

THE ASTEROID BELT COLONY

The Asteroid Belt - this will be the one of the random colonies you get for every game. It works as any normal colony would. It is designed to work with Mercury vs Mars and official promo cards from *Big Box* kickstarter. As a colony placement bonus players will choose either to receive an asteroid resource or to raise Venus 1 step. When you *trade* to last 2 steps you also receive 1 nonstandard resource of any kind to any card, choose the best value for you.

BOREHOLES SPECIAL TILE

Geological Drilling (NM20) project card allows you to play a special tile: *Boreholes*. *Boreholes* is a special fan expansion *Terraforming Mars Ares* style tile. When any player places a tile adjacent do it they receive 1 Asset as an adjacency bonus (similar to oceans).



AWARDS AND MILESTONES

BLOSSO Awards and Milestones tiles are designed to work exactly as the Venus ones. Choose one Award and Milestone at random and add it to the 5 that are already on the map. Try to mix them up a little to support many strategies

Awards:

Solarist - Solar globalist:P - minimum 1 Mercury, Venus, Earth, Mars, Jovian tag
(use *Solarist* only when you play with *TM Pathfinders*)
Opportunist - minimum 3 resolved and played Act cards (in your played cards area).
Starman - minimum 3 colonies.

Milestones:

Tycoonist - highest number of resolved and played Act cards (in your played cards area).
Daedalus - highest number of Mercury tags.
Colonist - highest number of colonies.

TURMOIL

Kelvinists will support Mercury tags. When Kelvinists take power you receive 1M€ for each Mercury tag as well as heat production.

MERCURY VS MARS

FAN EXPANSION BY
(APII)
FOR

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TERRAFORMING MARS

SWISSE PLANITIA

PLANITIA

ASTEROIDS

DISCLAIMER

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BACKGROUND

This fan addon is created to explore one of the last unvisited bastions of the Solar System. At the same time to develop the competitive and cooperative side of Terraforming Mars.

REQUIREMENTS

This fan addon requires *Terraforming Mars Colonies* and *Turnmoil* official expansions to play properly. *Mercury vs Mars* includes many cards that are compatible with all official expansions and *Terraforming Mars Pathfinders* fan expansion. I encourage you to try the whole ordeal.

WHAT IS NEW

- Mercury miniboard with a special colony.
- 55 Act cards (Treaty -cooperative and Rivalry - competitive).
- Asset mechanic
- New colony tiles - *Shadow Colonies* and *The Asteroid Belt*
- New phase: Negotiations phase.
- Mercury tag.

Planet of choice tag (you may know it from Terraforming Mars: Pathfinders Fan Expansion - it works the same as there).

Asset - resource used only for developing Act cards.

Standard resource icon (means ONLY standard resources - aka M.€, ? steel, titanium, plants, energy, heat).

Nonstandard resource icon (any resource that you get on blue and corporation cards - floaters, animals, microbes etc).

Act card icon (showing the background of the Act cards).

- 40 new project cards, 4 corporations, 4 preludes, 1 special tile.
- 3 new milestones tiles, 3 new award tiles.
- 2 tiles for Turnmoil board overlay.

In a similar way, active cards (blue) that allows you to put a nonstandard resource (microbes or floaters or data) on **any card** (without tag restriction) will allow you to put that resource/s on *Market Colonies* instead and receive Asset for it/them. Why only active cards (blue) that puts resources without tag restriction? Simply to restrict how many cards can do it to keep the balance of the new mechanic.

Resources received from *Pathfinders* board and *Turnmoil* global events that otherwise would go unused can be placed on *Market Colonies*.

WARNING: *Market Colonies* will not accept resources from other colony tiles.

Market Colonies will allow you to have some value out of the otherwise unused resources. The trade off is that you will put those resources "on the market" and other players can use trade action to go there and get them (max 3, choose which). Each market column saturates at 6 resources of one kind. After that you cannot add any until someone frees the space. Trade there cost is standard. This colony will charge only by players putting resources there, there is no traditional white cube marker on it.

When you trade with *Market Colonies* cards which increase your trade power will give you 1 additional chosen resource for free (microbes or floaters or data).

I did not include animals because they most of the time are optional with microbes anyway and they would be very powerfull. I have included an additional column for people who play with other fan expansions and might use different resources too (just stick the icon there).

WARNING: If both *Market Colonies* and *Shadow Colonies* are in play cards that say "Place a colony on Mercury" will allow you to choose on which one you do it. Choose the way you want to play. 4th colony space on Mercury is reserved only for those with the special project card.

Shadow Colonies - this will be the one of the random colonies you get for every game. It works as any normal colony would. It will be a powerfull way to get assets especially for those rivalry Acts.

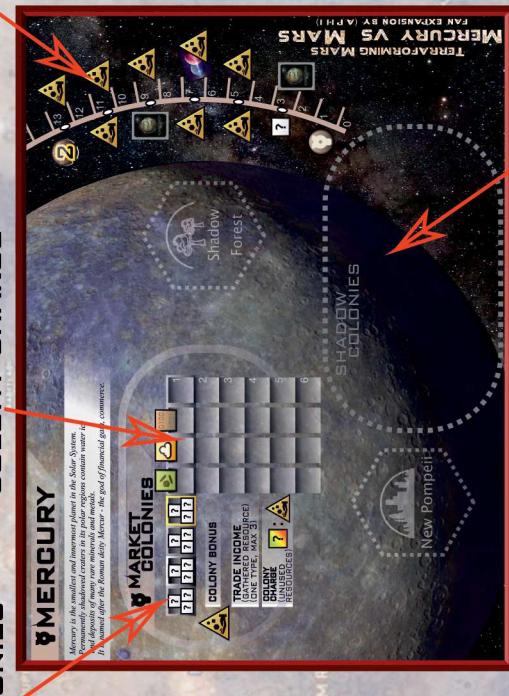
Planetary track for Mercury - Terraforming Mars Pathfinders like track for Mercury tag so players will get some additional assets as Mercury progresses with development. When a player plays a Mercury tag increase the track level by 1. When the track reaches a certain step (white dot) every player receives a prize stated on the right of the track and the player who just raised the track additionally receives the prize stated on the left of the track. If the track reaches step 13 it finishes and at the end of the game a player with highest number of Mercury tags will receive additional 2 victory points.

MERCURY

Mercury board integral part of this fan expansion and will always be in play. On Mercury board you will find:

- *Market Colonies* - special colony that is always in play (does not count as one of the random colonies you choose every game).
- Mercury Planetary Track - for keeping track of the planets development.
- Space for *Shadow Colonies* - one of the random colonies you will get for each game, this one just have a special space.
- Reserved areas for *Shadow Forest* and *New Pompeii*.

MARKET COLONIES COLONY CHARGE



PLANETARY TRACK

MERCURY VS MARS



SPACE FOR SHADOW COLONIES

SHADOW FOREST

NEW POMPEII

BLOSSOM

VALLEY

CAVITY

CAVE

HOW ACT CARDS WORKS

There are 2 kinds of Act cards:

Treaty (cooperative):

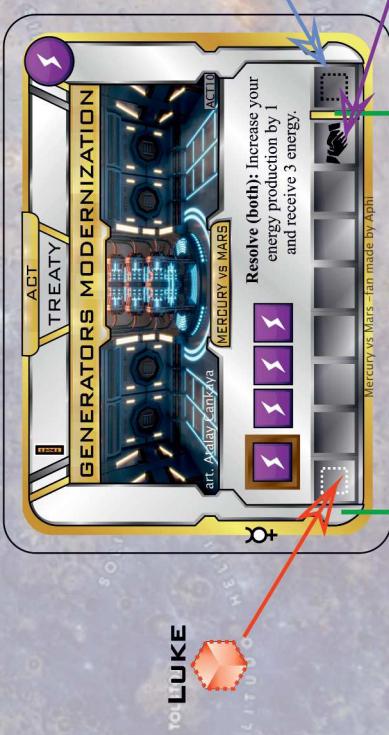


Rivalry (competitive):



Act cards are a separate card deck composed of shuffled Treaty and Rivalry cards. Act cards are designed to be developed by 2 players. Every player can take part in maximum 2 Acts at one time – (any combination).

Treaty Acts (cooperative / friendly) other player agreement to develop it together. For example Luke (red) wants to develop *Generators Modernization* with Anna (blue). Luke ask Anna „hey Anna do you want to develop this with me?”. If Anna is interested in the project she says „Sure!” and they both place their colour tokens on the card. Luke (red) – as a project initiator on the white marked area , Anna – as a codeveloper of the project on the black marked area.



Asset track – here you „add” assets – raise project initiators colour token (here red) to the right one step for each asset added until it reaches handshake icon and the Act will be resolved (7 steps here). Both players taking part in the act can declare their assets to be used in the Act. Immediately when it is resolved the player who initiated project (Luke in this example) takes the card and plays it in his played cards area (use tags as on the green cards) and puts its effect into play (text on card). - **Resolve (both)** – means both players gets the effect of the card but only project initiator gets the card.

2

5

Market Colonies - when you place colony there receive 3 any of the same standard resource (like ME, steel, titanium etc).

When you play an **automated card** (green) or an **event card** (red) that gives you resources that **you cannot use on any of your cards** (microbes or floaters or data), you can put them on *Market Colonies* instead and receive Assets (1 Asset per 1 resource placed) and add them to any of your Act Cards.

FOR EXAMPLE: you can play *Air-scraping expedition* (#215) or *Hydrogen to Venus* (#231) and add those floaters to *Market Colonies* if you have no card with Venus tag because **you cannot use them on any of your cards**.

BELIEF
HEROINES
HEROINES

Rivalry Acts (competitive) do not require other players agreement to play. It is a challenge.

For example Luke (red) wants to challenge Anna (blue) with *Monopoly Lawsuit*. Luke ask Anna „Hey Anna, you have too many points an too much energy production! I don't like it. Take this!”. If Anna can take part in another Act she has no choice but to do it and they both place their colour tokens on the card. Luke (red) – as a project initiator on the white marked area, Anna (blue) – as a challenged player of the project on the black marked area. They will “add” (raise) assets on their own track, first person to do so is a victor the other the defeated. Victor takes and plays the card in his played cards area (use tags normally) and resolves the effect (text on the card). Victor gets the “Victory” effect and the defeated gets the “Defeat” effect.



WARNING: Some acts have requirements stated on them. Those requirements have to be met before Act can be put into development (not when they are resolved - so no requirements when playing the card (resolving), only when putting it into development).

SETUP, GAMEPLAY AND HOW TO GET ASSETS

Setup: REMBRANDT

At the setup of the game give everybody 3 Act cards (2 Treaty and 1 Rivalry).

Game flow:

After everyone played their corporation and prelude cards. It is time to play the first *Negotiations Phase*: everyone gets to choose 1 Act card to develop (this way at the end of the phase everyone should take part in at least 1, most probably 2 – max they can). *Negotiations Phase* is done before normal 2 actions per round.

Rivalry During the *turmoil phase* after calculating the global effect and influences, translate Influence into Assets 1:1 (in this way Influence from *Turmoil* becomes more important) Those Assets will be added to the Act cards that players take part in. If any card reaches *resolve* proceed with resolving them in player order. After an Act is *resolved* the player who played an Act card receives a new random Act card.

Assets will be added in player order so Rivalry acts will be sometimes resolved based in player order (because someone was adding assets before someone else).

Rivalry acts cannot be tied

After *turmoil phase* another *Negotiations Phase* kicks in (before normal project card playing phase). Every player can choose 1 new Act card to develop in player order (if they are taking part in 2 Acts already, they cannot develop more).

After *Negotiations Phase*, if any player or players can still take part in acts they can offer to develop one or challenge someone as 1 of their normal 2 actions.

For example: Luke, Anna and Sylvia can still take part in an Act. Sylvia proposes Anna to develop an Act together but Anna refuses. Sylvia can propose the same deal to Luke as the same action – aka “Hey, do you want to develop that? No? Ok... Luke? Yes? Ok!” - this is one action. In situation where both refuses, action is spent. Sylvia can use her second action to play a Rivalry Act on Luke or Anna for being a sucky terraforming friends! Take that:P

If an Act is resolved during the normal action phase, a new Act can be played in its place by any player as 1 of their normal actions (obeying the rule that a player can take in maximum 2 Acts at the same time) – just like described above in the example

Some rules:

- Assets that goes unused are lost.
- Players cannot choose to not use their assets while they are taking part in an Act. Assets have to be used (if they can be, if you have no Acs in developments you can still play cards or effects that gives assets). [As not to block someone's Acts].
- Players can add assets only to the Acts they take part in unless the card played says otherwise.

After everyone played their corporation and prelude cards. It is time to play the first *Negotiations Phase*: everyone gets to choose 1 Act card to develop (this way at the end of the phase everyone should take part in at least 1, most probably 2 – max they can). *Negotiations Phase* is done before normal 2 actions per round.