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TERRAFORMING MARS

RULES CLARIFICATIONS

OVERVIEW

This document contains Terraforming Mars official rules clarifications written by the designer Jacob Fryxelius and published on Board Game Geek on January 11th, 2017.

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3 COMMON RULES CONFUSIONS

1) Actions

You have an **unlimited number of actions** each generation, but may only take 1 or 2 at a time (your turn). After the other players' turns, you get a new turn. Only if you passed (did no action on your turn) you are out and may not have any more turns during that action phase.

2) Setup

Choose your starting cards at the same time as you choose your corporation card (Choosing a Beginner corporation must be done before seeing the cards though).

3) Variants

The **standard game** variant does not use the Corporate Era cards [CE] and the players start with 1 production of each resource, plus what the chosen corporation gives.

The **Corporate Era** (CE) variant adds all [CE] corporations and project cards to the game, and players start with 0 production of each resource, plus what the chosen corporation gives.

Beginner Corporations are not a game variant; they may be used by new players in any game variant (standard or CE) in place of choosing corporation from 2 and starting hand from 10.

Draft may be used together with any game variant (standard or CE). You do not draft the starting 10 cards, and draft is not used in solo play.

Solo play always uses the CE variant, so the CE cards are added to the game, and you start with 0 production, plus what the chosen corporation gives you. When playing solo, you don't use the Beginner Corporations or draft.

LIST OF OTHER TOPICS

Blue cards with actions

Blue cards with actions can only be used once per generation (mark them as used with your player marker until the production phase). If a card has more than one action, you must choose which one to use. Any cost before the arrow *must* be paid first, then the effect after the arrow is performed similar to when you play a card, and with the same restrictions, meaning you must be able to perform the effect in full, except for raising an already maxed out global parameter (oxygen, temperature or ocean), or removing opposing resources, or adding resources you can't collect (see 'Playing a card - requirements' below). If you can't perform the effect (or pay the cost), then you can't take this action.

Cards trigger their own effects

A card's tags may often trigger the card's own effect while being played. For example, Decomposers adds a resource to itself when being played because of its microbe tag triggering the card effect.

Cumulative effects

Effects are in general cumulative. A card can potentially trigger several effects, and each single effect of a card may trigger. Discounts are cumulative, but a cost may not go below zero.

End of game greenery tiles

After the last production phase players may, in the preserved player order, convert plants into one or more greenery tiles. The greenery tiles are paid for (with 8 plants each) and placed one at a time, triggering placement bonuses and other effects before the next tile is placed. When that player can't place more greenery tiles, the next player goes. After every player has had a chance to place greenery tiles, end game scoring begins.

No exact requirements

A requirement box (next to the card's cost) that doesn't explicitly say 'max' is automatically a minimum requirement. For example, 'requires 3 oceans' means that you can play the card if there are at least 3 ocean tiles in play. There are no 'exact requirements'.

No negative costs

A cost may never be negative. If a card costing 1 MC and is discounted by 2, you will pay 0 MC for it, not -1 MC (whatever that is).

Order of triggered effects

If several effects or triggers are to be performed at the same time, the acting player chooses the order. If it is not in the action phase, the first player chooses order.

Playing a card – requirements

In order to play a card, you must 1) fulfill any requirement, 2) be able to perform all the direct effects of the card (with the 3 exceptions below), and 3) pay for the card.

A card may be played even if it * raises a global parameter that is already maxed out, * removes resources from any player and they don't have enough or you don't want to target them, or it * adds resources (usually animals or microbes) to a card but you don't have a card that can collect them. In all those cases, simply do as much as you can and disregard these parts.

1st edition errata: Page 10 in the rulebook states another exception; that you don't need to be able to place a stated tile. This is wrong – any tile placed by the card must be placed unless it is an ocean tile and they are all placed already (per the global parameter exception mentioned above).

Removing resources optional

Effects that remove your own resources are mandatory, while effects that remove resources from any player (marked by a red border around the resource icon) are voluntary and may be performed in full, in part or not at all. Only one player or card may be targeted at a time with the effects of a card. Removing production is always mandatory.

Reserved areas

There are 12 blue areas reserved for ocean and 3 areas reserved for specific cities. No other tiles may be placed there unless specifically stated.

Reshuffle the deck

Addition: The deck is reshuffled from the discard pile if it becomes empty.

Solo endgame

The game ends after 14 full generations. In order to win you must finish the terraforming before the extra round of converting plants into greenery tiles. Only games you win are scored (after the extra placement of greenery tiles).

Solo setup

Randomly place 2 neutral cities and greeneries. Terraform rating starts at 14 instead of 20. Corporate Era is used: add all [CE] cards and start with 0 production, plus what the chosen corporation gives you

Tags on event cards

They are active and may trigger effects while being played, but are not counted after this, neither during the game or during end game scoring (they may still give end game VP if they contain a VP icon).

Tiles can't stack

Addition: A tile can never be placed on top of another tile.

What cards can collect resources?

Addition: Only cards that explicitly can use the resources on them may collect such resources. Examples of uses are spending them in an action or getting VPs for them.

Viral Enhancers may, for example, not collect resources because it doesn't do anything with resources. So the triggered resource gained from its microbe tag will instead be a plant resource as stated on the card.

LIST OF CARDS

Capital (white tile)

This tile is only placed by the Capital card, not by Noctis City, Phobos Space Haven, or Ganymede colony. Those cards place normal city tiles as indicated by their icons. Capital has a special tile (that counts as a city tile) because it scores adjacent ocean tiles, in addition to the normal scoring of adjacent greenery tiles.

Ecoline effect

Ecoline's effect is not an action, and so may be used any number of times during the generation. It is an effect that alters the plant conversion action on the player board, making it cheaper to use.

Inventrix and Tharsis Republic first action

These corporations have a predefined first action, meaning that the first of your two allowed actions on your first turn in the first action phase is used for this purpose. You may use the second action for that turn normally, if you want.

Robotic Workforce

Can only target a card with the building tag, and it only copies that card's production box, not other effects. Any decreases of production stated in that box must also be performed.

It can not copy a production box that is part of an action or effect on the upper panel on a blue card; only a production box on the lower panel of a card with the building tag.

Search For Life

1st edition errata: Should read: "Reveal and discard..."

Small Asteroid

1st edition errata: There should be a '-' before the plant icons on this card. The text is correct. This is a promo card not included in the base game.

UNMI action

UNMI works exactly like a blue card with an action; it may be used only once per generation.

Self-Replicating Robots

The cards on SRR are not yet in play, and so the resources on them do not contribute towards the Excentric Award on the Hellas map. Thematically, these 'resources' are not resources but represent your construction progress. Edit: The resources are still resources though and it is possible to use other cards (CEOs Favorite project for example) to add resources to it as long as it doesn't specify cards in play which Excentric does (errata).

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- List of Cards

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