



HUMANITY'S QUICK START GUIDE TO TERRAFORMING MARS

Terraforming Mars is a strategy game for 1 to 5 players.



Each player takes the role of a corporation, competing to terraform Mars into a habitable planet.

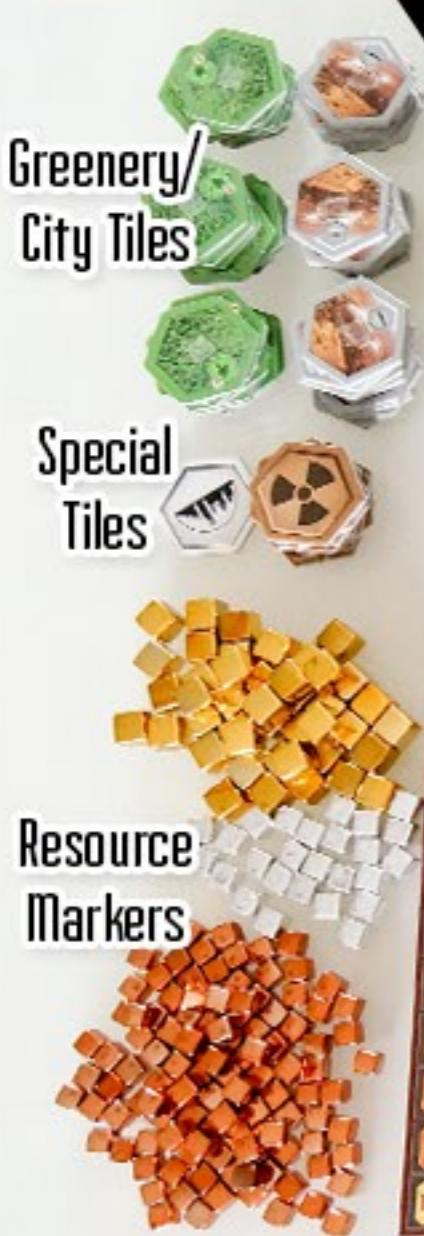
SETUP

The 3 Global Parameters (Oxygen, Ocean, Temperature).

Each player places one Player Marker at Terraform Rating (TR) 20.



Share Project cards
to form Draw Deck



Each player collects the following:



Give the First Player Marker to a randomly selected player.



Return the rest of the components to the box. They are not needed for this game.

ROUND ORDER

Each Round is call a "Generation".

1. GENERATION

* TURN ORDER PHASE. First player marker moves clockwise 1 step.

* RESEARCH PHASE. Buy cards to hand at 3 M€/card. Choose from 4.

* ACTION PHASE. Take turns doing 1 or 2 actions:

- Play a card.
- Use a standard project.
- Use an action card.
- Convert 8 plants into a greenery tile and raise oxygen.
- Convert 8 heat into a raise in temperature.
- Claim a milestone.
- Fund an award.

* PRODUCTION PHASE. Gain resources according to the production parameters and your terraform rating.

Each Round has 4 Phases.
1. Turn Order Phase.
2. Research Phase.
3. Action Phase.
4. Production Phase.

ROUND ORDER - 1 - Turn Order Phase

Skip this phase in Round 1 of the game.



Pass the First Player Marker clockwise (to the next player on the left).

ROUND ORDER - 2 - Research Phase

Skip this phase in Round 1 of the game.



Each player draws 4 cards.



Each player can buy 0, 1, 2, 3, or all 4 cards. Each card costs 3 M€.

Example...

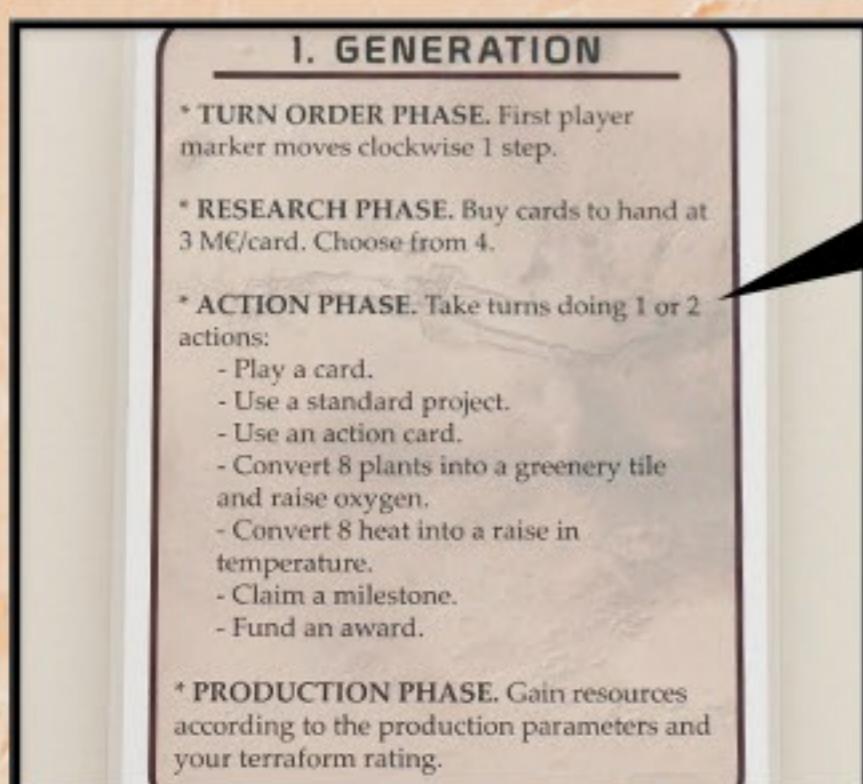


Player decides to buy 2 cards.
These cards are added to the Player's hand.



Discard the unwanted cards face-down.

ROUND ORDER - 3 - Action Phase



Beginning with the player with the First Player Marker and proceeding clockwise, each player may take one Action, or two Actions. Continue to do so until no player wants to take any more Actions (pass). A player who passes may not take any more Actions this Round. See ACTIONS, page 5.



ROUND ORDER - 4 - Production Phase

All players perform this phase simultaneously.

First, move all resource cubes from Energy to Heat.



In this example,
2 Energy is converted into 2 Heat.

Next, all players receive MegaCredits (MC) equal to the sum of their Terraform Rating (TR) and the MC production level.

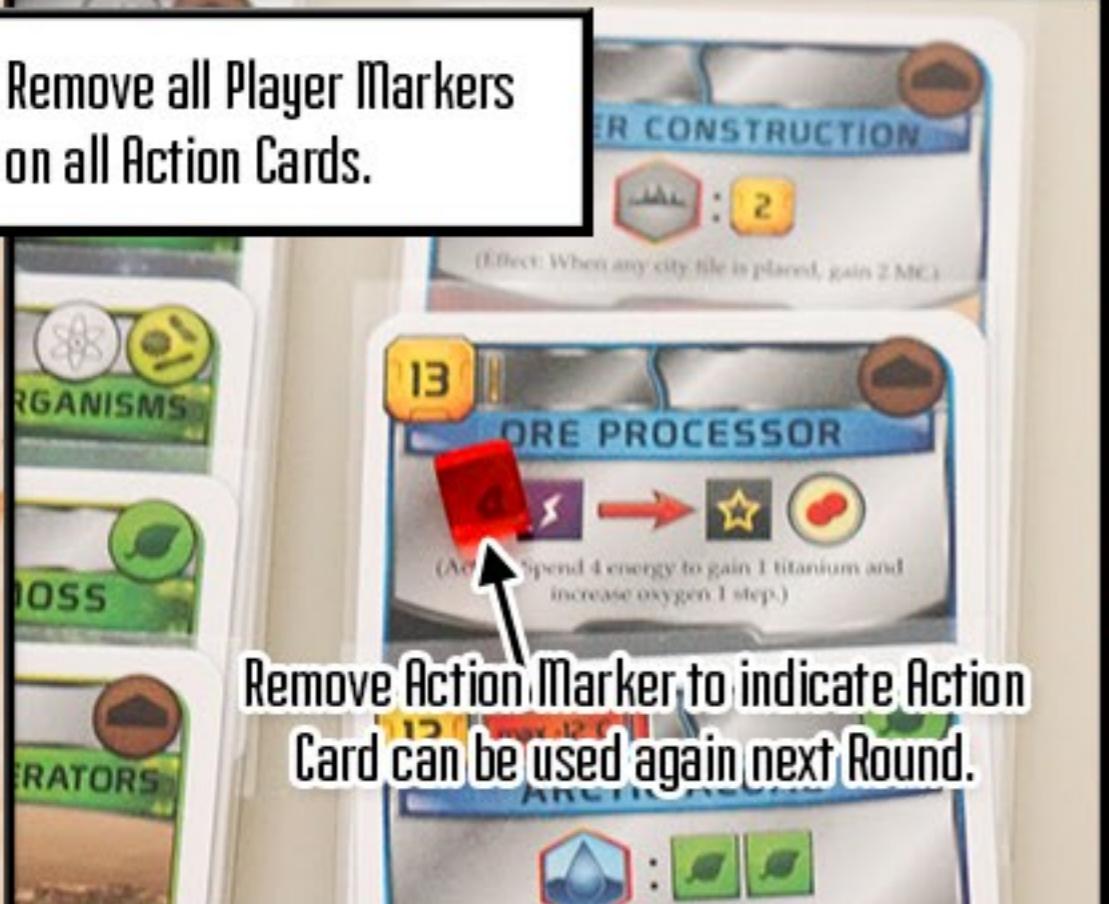


Finally, all players receive the rest of the resources equal to the corresponding production levels.



END OF ROUND

Remove all Player Markers on all Action Cards.



Game play continues with a new Round starting with Phase 1 - Turn Order Phase.

END OF GAME



ACTIONS

- * ACTION PHASE. Take turns doing 1 or 2 actions:
- Play a card.
 - Use a standard project.
 - Use an action card.
 - Convert 8 plants into a greenery tile and raise oxygen.
 - Convert 8 heat into a raise in temperature.
 - Claim a milestone.
 - Fund an award.

During a player's turn in the Action Phase, the player can perform one or two Actions. There are 7 different types of Actions available.

ACTIONS - 1 - Use a Standard Project

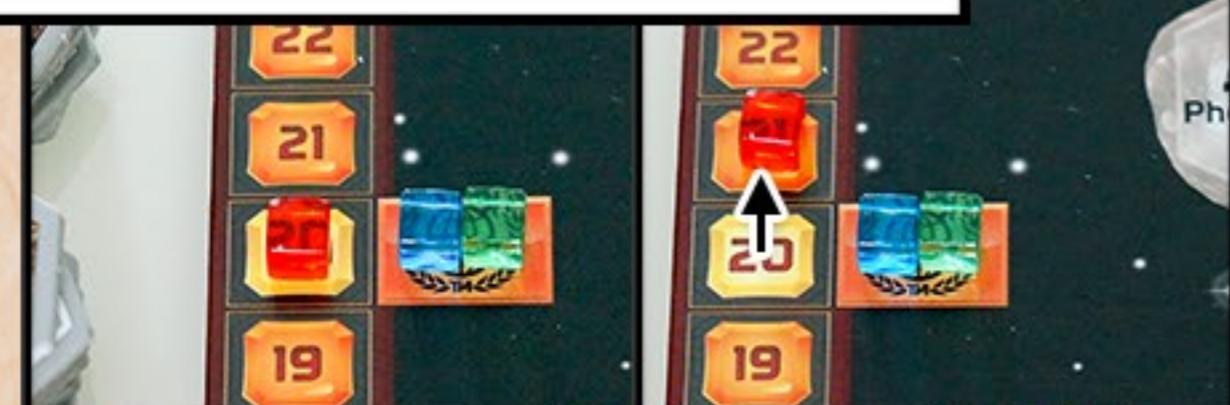


There are 6 different Standard Projects available. Each of them may be used several times in a Round. Using one Standard Project is considered as one Action.



Asteroid

14 → Asteroid



Aquifer

18 → Aquifer

This Action allows you to place an Ocean Tile.



Aquifer - continued

18 →

Aquifer

Ocean Tiles are not owned by any player.



When placing a tile, you gain 2 M€ per adjacent Ocean Tile.



When you place this Ocean Tile, you gain 2 M€.

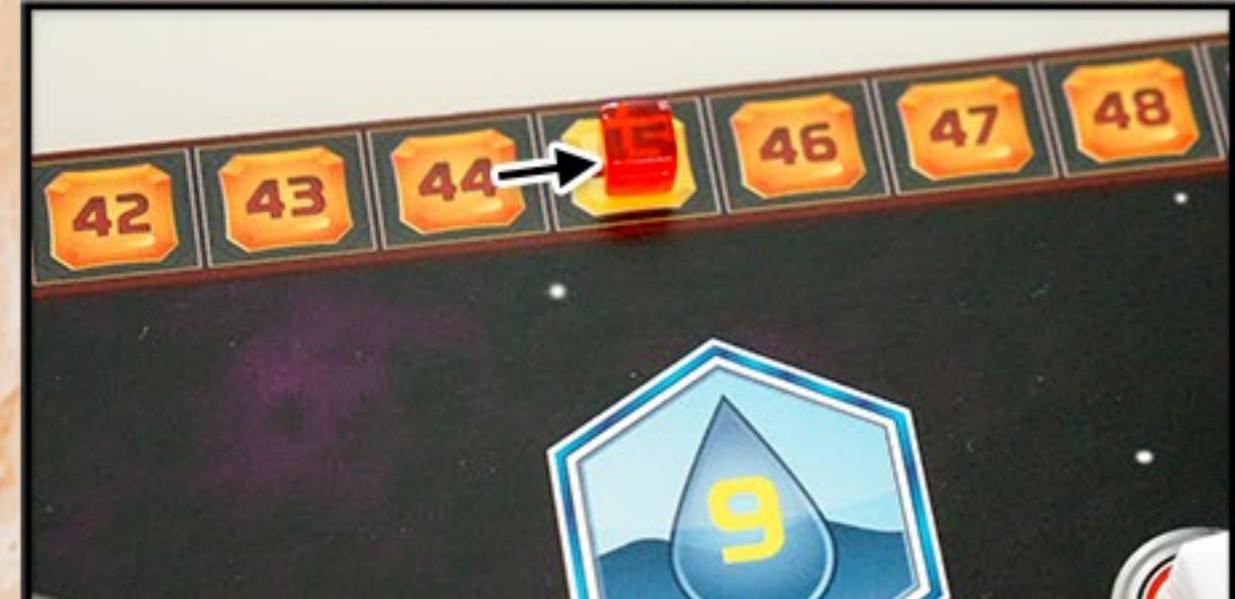
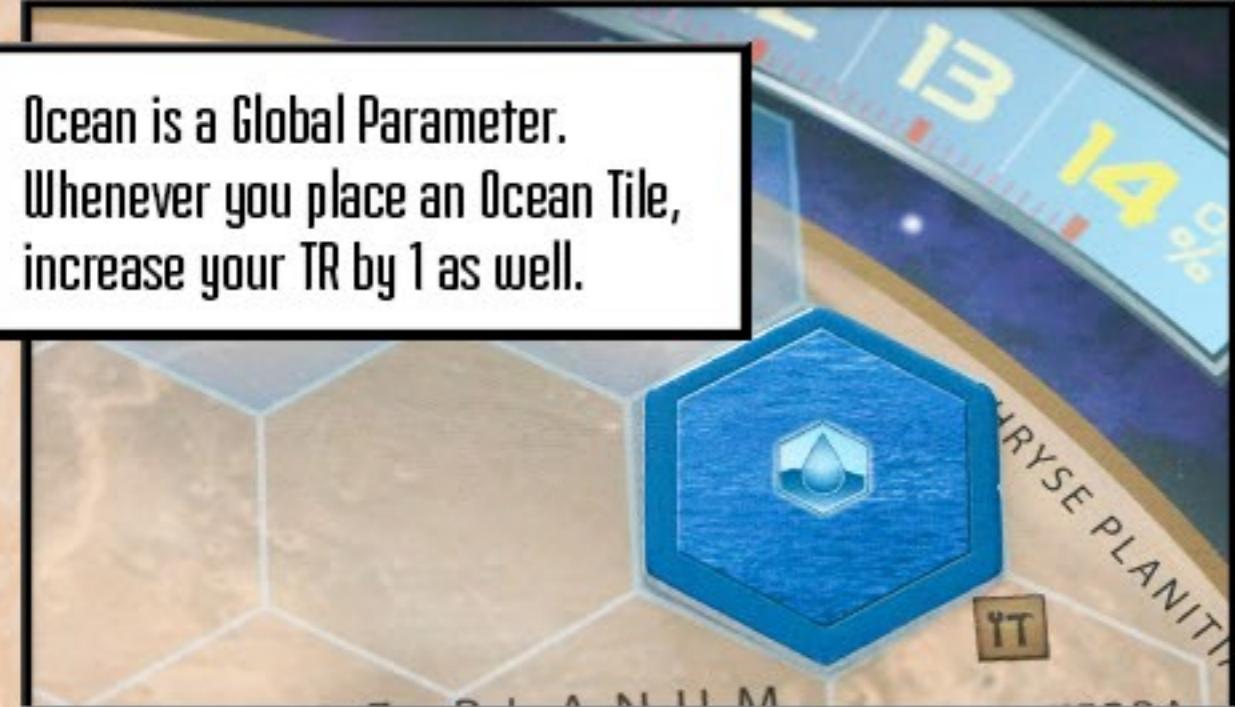


When you place this City Tile, you gain 2 M€.



When place this Greenery Tile, you gain 6 M€.

Ocean is a Global Parameter.
Whenever you place an Ocean Tile,
increase your TR by 1 as well.



Greenery

23 →

Greenery



Spend 23 M€

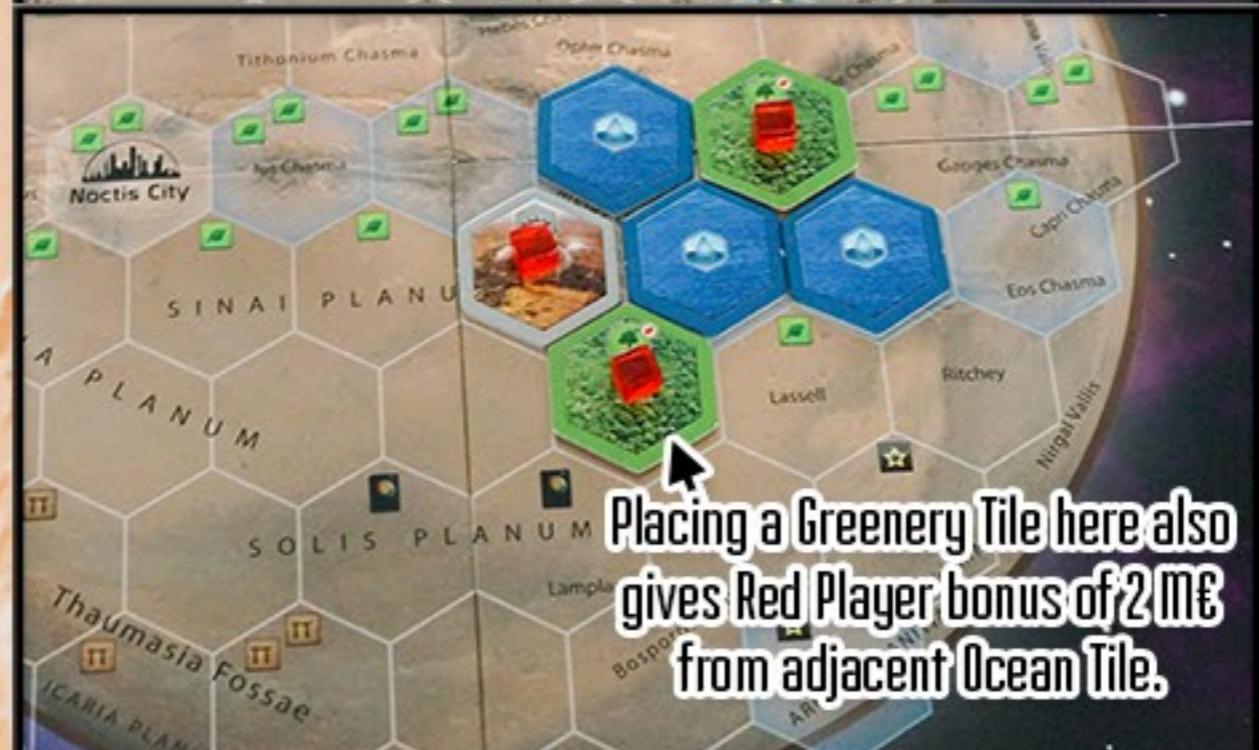
Greenery Tile can be placed on any non-reserved space.



If that is not possible, you can place the Greenery Tile on any non-reserved space.



When placing a new Greenery Tile, it must be adjacent to existing tiles, and non-reserved tiles.



Placing a Greenery Tile here also gives Red Player bonus of 2 M€ from adjacent Ocean Tile.

Greenery - continued

23

Greenery



City

25

1

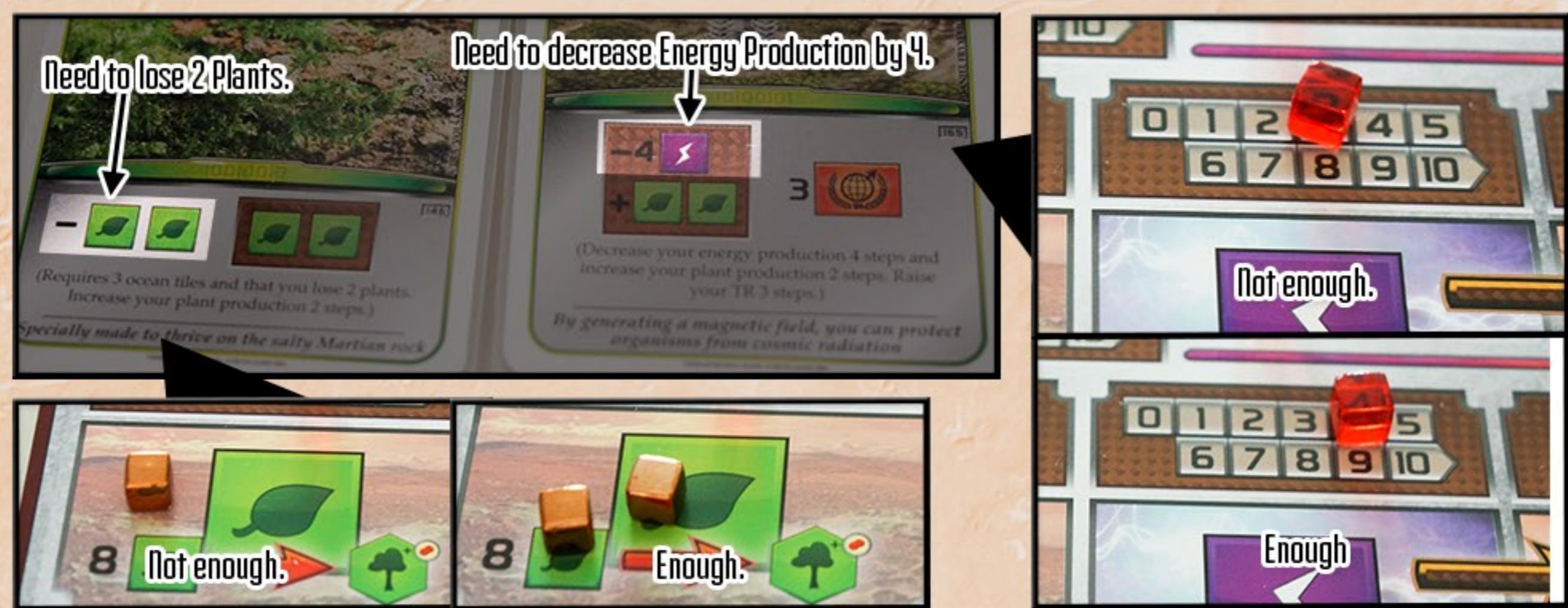
City

Spend 25 M€



ACTIONS - 2 - Play a Card

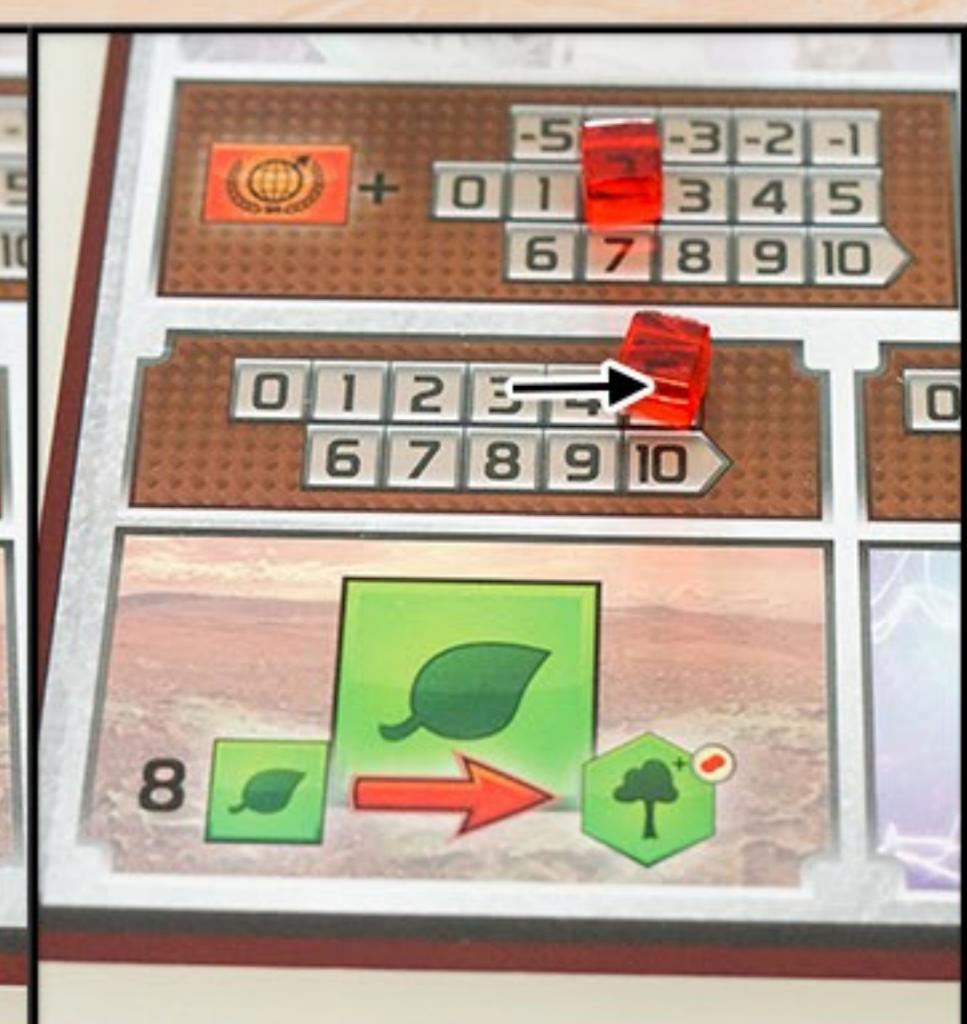
Step 1 - Check Requirements



Step 2 - Pay for Card

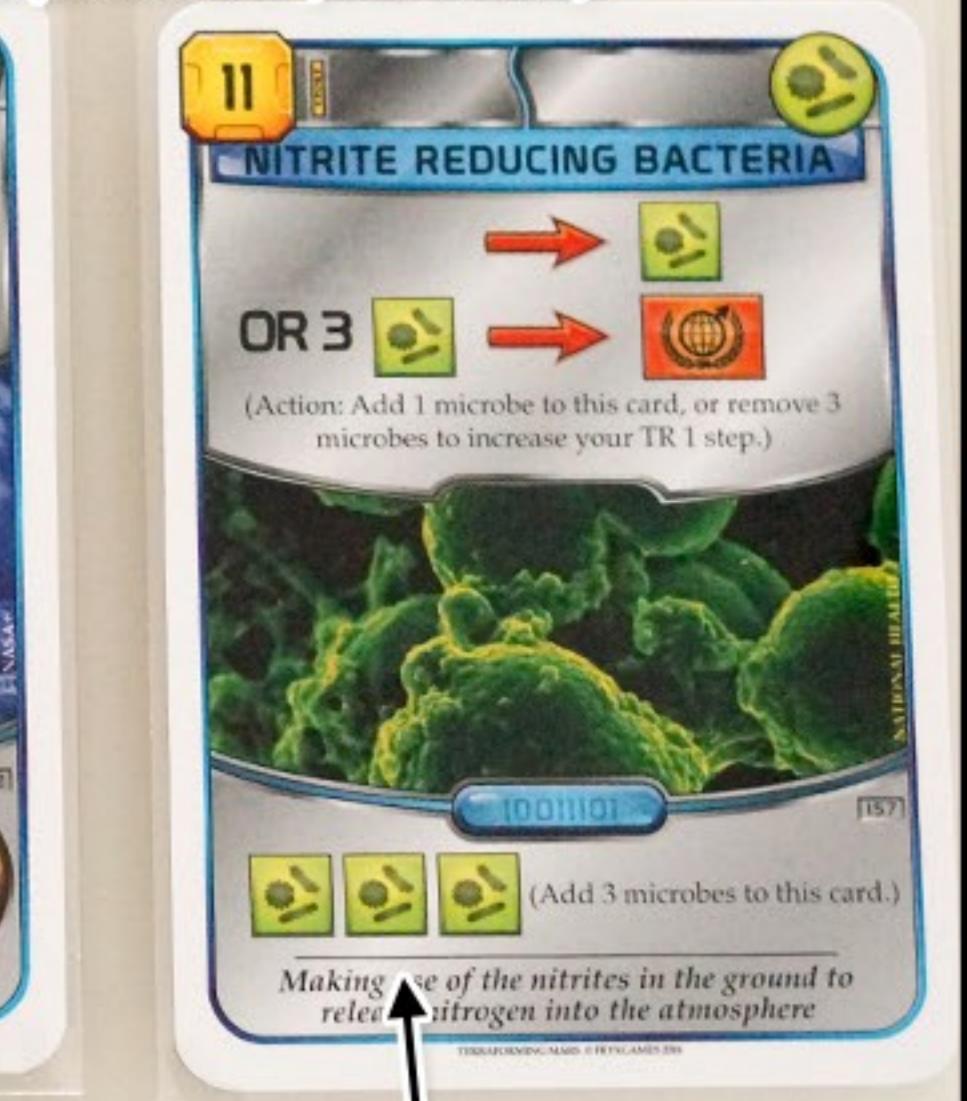


Step 3 - Perform Card Effects



Blue cards have 2 parts. The bottom part is immediate effect.

The top part is either an on-going **Effect**, or an **Action** that you can perform later (once a Round).



Gain 1 Plant.

Gain 1 VP per Jovian tag you have at the end of the game.

Add 3 microbes (resource cubes) to this card.

Step 4 - Place card in your play area

Cards are placed down in 3 columns.



Red
Event Cards

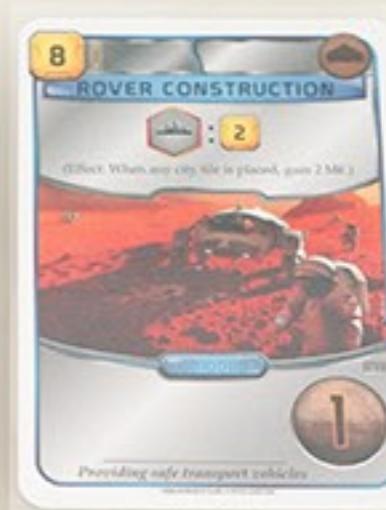


Green
Automated Cards

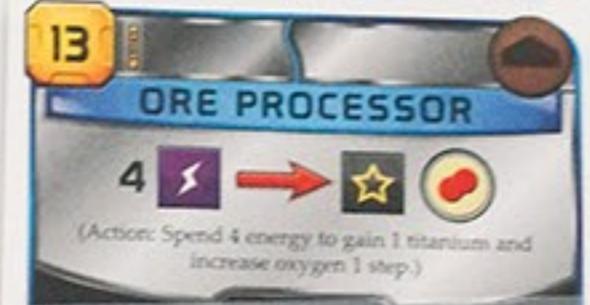


Blue
Active Cards

Red Cards are placed face down after being played.

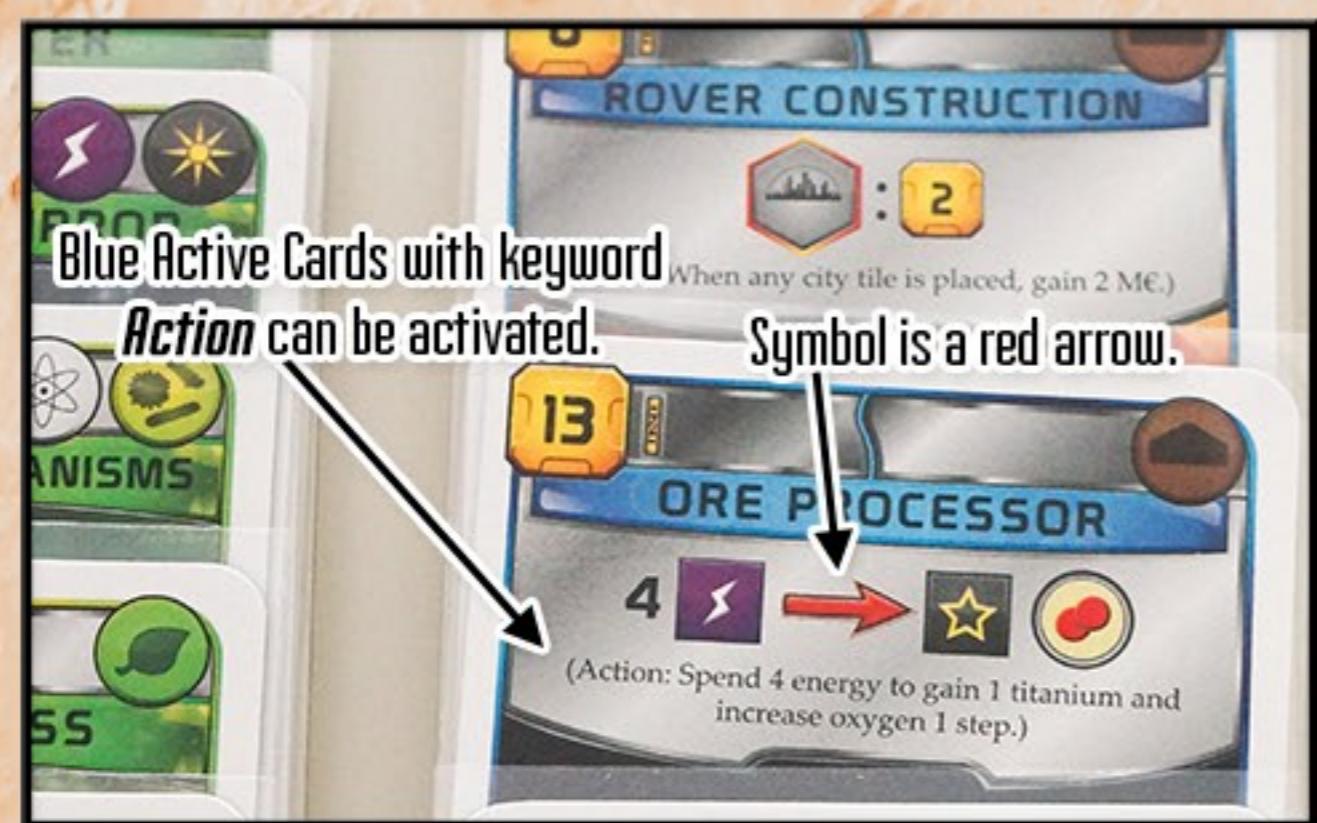


Green Cards are played such that their **tags** are shown.



Blue Cards are played such that the top part (Action or Effect) is shown.

ACTIONS - 3 - Use an Action Card



Add a Player Marker to indicate Action is used this Round.



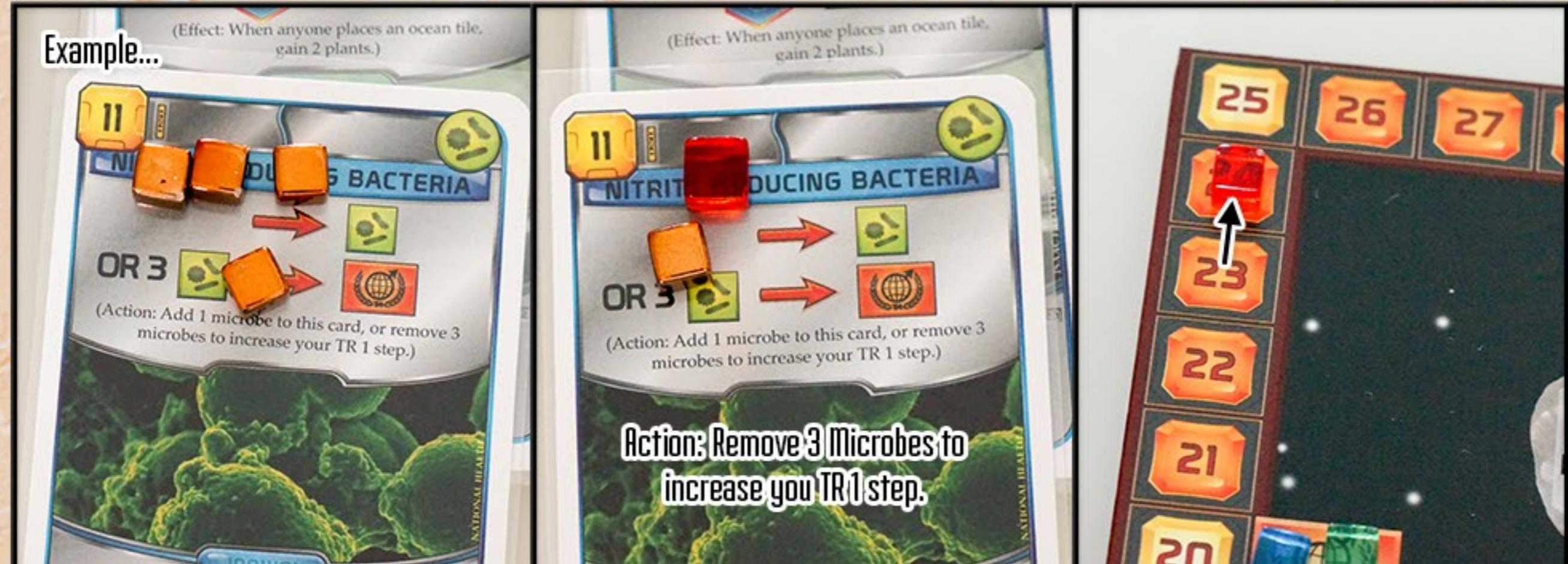
Because Oxygen is a Global Parameter, you also gain 1 TR.



Example...



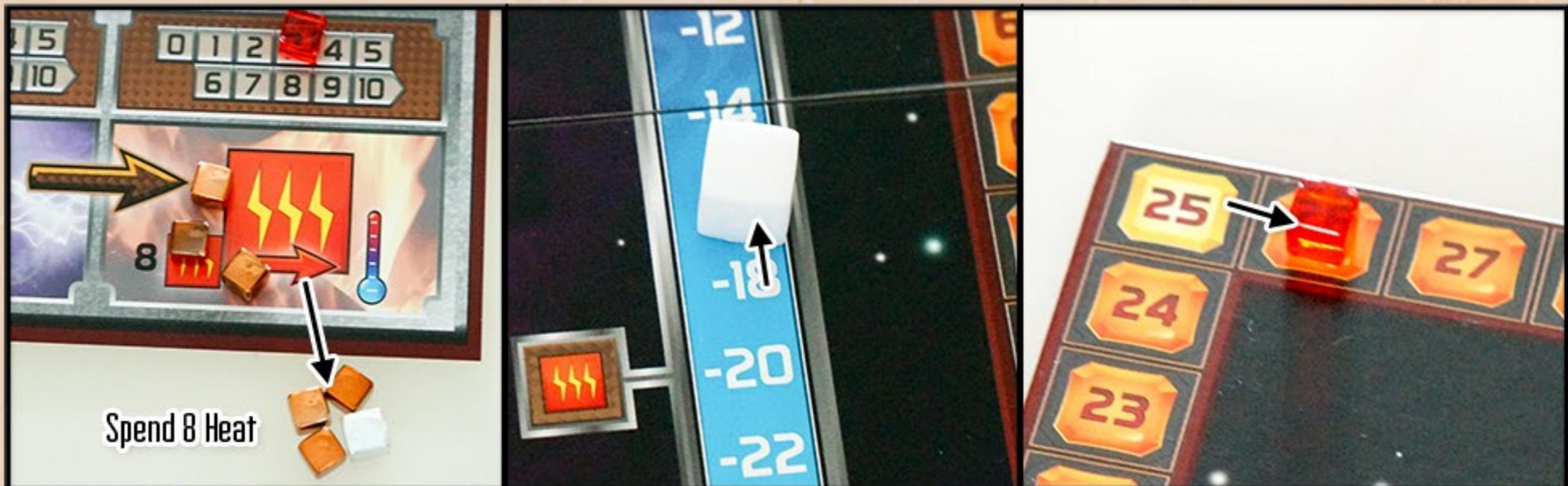
Example...



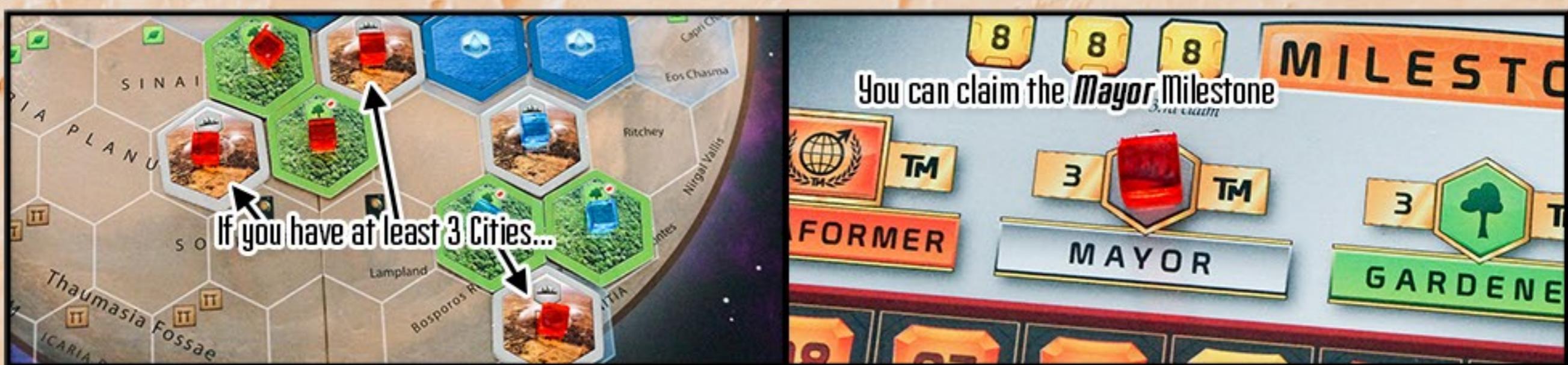
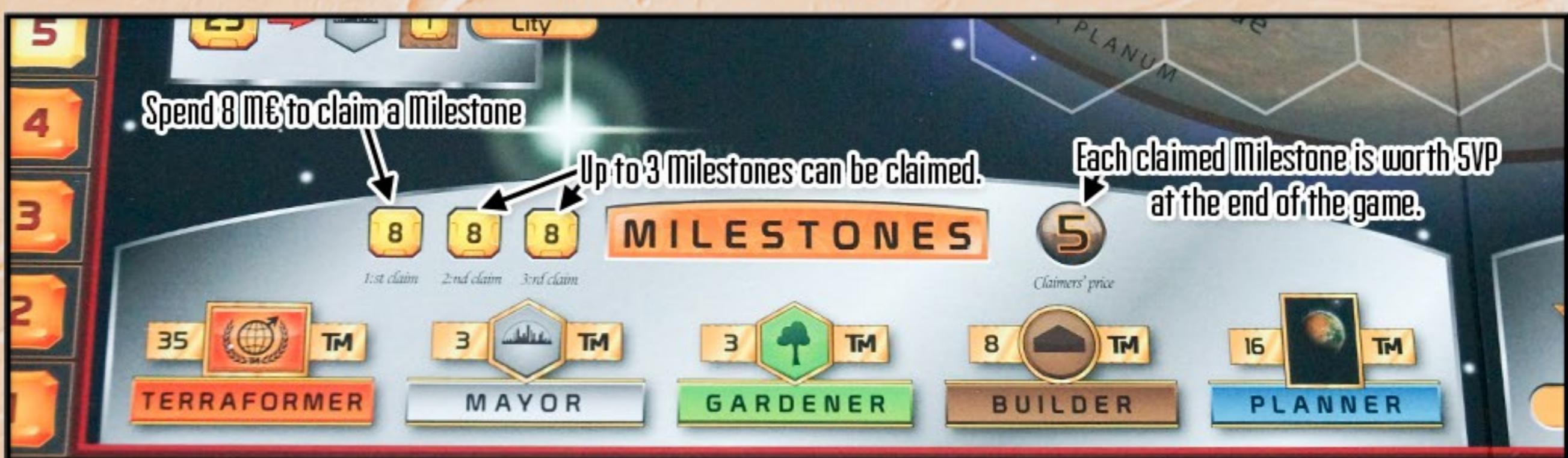
ACTIONS - 4 - Convert 8 Plants into a Greenery Tile and raise Oxygen



ACTIONS - 5 - Convert 8 Heat into a raise in Temperature



ACTIONS - 6 - Claim a Milestone





ACTIONS - 7 - Fund an Award





END OF GAME SCORING



After the Production Phase, in player order, all players have one more chance to convert Plants into Greenery Tile(s).

8



4. GAME END & SCORING

* GAME END:

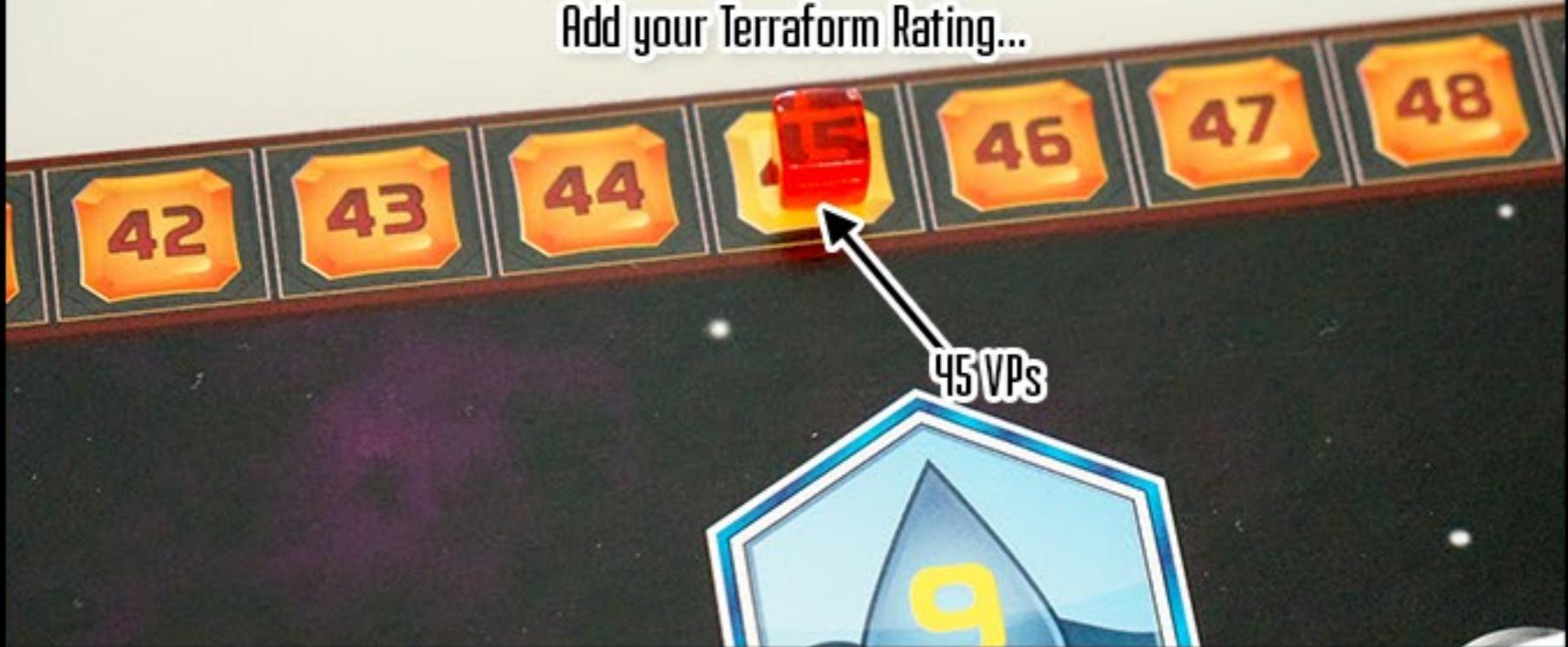
When the oxygen level is at 14%, the temperature is at +8°C and there are 9 ocean tiles in play, the game ends after that generation. After the production phase has been completed, players get an extra chance to, in turn order, convert plants into greenery tiles, following the normal rules.

* SCORING:

- 1) Terraform rating (TR): forms your basic score. Further VPs move your TR marker further up.
- 2) Awards: Each funded award gives 5 VPs to the winner of that category and 2 VPs to second place (if there are at least 3 players).
- 3) Milestones: 5 VP.
- 4) Map: Each greenery tile is worth 1 VP, and each city tile is worth 1 VP for each greenery around it (regardless of who owns those greeneries).
- 5) Cards: Turn your pile of played event cards (red) face up and count up VPs from all your played cards according to their VP symbols.

To calculate final score...

Add your Terraform Rating...



Add Milestones VPs...



1st claim
2nd claim
3rd claim

MILESTONES

5

Claimer's price



Red player has 10 VPs, Blue player has 5 VPs.

Add Awards VPs...

8 14 20 AWARDS 5 2

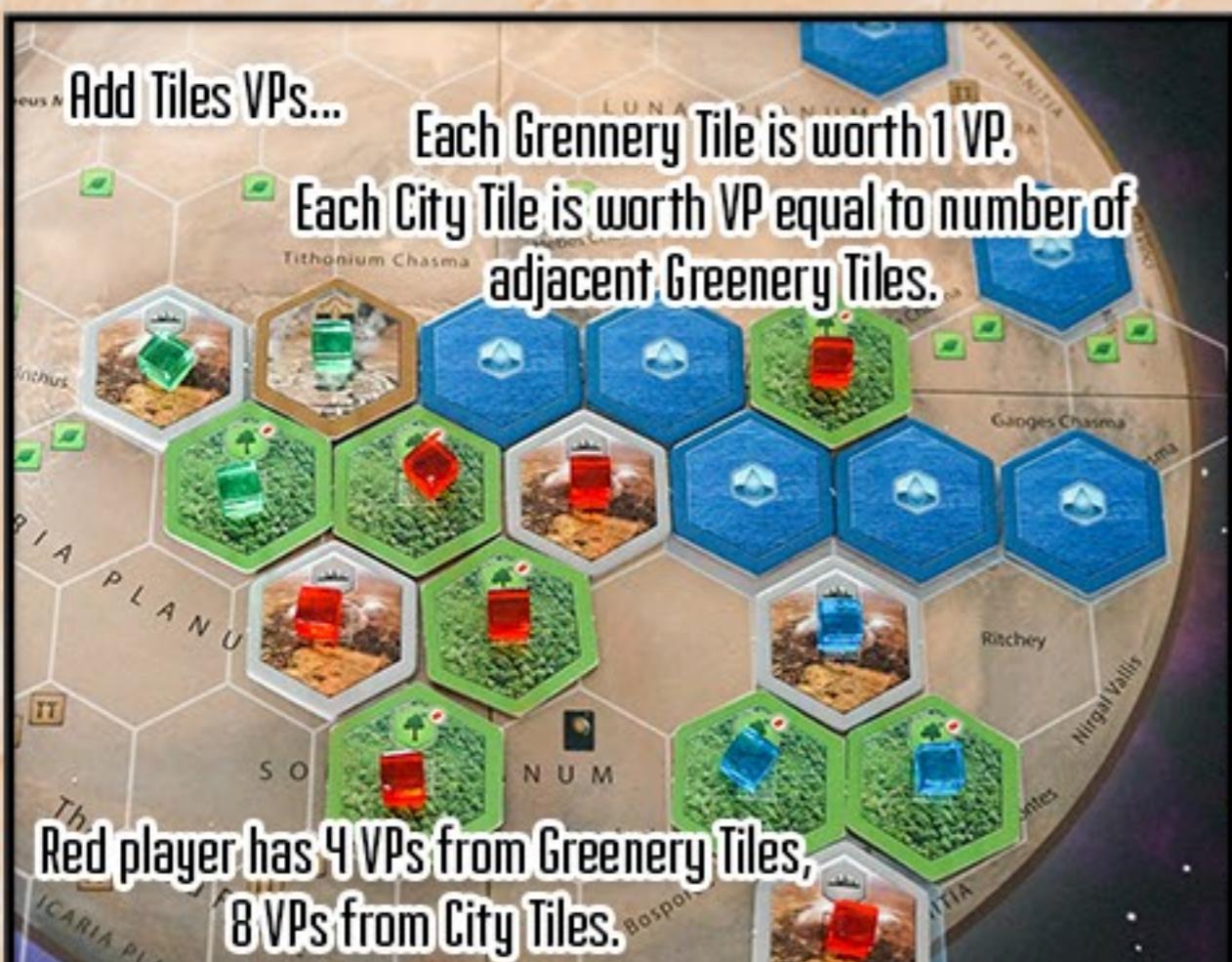
1st funder 2nd funder 3rd funder Winner Contender



Add Tiles VPs...

Each Greenery Tile is worth 1 VP.

Each City Tile is worth VP equal to number of adjacent Greenery Tiles.



Add Cards VPs...



The player with the highest VP is the winner. If there is a tie, the player with the most M€ is the winner.