

# TINYFORMING MARS

by Michael Bevilacqua

## QUICK REFERENCE SHEET

### SETUP

1. Center the chosen Mars Map between the players.
2. Take the two cities & the Standard Project Cube that match the color you are playing (White/Black). **White goes first in all odd-numbered Generations.** (Solitaire: You are White player)
3. Take 5 Credits. (Solitaire: You are strictly limited to 5 throughout the game)
4. Place the Parameter Cubes (Red/Green/Blue) and the 4 Resource Tokens off to the side to create a general supply.
5. Shuffle the Project cards and place them near the map to create a draw pile.

### GENERATIONS (GAMEPLAY)

Each Generation (round) the following phases happen in this order: **Research Phase, Action Phase, and Income Phase.**

**1. RESEARCH PHASE:** Players will draw the Project cards that they will have access to that Generation, as done during Setup (#6), starting with that Generation's start player. When the draw pile is empty, reshuffle discards into a new draw pile.

**2. ACTION PHASE:** The Generation's start player will either complete one Project card (See "Project Cards"), complete a Standard Project\*, or Pass. Each player takes turns like this until one player passes. Once you pass you can no longer take any actions during that Generation. The other player can continue taking actions until he/she passes. (Solitaire: Black always passes and never gains or places Cubes/Credits)

**\*You may activate 1 Standard Project per Generation. When done, place your Standard Project Cube there as a reminder.**

**When both players have Passed:** all Credits on Projects are returned to the supply. The Project cards are discarded.

**3. INCOME PHASE:** Start player: collect 1 Credit for each of your cities on Mars. Also collect 1 Credit for each Water Cube adjacent to each of your cities (a Water Cube touching both of your cities counts for each of those cities). Return to the supply all Credits above 5. The second player now collects income following the same rules.

**Check for End Game:** If the supply of Parameter Cubes has been exhausted from at least 2 of the 3 types OR if there are no vacant hexes on the map, proceed to scoring. Otherwise, start the next Generation. (Solitaire: You have 12 Generations to complete the goal of exhausting all 3 types of Parameter Cubes.)

### MARS MAP



**Bonus Hex:** A City Cube in a hex like this counts as having one of that Tag for that player.



**Empty Hex:** There are nine Empty Hexes that offer no additional benefit.



**Water Hex:** has a light blue background. Some grant Resource Tokens. There are 5 Water Hexes.

### PARAMETER ACTIONS

**Gaining Heat:** Take a Red Cube from the general supply and add it to your personal supply.

**Place Greenery:** Take a Green Cube from the general supply and add it to a vacant Empty Hex or Bonus Hex. If you place Greenery on a Bonus Hex, you do not get the bonus.

6. First Research Phase: **White**—draw 1st Project card and determine which side faces you. **Black**—draw 2nd Project card and determines which side faces you. **White**—draw 3rd Project card and determine which side faces you. Lay them out by the Map.

7. **Black**—place one City Cube. Cities cannot be adjacent to any other city, nor can they be on Water Hexes. **White**—now do the same. (Solitaire: Draw a card. Of the 2 Project costs shown, take the lower cost and, skipping Water Hexes, count that number of spaces from the top leftmost hex, left to right, top to bottom. Place 1 Black Cube in that hex. Then, with the higher cost, do the same starting from the bottom rightmost hex. These are the dummy player's cities and will never move. Discard the used card.)

**Place Water:** Take a Blue Cube from the general supply and add it to a vacant Water Hex. If the hex has a Resource Token icon, gain that token to your supply, if available. **If the Water Cube is placed adjacent to other Water Cubes, player gains 1 Credit for each adjacent Water Cube.**

### PROJECT CARDS

If you meet all requirements of one of the cards facing you, you may activate that Project (once per Generation). When spending credits to pay for a Project, put one on the card as a reminder and return the rest to the supply. That credit is not available to players again until next Generation.

**(A) Cost in Credits/Resources needed.** If the Cost has an \* after the number, the cost can be reduced (described in effect text).

Each Project requires that you have access to a certain number/type of **Tag**. Tags can come from any combination of: your Project Cards (see "(C) Tags" below), your bonus hexes (see "Mars Map"), and from spending (discarding) Resource Tokens.

**Some Projects also have Parameter Requirements.** A **Heat requirement** refers to the combined Red Cubes in both players' personal supplies *plus* any on the map. A **Greenery or Water requirement** refers to Green/Blue Cubes on the Map.

**(B) Effect Icons and Effect Text:** Projects gain you Cubes / Credits / Tokens, or let you place Parameter Cubes. If there are not enough in the supply, that Project can't be activated. If there aren't enough Credits, take what you can and the rest are lost.

**(C) Tags:** Each Project card affords you two Resource Tags that can be used to meet requirements of any of your Project cards or of a Standard Project. You do not have to complete the Project to gain the Tags, they are automatically yours; you have them as soon as the cards are chosen during the Research Phase.

### SCORING

**Each City scores** 1 point for every Greenery Cube adjacent to it. Score -1 point for every Heat Cube adjacent to it.

**Greenery & Water Cubes each score** 1 Point for the owner of a city adjacent to it *if it is only adjacent to one of the players' cities, not both.*

1 point for each **Heat Cube** in your personal supply.

*If players tie, compare in this order: Points from 1. Cities, 2. Greenery, 3. Water, 4. Heat Cubes.*

