

TERRAFORMING MARS AUTOMA

THE SOLO EXPERIENCE ON MARS



by Nick Shaw with Dávid Turczi

Unhappy with the current pace of our work on Mars, the World Government greenlit an experimental project. Codename: MarsBot. The first ever automated, independent artificial intelligence, designed specifically to direct terraforming efforts on the red planet. Your corporation is intended to work under it, helping execute its orders...but that's not going to get you ahead in this business! If you want that government grant money, you'll have to step up. Outthink the supercomputer. And prove to the UN that only a human can truly design this new home for humanity.

OVERVIEW

In this expansion, you will battle the formidable MarsBot for terraforming superiority. MarsBot acts as a second player, enabling a solo player to enjoy the multiplayer experience!

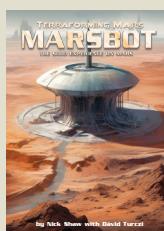
You must beat MarsBot's score to win.

COMPONENTS

1 Neural Instance tile



this rulebook



6 MarsBot boards
(1 for each map, double sided)



6 black cubes



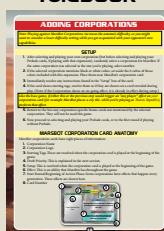
6 white cubes



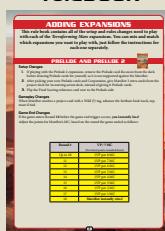
8 clear cubes



Adding Corporations rulebook



Adding Expansions rulebook



1 Colonies shipping board



COLONIES

1 MarsBot board holder



1 Venus Next MarsBot board



32 MarsBot bonus cards



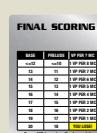
46 MarsBot corporation cards



6 board reference cards



1 final scoring reference card

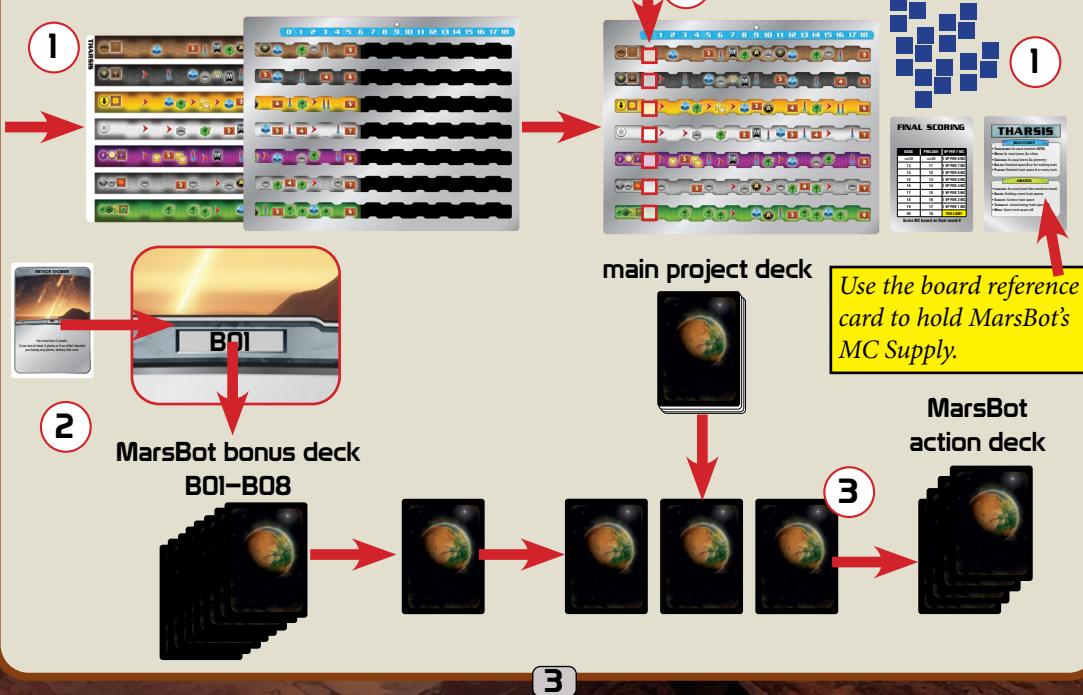


SETUP

This rulebook covers how to set up for solo playing the *Terraforming Mars* base game. In the other two rulebooks, you'll be shown what changes need to be made to include MarsBot corporations and/or play with expansion(s). You can include as many or as few expansions as you desire. See the Adding Expansions rulebook for more info.

Set the game up as a two-player game (you may use the Corporate Era cards) with the following changes:

1. Set out the MarsBot board holder. Slide the Tharsis MarsBot board inside the board holder. Set the Tharsis reference card and final scoring reference card next to the MarsBot board. Place a clear cube on the 0 space of each track on the MarsBot board. Choose a color for MarsBot. Place one of MarsBot's player markers on the game board's 20 TR space, and the rest next to the MarsBot board.
2. Place MarsBot bonus cards numbered B01–B08 next to the MarsBot board. Shuffle them facedown to form the MarsBot bonus deck. Return all of the other MarsBot bonus cards to the box.
3. Build MarsBot's action deck (4 cards):
 - Instead of a starting hand of 10 cards, deal MarsBot 3 project cards facedown next to the MarsBot bonus deck.
 - Shuffle a card from MarsBot's bonus deck into the MarsBot action deck.
4. MarsBot does not receive a corporation card. After playing a few games, you can select a MarsBot-specific corporation for it to use (*see the Adding Corporations rulebook for more info*). For now, you can run MarsBot without a corporation for a slightly simpler game.
5. Set aside the Neural Instance tile. Then, return all of the other MarsBot components to the box. They are used when playing with expansion content.
6. You are the starting player.



GAMEPLAY

PLAYER ORDER PHASE (2ND GENERATION ONWARDS)

Alternate the first player marker between you and MarsBot from the 2nd generation onwards, as you would in a two-player game.

RESEARCH PHASE (2ND GENERATION ONWARDS)

The rules for this phase depend on whether you want to use the drafting variant or not. In either case, you will have 4 project cards to keep and pay for as usual, and MarsBot will build an action deck of 4 cards: 3 project cards and 1 MarsBot bonus card. MarsBot does not have to pay to keep its cards. If MarsBot's bonus deck is empty, shuffle MarsBot's bonus card discard pile facedown to form a new MarsBot bonus deck.

Note: Do not include any destroyed bonus cards—see MarsBot Bonus Cards section on page 6 for more information. MarsBot's action deck may have a different number of cards when playing with different difficulty levels and/or expansions integrated.

Not Drafting

If not using the card draft rules, draw 4 cards for yourself and build the MarsBot action deck by drawing 3 project cards from the project deck and 1 MarsBot bonus card from the bonus deck.

Drafting

If using the card draft rules, do the following:

- Draw two piles of 4 cards from the project deck.
- Take one pile for yourself and give one to MarsBot.
- Pick 1 card from your pile to keep. Give MarsBot 1 card from its pile at random.
- Swap piles with MarsBot.
- Continue until you have both kept 4 cards.
- Shuffle the cards MarsBot drafted, then discard 1 card to the project discard pile.
- Shuffle a MarsBot bonus card into the cards MarsBot drafted. These 4 cards become MarsBot's action deck.
- You choose which of your cards to keep and pay for, as usual.

ACTION PHASE

Alternate taking turns with MarsBot using the following modified rules until both you and MarsBot have passed.

YOUR TURN

Take your turn as usual with the following exceptions:

1. If an effect asks you to “**Remove**” any resources from any player, remove those resources from MarsBot’s MC supply (as if they were the matching resource type).
2. If an effect asks you to “**Steal**” resources from any player, you may take the resources from MarsBot’s MC supply as if they were the resource type you are stealing.
3. If an effect asks you to “**Decrease**” any player’s production value, move MarsBot’s corresponding tracker backwards one space. See below for how each type of production is handled:

- **Steel:** Regress its *Building* track.
 - **Titanium:** Regress its *Space* track.
 - **MC:** Regress its *Event* track.
 - **Energy:** Regress its *Energy* track.
 - **Heat:** Regress its *Earth* track.
 - **Plants:** Regress its *Plant* track.
- 4.** MarsBot does **not** reactivate any previously activated actions after its track value has decreased. To remember this, place one of MarsBot's player markers onto any space it regresses *from*. Remove that player marker once MarsBot readvances to that space, ignoring all actions on that track until that happens.
- 5.** If an effect requires you to count the number of something *other* or *all* players have, use the respective tracks on MarsBot's board instead of its played cards. For example, if a card is comparing how many events all players have played, use the number of the space on the event track where the cube is. Always use the tracker's current position, even if it previously regressed.

MARSBOT'S TURN

If MarsBot has any cards left in its action deck, it will resolve 1 card on its turn. It flips the top card of the MarsBot action deck and resolves it as follows:

- A. Resolving a Project Card:**
 - a. MarsBot ignores all abilities/effects/restrictions on the card.
 - b. For each tag on the top-right of the card, from left-to-right and one-at-a-time, match each icon to the respective track on MarsBot's board, and advance the corresponding tracker one space to the right. If MarsBot is already at the end of the desired track, it takes a **Failed Action** (gains 5 MC) instead of moving the corresponding tracker.
 - c. If the tracker lands on an action icon while advancing, it carries out that icon's action immediately (*see MarsBot Board Track Actions on page 8 for more info*).
 - d. If the card played has no tags on it, MarsBot takes a **Failed Action**.
 - e. Once the card is fully resolved, place it in MarsBot's played pile.
- B. Resolving a MarsBot Bonus Card:**
 - a. Resolve the effect on the card, if possible. If it is not possible, do **not** take a **Failed Action** (the card will specify if MarsBot gets any other benefit for failing to carry out the card's primary effect).
 - b. If the card has a lettered list of options, start at the top to see which one is applicable. Once one can be resolved, resolve it and skip the rest of the card. For example, if you can't resolve the "a." option, check "b." If you can resolve "b.", do so and skip the rest of the card.
 - c. Place the card in the bonus card discard pile.

If MarsBot has no cards in its action deck, it passes for the round.

PRODUCTION PHASE

Your production is unaffected. MarsBot skips this phase.

FAILED ACTION

When MarsBot attempts to take an action or resolve a project card but cannot, it instead takes a **“Failed Action.”** MarsBot gains 5 MC from taking a **Failed Action.** Here are some of the ways it may be forced to take a **Failed Action:**

- Resolves a project card that has no tags.
- A tracker on MarsBot’s board lands on an action that it cannot take. For example, the tracker lands on raise the temperature, but the temperature track is already completed.
- MarsBot is already at the end of a track and needs to advance that track.
- If when taking a milestone action, three milestones have already been claimed, or MarsBot does not meet any milestone’s criteria.
- If when taking an award action, three awards have already been funded, or MarsBot is not ahead of you on any requirement.
- If MarsBot advances the temperature or the oxygen track to a spot that gives another terraforming action, and cannot take that terraforming action immediately.

MARSBOT BONUS CARDS

BONUS CARD ANATOMY

Bonus cards have seven pieces of information:

1. Card Name.
2. Use Case Reminder. Some cards have an icon here to remind you when to include this in the bonus card deck.
3. Image.
4. Card Number.
5. Effect.
6. Beginning of Round Effect. Some cards are shuffled into the action deck at the beginning of every round either from the beginning of the game or when something happens in the game.
7. Use Case. This text defines when this card should be used based on which board, expansion, or corporation is being used.



DESTROYING MARSBOT BONUS CARDS

Whenever a MarsBot card says to **destroy** a card, that card is removed from play and will not re-enter the game. Simply place the card back into the box for the remainder of the game.

MARSBOT BONUS CARDS’ ABILITIES (B01–B08)

- **Meteor Shower:** You (the player) must remove 5 plants (or as many as possible, if you have less than 5). If you removed at least 3 plants, or another card or ability prevented plants being removed, destroy this card.
- **Invasive Species:** You (the player) must remove the highest-scoring animal/microbe **cube** from a card in your tableau, if possible. MarsBot gains 5 MC, regardless of whether you could remove a cube. If you are playing with Venus Next or Colonies, MarsBot gains 2 MC and 1 floater instead of 5 MC.
- **Research and Development:** MarsBot draws 1 card from the project deck and resolves it immediately.

- **Overachievement:** MarsBot attempts to claim a milestone (see page 8). If it fails, and it is the 6th generation or later, then it attempts to fund an award (see page 8). If either were successful, destroy this card. Otherwise, MarsBot gains 5 MC.
- **Expedited Construction:** MarsBot places a city tile adjacent to any mix of at least 2 greenery/ocean tiles (if tied: adjacent to most tiles of these types, then see *Tile Placement Tiebreakers on page 9*). If it places a city tile, destroy this card. The city placement must obey usual city placement rules.
- **Lobbyists:** Only evaluate the first effect possible, MarsBot gains the usual TR for increasing global parameters:
 - If the temperature global parameter is 1–2 steps away from a bonus step or completion, MarsBot raises the temperature 2 steps and destroys this card.
 - If the oxygen global parameter is 1–2 steps away from a bonus step or completion, MarsBot places 1 greenery tile (see page 9 for placement rules and tiebreakers), raises oxygen 1 step for the greenery, then raises oxygen 1 more step, and destroys this card.
 - If an empty ocean-reserved space is adjacent to at least 2 ocean tiles, MarsBot places an ocean in that space (see page 9 for placement tiebreakers), then destroys this card.
 - MarsBot advances the global parameter furthest from completion. If tied, prioritize raising oxygen, then placing an ocean tile, and finally raising temperature.
- **Local Neural Instance:** MarsBot places the MarsBot Neural Instance tile on the board adjacent to no tiles. Do not place it on an edge space, nor on or adjacent to any reserved spaces (such as any space reserved for an ocean or specific cities), usual placement tiebreakers still apply. If the tile cannot be placed, MarsBot draws and resolves a project card from the project deck. (See *Game End on page 10* for the effect this tile has on MarsBot's scoring.) Then, destroy this card.
- **Corporate Competition:** If MarsBot has at least 5MC, it attempts to help its position on an already funded award. If there are multiple awards funded, it helps itself on the closest funded award.
 - The closest funded award is the funded award in which you (the player) are leading by the smallest margin (or tied). If MarsBot is leading in all funded awards, the closest one is the one it is leading with the smallest margin.
 - It ignores any funded awards where the helping action is impossible to resolve. Therefore, if the closest award's helper action is impossible, it helps the second closest one, and so on.
 - If any helping action was successfully resolved, MarsBot loses 5 MC and *Corporate Competition* is discarded. If no helping action was resolved, draw another bonus card and resolve it, discarding both cards.
 - The helper actions are:
 - » **Landlord:** MarsBot places a greenery tile, raising oxygen and TR as normal. All MarsBot tile placement rules and tiebreakers apply.
 - » **Banker:** Advance  or  track, whichever is least-advanced ( if tied).
 - » **Scientist:** Advance  track.
 - » **Thermalist:** Advance   track.
 - » **Miner:** Advance  track.

MARSBOT BOARD TRACK ACTIONS

When MarsBot advances on a track onto an icon, it immediately performs the corresponding action. If it can't resolve the action, it takes a **Failed Action** instead. If the track shows an icon for an expansion that is not in use, ignore it (MarsBot does **not** take a **Failed Action**.)

MarsBot may take the following actions:



Advance Tracker

MarsBot advances its tracker to the next spot. This may cause it to perform an additional track action.



Advance Another Track

When the space shows the tag of another track, advance that track. This may cause it to perform an additional track action.



Gain TR

MarsBot gains the number of TR shown on this icon.



Claim Milestone

MarsBot claims an unclaimed milestone that it meets the criteria for. Use the milestones section on the board reference card to see how MarsBot determines its strength for the various milestone requirements. MarsBot does not pay to claim a milestone. If 3 have already been claimed or it does not meet any milestone's criteria, MarsBot takes a **Failed Action** instead.

If MarsBot meets the criteria for multiple milestones, use the following tiebreakers:

1. Whichever you also meet the criteria for.
2. Whichever you're closest to meeting the criteria for.
3. Whichever is leftmost.



Fund Award

MarsBot funds whichever award it is the **most ahead of you** in requirements (if multiple are tied: leftmost). MarsBot does not pay to fund an award. If MarsBot cannot fund an award because three have already been funded, or it is not ahead of you on any requirement, it takes a **Failed Action** instead.

Use the awards section board reference card to see how MarsBot determines its strength for the various awards. When comparing strength for any award requiring *leftover resources* (Thermalist, Miner, etc.), MarsBot considers your current number of resources **plus** your production.

MILESTONES AND AWARDS: THARSIS

Tharsis Milestones Requirements. Each Game Map has a different method for MarsBot to determine how it meets milestones. For Tharsis (the base game board), use these milestone requirements:

- **Terraformer / Mayor / Gardener:** Unchanged. (MarsBot meets the requirements after reaching 35 TR / placing 3 city tiles / placing 3 greenery tiles, respectively.)
- **Builder:** MarsBot is up to space 8 on its track.
- **Planner:** MarsBot is up to space 4 on **every** track on its board.

Tharsis Awards Evaluation. Each Game Map has a different method for MarsBot to determine how it stands within each award. For Tharsis (the base game board), use these award criteria for MarsBot:

- **Landlord:** Unchanged. (Number of owned tiles in play.)
- **Banker:** The sum of MarsBot's current position on its  and  tracks.
- **Scientist:** MarsBot's current position on its  track.
- **Thermalist:** MarsBot's current position on its   track plus 5.
- **Miner:** MarsBot's current position on its  track plus 5.



Raise Temperature

MarsBot raises the temperature by 1 step.

Place a Greenery (+ Raise Oxygen)

MarsBot places a greenery tile (and its player marker), then it raises oxygen 1 step. Place the greenery tile so that it is adjacent to as many of its own cities while minimizing adjacency to any of your cities. MarsBot must still comply with placement rules for greenery (i.e., next to its own tiles when possible, not on reserved spaces). If multiple placement spaces exist with an equally high number of adjacent MarsBot cities and an equally low number of your cities, see below for placement tiebreakers amongst those spaces.



Place Ocean

MarsBot places an ocean tile on any ocean-reserved space. See placement tiebreakers below.



Place a City

MarsBot places a city tile (and its player marker) adjacent to as much existing greenery as possible. MarsBot must still comply with placement rules for cities (i.e., not adjacent to other cities, not on reserved spaces). If multiple placement spaces exist with an equally high number of adjacent greeneries, see below for placement tiebreakers amongst those spaces.

City / Greenery / Ocean Tile Placement Tiebreakers

Note: for city and greenery tiles, these tiebreakers come **after** their own adjacency conditions.

1. Adjacent to as many oceans as possible.
2. Cover the most placement bonus icons possible.
3. Determine Randomly. Flip a card from the project deck. Use the card's cost to count through the remaining tied spaces, starting from the top-left, going right, then down to the leftmost space of the next row, continuing and restarting as needed. Place the tile on the final space, then discard the flipped project card.

Placement Bonuses

If MarsBot places any tile adjacent to an ocean tile, it gains 2 MC.

If MarsBot places a tile that covers placement bonus icons (plants, steel, titanium, cards, etc.), it gains 1 MC for each icon covered (instead of the printed rewards).

Terraforming Bonuses

If MarsBot raises the temperature to a bonus step that gives a heat production (-24 C and -20 C), MarsBot gains 2 MC instead of the heat bonus. If MarsBot increases the temperature or oxygen to a bonus step that gives another terraforming action, it resolves that other terraforming action immediately (taking a **Failed Action** if it cannot resolve it).

Whenever MarsBot increases any of the terraforming metrics, it raises its TR in accordance with the normal rules.

GAME END

If the game enters round 20, you instantly lose.

Otherwise, once all terraforming parameters have been met, finish the round. Per core rules, both players may still place any final greenery tiles, in turn order. MarsBot places final greenery tiles for each of its tracks where the space immediately ahead of its tracker cube is a greenery action. Move the tracker forward and perform MarsBot's greenery action for each track this applies to.

If you didn't instantly lose, score the game as usual, with the following exceptions:

1. When evaluating awards, determine MarsBot's award compliance per the Awards Evaluation section based on the board reference card for the board you are playing on (for Tharsis, see page 8), and award points accordingly.
2. MarsBot does **not** gain VP on cards it played during the game.
3. MarsBot gains 1 VP for each space on the board adjacent to its Neural Instance tile that is not occupied by you (meaning either it is empty, or has one of its tiles on it). In the unlikely case of the Neural Instance not being in play, skip this step.
4. MarsBot gains VP for the MC it has remaining based on the round in which the game ended as follows:

Generation #	VP / ? MC (fractional points rounded down)
Up to 12	1 VP per 8 MC
13	1 VP per 7 MC
14	1 VP per 6 MC
15	1 VP per 5 MC
16	1 VP per 4 MC
17	1 VP per 3 MC
18	1 VP per 2 MC
19	1 VP per 1 MC
20	MarsBot instantly wins!

If you **beat** MarsBot's score, you win! A tie is considered a win by MarsBot.

Example: You finished terraforming Mars on generation 14. MarsBot has 24 MC. It gains 1 VP per 6 MC, so it gains 4 VP. If it was generation 16, it would gain 6 VP instead.

DIFFICULTY LEVELS

Default difficulty level of MarsBot is Normal. To scale the difficulty up or down, use the following changes. (You do not need to use *all* the changes for a specific difficulty level. You can pick whichever ones you want to include, to scale the difficulty to taste.)

EASY

- Ignore the  (Advance Tracker) action on MarsBot's board tracks.
- **Failed Actions** give MarsBot 3 MC instead of 5 MC.
- MarsBot's award evaluation values are reduced by 5 each (meaning MarsBot has lower values for you to beat).

HARD

- MarsBot gains 1 VP for any card in its played discard pile with a non-negative VP icon.
- On MarsBot's first turn of each generation, if it has 8 MC and meets one of the following conditions, it claims a milestone and loses 8 MC. Then proceed with its first turn as normal.
 - No milestones have been claimed and MarsBot meets the requirements of 3 or more milestones.
 - 1 milestone has been claimed and MarsBot meets the requirements of 2 or more milestones.
 - 2 milestones have been claimed, and MarsBot meets the requirements of any milestone.

BRUTAL

- Both changes described under the hard rules are in effect.
- MarsBot starts with 4 project cards instead of the usual 3, and keeps all 4 cards it acquires during each Research Phase.

FAQ

Project Cards

- **Asteroid Deflection System** [Promo Card] - This card *does* block MarsBot's bonus card *Meteor Shower* from forcing you to remove the respective resources.
- **Galilean Waystation** [Colonies] - Increase your MC production 1 step for every Jovian tag you have in play + half (rounded down) MarsBot's respective  track position.
- **Lawsuit** [Promo Card] - You steal 3 resources from MarsBot and put the card in MarsBot's played pile, but MarsBot doesn't resolve the icons on the card, nor does it lose points from the card.
- **Protected Habitat** - This card *does* block MarsBot's bonus cards *Meteor Shower* and *Invasive Species* from forcing you to remove the respective resources.
- **Sponsored Academies** [Venus Next] - If you play this card, MarsBot gains 1 MC instead of the free card draw.
- **St. Joseph of Cupertino Mission** [Promo Card] - If you place a cathedral at one of MarsBot's cities, it spends 2 MC if able, but instead of drawing a card, it advances its least-advanced track (topmost if tied).
- **Toll Station** - Increase your MC production a number of steps equal to MarsBot's  track position.

Corporations

- **Mons Insurance** [Promo Card] - You may not use this corporation against MarsBot.



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