

Terraforming Mars – game phases

1. Setup

- a. Draw 5/5/6/7 colony tiles ▲
 - i. Cube on start space *if tile in play*
- b. Committee board ⬇
 - i. Prepare lobby
 - ii. Neutral chairperson
 - iii. 2 global events, +2 delegates
 - iv. Greens ruling tile

2. Each generation

- a. **Generation 1 only**
 - i. Choose cards, discard unwanted
 - ii. In turn order: play corporation then buy cards
 - iii. In turn order: play both preludes ◀
- b. **Generations 2+ only**
 - i. Update generation marker
 - ii. Pass start token left
 - iii. Research (↻ even / odd ↻)
- c. **Action phase** (⬇ policy active)
 - i. In turn order: 1-2 actions or pass
play card – use card action – use standard project – convert plants – convert heat – claim milestone – fund award – trade ▲ – send delegate ⬇
 - ii. repeat, skipping passed players, until none left

d. Production phase

- i. Energy becomes heat
- ii. Produce resources
- iii. Unmark used action cards

e. Solar phase

- i. Game end check (→ **Game end**)
- ii. World Government terraforming V (start player chooses)
- iii. Colony production ▲
 1. Trade fleets return
 2. +1 each colony tile track in play
- iv. Turmoil ⬇
 1. All players –1 TR
 2. Perform current global event
 3. Change ruling tile
 4. Give ruling bonus
 5. Delegates return
 6. New chairperson (+1 TR)
 7. Shift dominance ↻
 8. Restore lobby
 9. Shift events →, +delegate
 10. New distant event, +delegate

3. Game end

- a. In turn order: convert plants ×N
- b. Assign awards
- c. Scoring TR + tiles + cards + milestones + awards + leaders/chair ⬇

Changes for solo play not depicted.