player passes, they cannot play again in that current generation
  - ➢ Players may have multiple turns. Action Phase ends when all players have passed
- ❖ **Production Phase**
  - ➢ Each player moves all energy cubes over to the heat resource area
  - ➢ Add MegaCredits (**MC**) cubes equal to the players **TR** plus the **MC production**
  - ➢ All 5 other resources gain cubes based on the resource production level
- ❖ **End Game Check:** if oxygen & temperature are max'd and all ocean tiles placed, **SKIP to Ending the Game**
- ❖ **Solar Phase** (for Colonies, Venus Next and Turmoil)
  - ➢ **Colonies**:
    - ■ Return trade ships to Trade Fleet tile
    - ■ Move white marker one spot to the right for each colony
  - ➢ **Turmoil**:
    - ■ All players **lose 1 TR**
    - ■ Perform Global Event for the rightmost current Global Event card (note influence on some)
    - ■ Install New Government
      - ● Dominant party is new ruling party so Change Policy Tile (top center on Committee Board)
      - ● Resolve the new Ruling Bonus (to all players)
      - ● Return former Chairman to reserve. Move dominant party leader to Chairman. New Chairman gains **+1 TR**
      - ● Return all delegates from dominant party to reserve
      - ● Move the white cube Dominance Marker clockwise to the NEW dominant party
      - ● Place one delegate from each player in the lobby (if you have no delegates left in reserve then you do not get to place a delegate in the lobby nor buy one for 5 MC)
    - ■ Move the middle Coming Global Event card to the right to be Current Global Event
      - ● Add neutral delegate to the party indicated for the bottom half of the card
    - ■ Move leftmost Distant Global Event card to the middle Coming Global Event spot
    - ■ Turn up the top card on the Global Event deck and place it on top.
      - ● Add neutral delegate to the party indicated in top left of the card

ACTIONS (video 3:45)

Each player may do 1 or 2 actions on their turn (or pass for the remainder of the generation):

- ❖ Pay for and play a card from your hand onto your play area (see below)
- ❖ Use a standard project
  - ➢ Discard any number of cards from your hand to get the same number of **MC**
  - ➢ **Turmoil**: Spend **5 MC** to add a delegate to a party
    - ■ If you have the most delegates, exchange one of your delegates with party leader
  - ➢ Spend **11 MC** to gain **+1 energy production**
  - ➢ Spend **14 MC** to gain +1 **temperature**
    - ■ **+1 TR** (in addition to the +1 **temperature**)
    - ■ If the temperature ends on a square with a bonus icon on its left, get that bonus
  - ➢ **Colonies**: Spend **17 MC** to build a colony
    - ■ Place your color cube in the lowest spot (move white marker to the right if necessary)
    - ■ Get the resource indicated on the occupied square
  - ➢ Spend **18 MC** to place an **ocean** tile on a gameboard hex reserved for oceans
    - ■ Get any items shown on the game board hex
    - ■ **+1 TR**
  - ➢ Spend **23 MC** to place a **tree** tile adjacent to one of your other tiles already on the board (if possible)
    - ■ Place your color cube on it to indicate that you own it
    - ■ Get any items shown on the game board hex
    - ■ **+1 oxygen** (unless max'd)
      - ● If temperature icon is above the square, also advance the temperature for another **+1 TR**
    - ■ **+1 TR** (unless oxygen was already max'd)
  - ➢ Spend **25 MC** to place a **city** tile
    - ■ Cannot be adjacent to another city (exception is Noctis City)
    - ■ Place your color cube on it to indicate that you own it
    - ■ **+1 MC production** (note that when a city is placed via a card, it does not get the **+1 MC production** but has its own bonus and adjustments listed on the card
- ❖ Use an action of a **blue banner** card (or corporation card)
  - ➢ May use this action only once per generation. Place your color cube on it when using it to indicate that it has been used already this generation. (see note on resource actions in the Cards section below)
- ❖ Convert **8 plants** into a **tree** tile
  - ➢ Place a **tree** tile adjacent to another of your tiles if possible and put your color cube on it (you own it)
  - ➢ **+1 oxygen** (unless already max'd)
  - ➢ **+1 TR** (unless oxygen was already max'd)
- ❖ Convert **8 heat** to raise the **temperature** one level
  - ➢ **+1 temperature** (unless already max'd)
  - ➢ **+1 TR** (unless temperature was already max'd)
    - ■ If it ends up on the square with a bonus icon to the left, you also get that bonus
- ❖ Claim a **Milestone** (see below)
- ❖ Fund an **Award** (see below)
- ❖ **Colonies:**
  - ➢ Trade with a colony (unless another trade ship is already there)
    - ■ Any colonies already built receive the Colony Bonus
    - ■ You get the Trader Income (multiplied by the number under the white marker)
- ❖ **Turmoil:**
  - ➢ Move your delegate from the lobby to a party (be party leader if you are the only delegate there)

CARDS ([video](#) 6:20)

There are three **banners** on the cards: **Red** (event), **Green** (one turn project) and **Blue** (ongoing actions and effects)

❖ You **must** be able to fulfill any requirements listed in the top left of the card (or you can't play the card)
  ➢ Some may have limits such as minimum or maximum (noted in red) oxygen or temperature
    ■ Some corporations or project cards may offer a 1 or 2 step leeway in this requirement
  ➢ Some may require a certain number of "tag icons" on the top right of all cards you have already played
❖ You **must** be able to do all actions that the card requires (or you can't play the card)
  ➢ Some actions may have an asterisk (*) after it which means there is something special about it which is written in CAPITAL LETTERS in the text explaining the actions
  ➢ If you are unable to perform an action (such as reduce energy production by 2) you may not play the card
    ■ Exception 1: If a card requires increasing the level of a global parameter (oxygen or temperature) that is already maxed out, you may still play the card, but do not get the added **TR** level increase
    ■ Exception 2: If a card requires placing an ocean tile and they have already all been played, you may still play the card , but do not get the added **TR** level increase
    ■ Exception 3: If a card shows resources with a red border you may take them away from another player or yourself or not at all (you may have a house rule that voids actions against others)
    ■ Exception 4: If a card tells you to add a microbe or animal to an appropriate card which you do not have, you may still play the card and not perform those actions
  ➢ Some cards have a **brown circle** in the lower right indicating Victory Points (**VP**) at the games end
❖ You **must** be able to pay the price of the card (top left yellow box) with steel, titanium or **MC** or you can't play it
  ➢ Cards with a black house in a brown circle in the top right may be paid in full or in part with steel
    ■ Each steel you have in your resource area is worth **2 MC** towards the card's price
    ■ There is no change back (ie, 4 steel resource cubes worth **8 MC** to pay for **7 MC** no change back)
  ➢ Cards with a yellow star in a black circle in the top right may be paid in full or in part with titanium
    ■ Each titanium you have in your resource area is worth **3 MC** towards the card's price
    ■ There is no change back if overpaid (same as for steel)
❖ A **red banner** card is an event card (with a black arrow in a yellow circle in top right of the card)
  ➢ After playing this card, keep it face down next to your played cards (may have **VP** points)
❖ A **green banner** card when played performs some action or has some **VP** or both
  ➢ After playing this card, you stack them in a long column so that only the top tags are visible
❖ A **blue banner** card can have actions **or** effects at the top or the bottom of the card
  ➢ Actions at the bottom of the card are performed only once when the card is played
  ➢ Actions or effects at the top of the card are available throughout the rest of the game
    ■ An **action** is indicated by a red arrow and may be used only once per round
      ● You do what is on the left to get what is on the right
      ● Sometimes you collect resource cubes on the card towards **VP** or other uses
      ● Place your color cube on it to remind you not to use it again this generation
    ■ An **effect** is indicated by a colon and is ongoing at all times during the game
      ● When the left side is met it has the effect shown on the right

NOTE: if an action or effect on a card involves resources there are several possible ways that the resources are affected

❖ Placing a **city** tile gives the bonus and adjustment on the card (**NOT** the standard project **+1 MC** production)
❖ If the resource icon is surrounded by a **brown background**, it is referring the the resource production level
❖ If the resource icon has a red box around it this means it can be either yours or any other players
  ➢ If there are more than one resource listed this way, all must be met by one player and cannot be one from one player and another from a different player (house rule: Skip anything adverse **to others**)
❖ All other resource icons refer to the cubes in the resource area.

TILES and PLACEMENT BONUS (video 6:02)

You **always** get the bonus as shown on the game board hex. An adjacent ocean **always** gives **2 MC**.

- ❖ **Ocean** tile - standard project or from a card
  - ➢ Only place on game board hex that are slightly blue shaded (unless otherwise indicated on a card)
  - ➢ **+1 TR** (does <u>NOT</u> increase oxygen level)
- ❖ **City** tile - standard project or from a card is placed on non ocean hex not next to another city
  - ➢ Place your color cube on the city (you own it) - Note: use special city game board hex only when specified
  - ➢ If placed via Standard Project, get **+1 MC production**
  - ➢ If placed via a card, get the bonus and adjustment listed on the card (**NOT +1 MC production**)
  - ➢ At game end get **1 VP** per adjacent **tree** tile regardless of owner
  - ➢ You do **NOT** get a **TR** point (nor a game end **VP** point for the **city** tile itself)
- ❖ **Tree** tile - buy it as a standard project, get it from a card or convert 8 plant cubes
  - ➢ Must be placed adjacent to one of your own tiles if possible. If not possible, place it in any valid spot
  - ➢ Place your color cube on it. You own it. Gives **VP** points to adjacent **cities** and Capital City at game end
  - ➢ **+1 oxygen** level (unless already max'd)
  - ➢ **+1 TR** (unless oxygen was already max'd)
- ❖ **Special** tile (includes white **Capital City**) - no special abilities
  - ➢ Place your color cube on it (you own it) but the tile itself is not worth any **TR** or **VP** points
  - ➢ Get **2 MC** for each adjacent ocean tile (no **VP** for it or adjacent tiles at game end)
  - ➢ Exception: the white **Capital City** tile which is both a city and a special tile
    - ■ At game end, you get **+1 VP** for each adjacent **ocean** tile as well as **+1** for each adjacent **tree** tile

MILESTONES and AWARDS (video 3:13) *(vary with the map used)*

- ❖ Claim a **milestone** if you have reached its goal by paying **8 MC** and placing your color cube on it (only one player may claim a specific milestone and only three milestones may be claimed in a game). You get **5 VP** at end game for each milestone claimed
- ❖ Fund an **award** (who actually gets the award is determined at game end - there is no second place awarded in a 2 player game). A tie for first place, both players get **5 VP** and there is no second place. Tie for second place and both players get **2 VP**. Only 3 awards may be funded, and the price increases each time (8, 14, 20).

ENDING THE GAME (video 6:15)

When all three global parameters (**oxygen**, **temperature**, **oceans** placed) reach their goal, play continues for the current generation until it is completed (both action phase and production phase). Then players take turns, beginning with the player who has the **first player marker**, in placing **tree** tiles on the game board (8 plant resources per **tree** tile). You collect and may use plant resource cubes as indicated on the game board hex. After all **tree** tiles are placed, tally the final score for each player, which is done starting with their position on the **TR** track.

- ❖ Add any **award points** to winning players **TR** track
- ❖ Add any **milestone points** to the associated player's **TR** track
- ❖ Add **1 VP** per tree tile owned
- ❖ Each **city** gets **1 VP** for adjacent **tree** tile regardless of owner (the city itself does **NOT** get a **VP**)
- ❖ Each **special** tile gets no **VP**
- ❖ **Capital City** (a city tile and special tile) gets **1 VP** per adjacent **tree** tile and **1 VP** for each adjacent **ocean** tile
- ❖ Add **VP** for resource cubes on any applicable blue banner cards
- ❖ Check all the cards with the **Jovian** (Jupiter) **tag**. Some give **VP** based on how many Jovian card tags you have
- ❖ Add the **VP** in the **brown circles** at the bottom right cards, including on the face down red banner event cards.
- ❖ **Turmoil**: Add **1 VP** for each Party Leader and Chairman

SOLO PLAY ([video](#) 3:11) *[needs updating]*

Goal is to terraform Mars by the end of round 14 (in 14 generations). If you meet all 3 global parameters (**oxygen**, **temperature**, **oceans** placed) by the end of round 14, you continue the action phase and production phase for that ending round. Use the corporate era setup for the game.

- ❖ Play with corporate era cards in the deck (the tiny red circle with white triangle in it at the bottom left of cards)
- ❖ Deal yourself two corporation cards and 10 playing cards. Keep one corporation. Pay **3 MC** for each card you keep
- ❖ Start the game with your player marker at **TR** 14 (marked "solo") and the white generation marker on square 1.
- ❖ Start with your player card production levels at 0 for all areas unless otherwise noted by your corporation
  - ➢ If you play Tharsis Republic, you get **MC production** for the 2 neutral cities (see below)
- ❖ You have an invisible opponent that you may steal from if a card action allows it
- ❖ If a card requires any player to lose resources or production levels, your invisible opponent takes that loss
- ❖ Add 2 neutral cities and 2 neutral tree tiles on the gameboard
  - ➢ Place the first neutral **city** like this:
    - ■ Draw a card from the deck and note its cost. Count across the top of the game board that many hex tiles skipping over ocean tiles and city tiles and place a **city** tile there.
  - ➢ Place the second neutral **city**
    - ■ Draw a card from the deck and note its cost. Count across the bottom of the game board starting at the right, counting across from right to left and place a **city** tile there.
  - ➢ Place the first neutral **tree** tile
    - ■ Draw a card and note its cost. Count in a clockwise circle around the first city skipping ocean and city tiles starting at the top left and place a **tree** tile there.
  - ➢ Place the second neutral **tree** tile
    - ■ Draw a card and note its cost. Count in a clockwise circle around the second city skipping ocean and city tiles starting at the top left and place a **tree** tile there.
- ❖ Milestones and Awards are not used in a solo game
- ❖ You may use cards that affect your invisible opponent
1. PRELUDE SOLO: you only get 12 rounds to complete terraforming.
2. PRELUDE SOLO 2: Play 14 rounds and just get 63 **TR** points by game end. (Note: Buffer Gas is added to the list of Standard Projects at a cost of 16 **MC** and gives **+1 TR**

TURMOIL SUMMARY CARD

All six parties are listed.

The bonus (shown first) happens at the beginning of the generation when the ruling party changes.

The policy is in effect for the whole next generation.

NOTE: Turmoil has its own deck of cards called Global Events which add interesting ways that resources can be expanded (or lost)