

1. Components

Project Cards x 7 – Project Cards are drafted each Generation by the players. The players use the Projects they provide to complete terraforming parameters.

Map Cards x 2 – The Map of Mars is made up of two double sided cards. One side of the cards shows the Tharsis Board and the other side offers the Elysium Board.

Credit Cubes x 10 (Yellow) – Credits are used to activate Projects and Standard Projects. They are gained at the end of the Generation.

Player Cubes: White x 3, Black x 3 – Each player gets 3 cubes of their color. Two are for placing cities on the Map and the other is placed on the Standard Project area of the Map to show that they have taken Standard Project this Generation.

Heat Cubes x 11 (Red)

Greenery Cubes x 7 (Green)

Water Cubes x 4 (Blue)

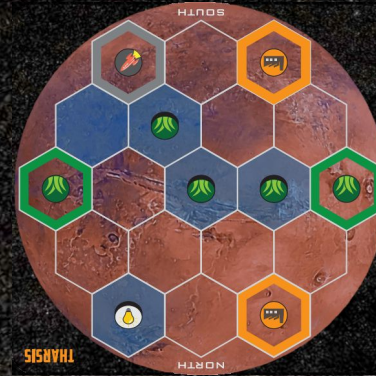
The players will either gain Heat Cubes or place Greenery and Water cubes onto the Map.

Resource Tokens: Nature x 2, Production x 1, Science x 1 – Resource Tokens are acquired from certain Projects and by placing Water cubes on certain hexes on the map. They can be used to complete Projects in the current or future Generations.

2. Set-up

1. Decide which map to use and place it on the play area.
2. Randomly decide which player will play White and which plays Black and who is the Starting player.
3. Each player takes the player cubes of their color, and 5 Yellow Credit cubes.
4. Place the 3 types of Parameter Cubes (Red, Green, and Blue) and the 4 resource tokens (Nature, Production, and Science) off to the side, creating a general supply.
5. Shuffle the 7 Project cards. Randomly turn some of them over while shuffling. Place them on the side of the board to create a Draw Deck.
6. The Starting player draws and flips over the first Project card and determines which side will face themselves and which will face their opponent. Repeat that with the Opponent player drawing and selecting, and repeat once more with the Starting player.
7. The Opponent player places a city cube on a valid hex for a city. The Start player places a city cube on a valid hex (including not adjacent to the other city cube.)

3. Maps



Water (blue hexes) – are reserved for Water cubes. If the hex shows a resource icon and that Resource Tag Token is available, the player may take one of that token when placing any cube on that space.

Bonus Hexes (thick border) – When a player places one of their cities in a Bonus Hex, it will count as having one of that tag for as long as that city is there.

Empty Hex – There are nine empty hexes that offer no additional benefit.

Placement Rules:

Each hex may only hold one cube.

Water cubes may only be placed on blue hexes.

City and Greenery cubes may only be placed on spaces not reserved for Water.

Cities may not be adjacent to any other city.

4. Parameters

When at least 2 out of the 3 parameter cube types have been exhausted from the supply, the end game has triggered and that will be the final Generation.

Gain A Heat Cube – The player moves a Red cube from the general supply to their own personal supply. Each Heat cube in a player's personal supply is worth 1 victory point at the end of the game.

Placing a Heat Cube On The Map: A Heat cube on the map is worth -1 point to any city adjacent to that Heat cube.

Greenery – The player moves Green cube from the supply and to a hex on the map not reserved for water. Greenery cubes score points for players when adjacent to their cities.

Water – The player moves a Blue cube from the general supply to a hex on the map reserved for water. When the Water cube is placed adjacent to any other Water cubes, the placing player gains 1 Credit for each adjacent Water cube. Water cubes score players Credits during the Income Phase and points at the end of the game.

5. Generation Phases

The start player alternates with each Generation.

1. Research Phase – Players alternate drawing three Project cards. Skipped in the first generation. This is executed just like in set-up. At the end of this Phase, each player will have access to only the three Projects facing them.

2. Action Phase – The players alternate either completing a Standard Project, or one of their own Projects, or they will Pass. When a player Passes they may no longer take actions this Generation, and the opposing player may take as many actions as they want until passing.

3. Clean-up Phase – Players return Credits on Projects to the General Supply. The Project cards for the Generation are returned to the bottom of the Draw Deck. Face up, in the same order that they were drawn.

4. Income Phase – Each player collects 1 Credit for each of their cities and also 1 Credit for each Water cube adjacent to each of their cities, but they may not have more than 5 credits at the end of the Income Phase.

7. Standard Projects

Sell Patent (no requirements) – The player gains 1 Credit. If there are no Credits in the supply, a player cannot take this Standard Project.

Found City (2\$, 1 production 1 space) – A player may place one of their Player cubes on the map as a city, or relocate one of their cities to a new hex. A player is limited to two cities on the map.

Import Water (3\$, 1 science 1 space) – The player places an available Water cube from the general supply onto a vacant hex reserved for water.

Greenhouses (3\$, 1 production 2 greenery) – The player places an available Greenery cube from the general supply onto a vacant hex not reserved for water.

Energy Farms (3\$, 1 energy 1 science) – The player takes an available Heat cube from the general supply.

Players may only take one Standard Project each Generation.

Funding a Standard Project: put a Player Cube on the Standard Projects part of the Map to indicate it's been taken this Generation.

6. Projects

Cost (◇): The number of Credit Cubes you must have to fund this Project.

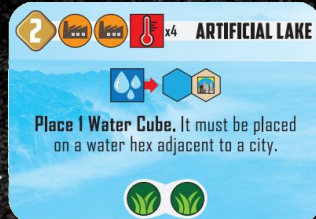
Tags (○): Tags may come from (a) all your projects (even the ones you haven't activated), (b) spaces your cities cover and (c) resource tag tokens.

Parameters (⊕): Global conditions needed to activate this Project. **Water** and **Greenery** conditions are met by the number of those cubes on the Map. **Heat** conditions are met by the sum of Heat cubes on the Map or possessed by any player.

Funding Custom Projects: Put one of the Credit cubes on this Project to show it has been funded this Generation, and the remaining cubes in the General Supply.

Funding Standard Projects: Put a Player Cube on the Standard Projects part of the Map and all Credit cubes in the General Supply.

Return Any Resource Tag Tokens used to fund this Project to the General Supply.



8. End Game and Scoring

End Game Condition: When two of the three resource cubes from the general supply are exhausted, or when there are no more vacant hexes, the end game is triggered. Players finish the current generation, but do not collect income.

Scoring

+1 point for a player for each Greenery cube adjacent to that player's city.

-1 point for a player for each Heat cube adjacent to that player's city.

+1 point for a player for each Heat or Water cube adjacent to any of their cities that is also *not* adjacent to their opponent's cities.

+ 1 point for each Heat Cube in a player's personal supply.

Tie Breaker – In the event of a tie, apply these rules for the a tie breaker, in order:

1. Points provided by Cities.
2. Points provided by Greenery cubes.
3. Points provided by Water cubes.
4. Points provided by Heat cubes.

9. Optional Rules for Bonus Resources

Set-up:

Arrange the 7 Greenery cubes in a line, placing 1 of the Heat cubes with the 4th Greenery cube.

Arrange the remaining 10 Heat cubes in a line, placing 1 of the Water cubes with the 8th Heat cube.

Lastly, set aside the remaining 3 Water cubes.

Gameplay:

When taking Parameter cube from the General Supply, take the leftmost available Parameter cube of its type. When placing the 4th Greenery cube, the player also gets the associated Heat cube. When placing the 8th Heat cube, the player also gets to place the associated Water cube.

If the 11th Heat cube or 4th Water cube is needed because of a Project or Standard Project, and it is still attached to the Greenery or Heat cube, respectively, remove the needed cube and the bonus placement will no longer apply to that Parameter.

10. Solitaire Play

Remove 1 Black cube and 5 Credit cubes from the game. Shuffle the Project cards.

Place the Black player's two cities: Flip and reveal one card. Of the 2 Projects shown, take the lower Cost and count that number of spaces starting from the top left most hex and moving left to right, top to bottom, skipping spaces reserved for water, placing a Black cube in that hex.

Repeat for the other Black cube using the cost on the other side of the card, moving from the bottom-right in the opposite direction. Place the used Project card face up on the bottom of the Draw Deck.

In the **Research Phase**, draw three cards and choose which three projects you will use.

In the **Action Phase**: the dummy player automatically passes.

In the **Income Phase**, the dummy player collects no income.

Your goal is to exhaust all 3 types of Parameter cubes in 12 Generations.

The player is strictly limited to 5 Credit cubes at all times.