Terraforming Mars
Symbol & Play Reference

Temperature
GLOBAL PARAMETER
* Increasing the Temperature Global Parameter increases your Terraform Rating (🌍) by 1.
* End of Game Condition (+8° C)

Oxygen Level
GLOBAL PARAMETER
* Increasing the Oxygen Level Global Parameter increases your Terraform Rating (🌍) by 1.
* End of Game Condition (14%)

Venus
GLOBAL PARAMETER
* Increasing the Venus Global Parameter increases your Terraform Rating (🌍) by 1.

Ocean Tile
* May only be placed on Ocean reserved (blue shaded) areas unless indicated on a card.
* Collect any bonus resources in area.
* Collect 2 € for each adjacent Ocean Tile (🌊).
* Placing an Ocean Tile increases your Terraform Rating (🌍) by 1.
* End of Game Condition (9 Tiles)

City Tile
* May not be placed on reserved areas unless indicated.
* May not be placed adjacent to cities (🏙) unless indicated.
* Collect any bonus resources in area.
* Collect 2 € per adjacent Ocean Tile (🌊).
* Place a player marker on the tile.
* At end of game, worth 1 VP (🏅) per adjacent Greenery Tile (🌳), regardless of the Greenery owner.

Capital Tile
* Follows the rules of a city (above), save as indicated on the card.

Special Tiles
* Placed as described on the card.
* May not be placed on reserved areas unless indicated
* Collect any bonus resources in area placed.
* Collect 2 € for each adjacent Ocean Tile (🌊).
* Place a player marker on the tile.

Trade Fleet
* Players start the game with 1 Trade Fleet each.
* May be used once per generation to trade with a Colony Tile.
* Maximum of one Trade Fleet on each Colony Tile.

Trade
* Move your Trade Fleet from the Trade Fleets tile to a Colony Tile without a Trade Fleet.
* Gain the tile's Trade Income.
* Colony owners present gain the tile's Colony Bonus.
* The white cube for the colony moves to the leftmost open Colony Track space.

Colony
* Up to 3 colonies may be placed on a single Colony Tile.
* Players may only have 1 colony per Colony Tile unless a card indicates otherwise.
* If the colony's white cube is on the lowest open space on the Colony Tile track, move it up one space.
* Colonies are placed on the lowest open space on the Colony Tile track, receiving the corresponding placement bonus.

Greenery Tile
* May not be placed on reserved areas unless indicated by a card.
* Must be placed next to a tile you own, if possible.
* Collect any bonus resources in the area.
* Collect 2 € per adjacent Ocean Tile (🌊).
* Place an owner marker on the tile.
* Raises the Oxygen Level Global Parameter (🔴) 1 step.
* Worth 1 VP (🏅).

Player Marker
* Indicates a Player Marker Cube.
* Cards indicate what to do with the Player Marker.

Terraform Rating
* Each Terraform Rating is worth 1 VP (🏅).
* Each Terraform Rating provides 1€ in the Production Step.

Red Border
* A red border indicates that it can target anyplayer, including yourself.
* Red bordered resources may be removed from any single player, up to the indicated number. This is optional.
* Red bordered Production Boxes (▭) must be performed on any single player, so if your opponent cannot reduce theirs, you must reduce your own production.
* Red Bordered tile icons target any or all players' tiles.
* Red bordered tag icons target all cards with that icon belonging to all players (including yourself).
* Cards may indicate other specific details.

Production Box
* A Production Box indicates a change to a production parameter on your player board for the resource type indicated inside the box.
* Production is not limited to 10.
* Only MegaCredit production can be negative, and this is limited to -5.

Delegate
* Having 1 or more delegates in the Dominant party gives you 1 influence.

Party Leader
* 1st Delegate marker placed in a party becomes party leader.
* If a player has more delegate markers than the party leader player, one of their delegates becomes party leader (the former leader becomes a regular delegate).
* Party Leaders still count as a delegate.
* Party Leader of the Dominant party counts as 1 influence.

Victory Point
1
* Provides the indicated number of VPs.
The player with the most VPs at the end of the game is the victor. If tied, the player with the most € wins.

MegaCredit (€) Resource
* Currency used to pay for costs.

Plant Resource
* 8 Plant Resources may be spent as an action to place a Greenery Tile (🌳).

Fighter Resource
* Fighter Resources accumulate on cards.
* Cards indicate what the Fighter Resources do.

Preservation Resource
* Preservation Resources accumulate on cards.
* Cards indicate what the Preservation Resources do.

Influence
* The icon after a / indicates the effect is per your influence.
* A small version of the icon on the top right of another icon indicates to count the other icon and modify it by your influence.

Chairman
* When the Dominant Party Leader becomes Chairman, the player gains 1 TR.
* Owning the Chairman counts as 1 influence.

Player Delegate Marker

Steel Resource
* May be used to pay for cards with the Building Icon (🔨), providing 2 € towards the cost.

Energy Resource
* Energy Resources not spent are converted into Heat Resources (🔥) in the Production Phase.

Science Resource
* Science Resources accumulate on cards.
* Cards indicate what the Science Resources do.

Disease Resource
* Disease Resources accumulate on cards.
* Disease indicate what the Camp Resources do.

Titanium Resource
* May be used to pay for cards with the Space Icon (⭐), providing 3 € towards the cost.

Heat Resource
* 8 Heat Resources may be spent as an action to increase the Temperature Global Parameter (🌡).

Asteroid Resource
* Asteroid Resources accumulate on cards.
* Cards indicate what the Asteroid Resources do.

Camp Resource
* Camp Resources accumulate on cards.
* Cards indicate what the Camp Resources do.

Resources
* Indicates resource cube marker(s).

Different Resources
* Number of different types of resources.

Microbe Resource
* Microbe Resources accumulate on cards.
* Cards indicate what the Microbe Resources do.

Animal Resource
* Animal Resources accumulate on cards.
* Cards indicate what the Animal Resources do.

Floater Resource
* Floater Resources accumulate on cards.
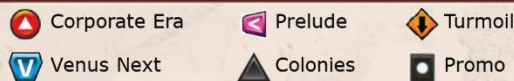* Cards indicate what the Floater Resources do.

Wild Resource
* Indicates an unspecified resource.
* Cards indicate what the Wild Resources do.

Party	Ruling Bonus	Ruling Policy
Greens	All players receive 1 € for every plant tag (🌿), microbe tag (🦠), and animal tag (🐾) they have.	Gain 4 € each time you place a greenery tile (🌳).
Kelvinists	All players receive 1 € for every heat production (🔥) they have.	Pay 10 € to increase your heat and energy production (🔥⚡) 1 step each. No limit per player.
Mars First	All players receive 1 € for every building tag (🔨) they have.	When you place any tile on Mars, you receive 1 steel (⛏).
Reds	The player with the lowest gains 1 🌍. In solo, you receive 1 🌍 if you have 🌍 20 or below.	You lose 3 € for every step your 🌍 is raised. If you have no € you may not raise your 🌍.
Scientists	All players receive 1 € for every science tag (⚛) they have.	Pay 10 € to draw 3 cards (🃏). May only be used 1 time per generation per player.
Unity	All players receive 1 € for every Venus tag (V), Earth tag (🌎) and Jovian tag (🪐) they have.	Titanium (⭐) is worth 1€ Extra.

Version 4.0

A Fan-Made Reference Sheet created by Magesmiley.

Terraforming Mars
Symbol & Play Reference

- △ Corporate Era
- ◁ Prelude
- ◇ Turmoil
- ▽ Venus Next
- △ Colonies
- ◻ Promo

Animal Tag

Building Tag
* Steel (▥) may be used to pay for for cards with the Building Tag, providing 2 € towards the cost each.

City Tag

Earth Tag

Event Tag
* This project is a one-time event.
* Place face down after playing.
* Tags on event cards do not count towards prerequisites, milestones, awards, etc.
* Tags on event cards do trigger immediate effects.

Jovian Tag

Microbe Tag

Plant Tag

Power Tag

Science Tag

Space Tag
* Titanium (★) may be used to pay for cards with the Space Tag, providing 3 € towards the cost each.

Venus Tag

Wild Tag
* When in play, during your actions, counts as a single tag of your choice for the entire action.
* Does not count for awards nor trigger cards when put into play or changing the tag.
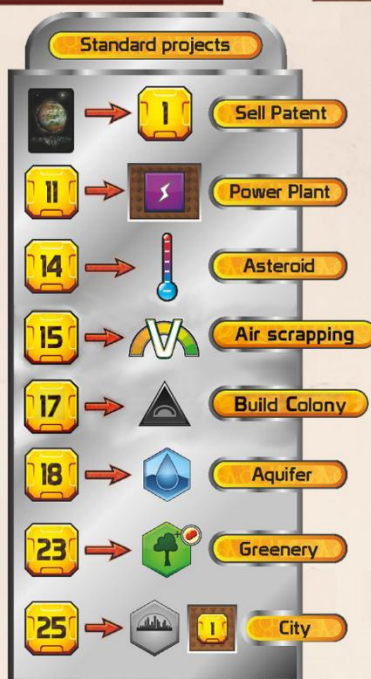* Does not count as a type of tag.

Different Tags
* Number of different tag types.
* Tags on event cards (⬇) don't count.

Action →
* Anything to the left of the arrow is a cost required to perform the action.
* Place a player marker cube (▪) on the card to indicate that it has been used for this generation.
* May not be used if there is a player marker cube (▪) on the card (indicating that it has already been used this generation).

Standard projects

Req	Project
1	Sell Patent
11	Power Plant
14	Asteroid
15	Air scrapping
17	Build Colony
18	Aquifer
23	Greenery
25	City

Minimum Requirement
* To play the card, the current game state must have values greater than or equal to the item(s) in the box.

Maximum Requirement
* To play the card, the current game state must have values less than or equal to the item(s) in the box.

Colony Tile

Prelude Card

Project Card
* Indicates that you draw a project card without paying for it.
* Research Phase Project Cards kept cost 3 € each.
* A tag or resource in the upper right indicates to draw until a project card with the indicated item is drawn. Discard the others.

Project Card In Play
* Indicates a type of card in play.
* Cards indicate which types of cards in play that this icon represents.

Generation Phase Order

1. Play Order Phase
A. First player marker shifts 1 step clockwise.
B. Generation marker moves up 1 step.
* Skip this phase on Turn 1.

2. Research Phase
* Skip this phase on Turn 1.
A. Each player draws 4 cards.
B. (GAME OPTION): Draft Cards. Retain 1 of the cards drawn or passed. Pass the other cards to the next player. Repeat 3 additional times.
C. Players decide which of the 4 new cards to keep, at a cost of 3 € each.
D. Unkept cards are discarded, face down.

3. Action Phase
* Starting with whomever has the first player token and proceeding clockwise, each player takes 1 action, 2 actions, or passes.
* Each player continues taking turns until they pass.
* When everyone has passed, move to the next phase.
The following are the available actions:
A. Play a card from your hand.
B. Use a Standard Project.
C. Claim a Milestone.
D. Fund an Award.
E. Use an action (→) on a card of yours in play.
F. Spend 8 Plant Resources (🌿) to place a Greenery Tile.
G. Spend 8 Heat Resources (♨) to raise the Temperature Global Parameter.
H. Spend 9 € or 3 Energy (⚡) or 3 Titanium (★) to Trade with a colony.
I. Move one of your delegate markers (▮) from the Delegate Reserve for 5 MC or from the Lobby (for free) into the Delegate Area of your desired party.

4. Production Phase
A. All players' Energy Resources (⚡) convert to Heat Resources (♨).
B. Players receive new Resources.
C. Remove Player Marker Cubes (▪) from cards.

5. Solar Phase
A. End Game Check
* If the Oxygen Level, Temperature, and Oceans are all maxed out, the game ends and scoring begins with the final conversion of Plant Resources to Greenery Tiles.
* If the game ends, skip the rest of the Solar Phase.
B. World Government Terraforming
* (GAME OPTION) Skip this step.
* The first player selects a non-maxed Global Parameter and increases it one step or places an Ocean.
* No bonuses are received for this increase/placement, although other cards are still triggered.
C. Colony Production
* Return all Trade Fleets from Colony Tiles to the Trade Fleets Tile.
* Move each Colony Tile's white marker up one step.
D. Turmoil
1. TR Revision
* All players lose 1 Terraform Rating (🌐)
2. Global Event
* Perform the Current Global Event, taking influence into account.
3. New Government
a. The Dominant Party becomes Ruling.
* Change policy tile.
b. Resolve the Ruling Bonus (all players)
c. Return the former Chairman (👤) and all non-leader delegates (👤) from the Dominant party to the reserve.
d. Party Leader (👤) from Dominant party becomes the new Chairman (👤), earning 1 TR (🌐)
e. Dominance marker goes to new Dominant party (clockwise in case of a tie).
f. Fill the lobby from the reserve (so that all players have 1 delegate marker (▮) there).
4. Changing Times
a. Place the Coming Global Event on top of the Current Global Event. Add the neutral delegate indicated at the mid-right on that card.
b. Move the Distant Global Event into the Coming Global Event space.
c. Turn the top card of the Global Event deck face up, add a neutral delegate of the party in the top-left, and read the flavor text.

MILESTONES

Builder: Having at least 8 buildings in play.
Diversifier: Having at least 8 different tags in play.
Ecologist: Having at least 4 bio (plant/animal/microbe) tags.
Energizer: Having at least 6 Energy Production.
Gardener: Having at least 3 Greenery Tiles.
Generalist: Having increased all 6 productions by at least 1.
Hoverlord: Having at least 7 Floater Resources on your cards. (▽ Only)
Legend: Having 5 played event (red) cards.

Mayor: Having at least 3 City Tiles.
Planner: Having at least 16 cards in your hand when claiming.
Polar Explorer: Having at least 3 tiles in the bottom 2 rows.
Rim Settler: Having at least 3 Jovian Tags.
Specialist: Having at least 10 prouduction for any resource.
Tactician: Having at least 5 cards with requirements in play.
Terraformer: Having a Terraform Rating of at least 35 (26 with ◇).
Tycoon: Having at least 15 project (blue/green) cards in play.

AWARDS

Banker: Highest € Production.
Benefactor: Highest Terraform Rating. Count this award first!
Celebrity: Most 20+ € cost cards in play (not events).
Contractor: Most Building Tags (Event Cards do not count).
Cultivator: Most Greenery Tiles.
Desert Settler: Most tiles in the 4 bottom rows.
Estate Dealer: Most tiles adjacent to Ocean Tiles.
Excentric: Most resources on cards.

Industrialist: Most steel and energy resources.
Landlord: Owning the most tiles in play.
Magnate: Most automated (green) cards in play.
Miner: Most Steel and Titanium resources.
Scientist: Most Science Tags in play.
Space Baron: Most Space Tags (event cards don't count).
Thermalist: Having the most Heat resources.
Venuphile: Have the most Venus Tags in play. (▽ Only)

Version 4.0