Core Game Mechanics: Planets Enhanced allows a player to terraform regular uninhabitable planets - Frozen, Toxic, Molten, Barren and Barren Cold (vanilla) and the uninhabitable planets of Planetary Diversity and New Worlds (mods).

The way this works is that each of these planets can be terraformed into a colonizable version of the same planet. So Frozen becomes Frozen (Terraforming), Molten becomes Molten (Terraforming) and so on.

This part of terraforming works through the vanilla terraforming menu. The project is relatively cheap and short - lasting only a few years. Once this terraforming is finished, the planet becomes colonizable. At the same time a lot of irreplaceable tile blockers will spawn on the planet and a building - the Terraformer. The building adds habitability to the planet which allows it to be colonized even without a trait.

Now, when the planet is colonized the player gets 3 edicts unlocked, which activate the terraformer building. Each edict sets a certain speed for the operation of the terraformer – and it has a cost. These are the edicts:

1. Baseline Terraformer Speed. This costs a single monthly point of the strategic resource Terraforming Agents + 10 monthly energy. The terraformer operates at baseline speed
2. The second option is Increased Terraformer Speed costing 2 Terraforming Agents and 20 monthly energy. The terraformer operates at 150% baseline speed
3. The third option is maximal Terraformer Speed costing 3 Terraforming Agents and 30 monthly energy. The terraformer operates at 225% baseline speed
4. Switch Terraformer Off – this edict is enabled when one of the other edicts is picked.

Picking any one of the edicts will begin the operation of the terraformer. The player of course requires access to terraforming agents to activate it and you can switch off the terraformer at any point if you want to direct resources elsewhere.

The Terraformer - slowly changes the planet into a habitable planet. How this works? There is a set amount of time each planet requires for the terraforming. This is calculated by taking the planet size, multiplying it by 2 and adding to it the number of terraforming tile blockers that spawned on the planet multiplied by 3, thus:

planet size \* 2 + tile blockers \* 3.

For example, a size 10 planet with 5 terraforming tile blockers will require 20 years (planet size) + 15 years (tile blockers): 20 \* 2 + 5 \* 3 = 35 years.

This is the time it will take on baseline speed. If the player chooses to use the increased speed it will take 23 and at maximal speed it will take 15 years.