

Terraforming Mars

- Ares Expansion (1.0) -

The struggle for the surface of Mars

Purpose: Refocusing the game on the map of Mars, by making the board more dynamic, placing more resources and rewards on the board and promoting player interaction on the board.

- Adjacency Bonus -

Game setup:

Replace the special tiles of the base game and their corresponding project cards with those found in this expansion.

Adjacency bonus:



Many special tiles now grant a bonus to any player who places another tile adjacent to them. The owner of such a special tile gains 1 M€ when any player places a tile adjacent to it.

Adjacency bonus is indicated by a yellow hexagon on the tile and a yellow border around the resources or reward being granted.

When any player places a tile adjacent to the Mohole Area they gain 2 heat and the owner of the Mohole Area gains 1 M€.

When any player places a tile adjacent to the Ecological Zone they may add 1 animal to any of their own project cards if possible. The owner of the Ecological Zone gains 1 M€ in any case.

- Milestone and Award -

Game setup:



Add either the milestone OR the award from this expansion to those already present on the board.

Entrepreneur: Be the owner of the most tiles that grants adjacency bonus.

Networker: Be the first to place three tiles adjacent to tiles that grants adjacency bonus.

Use player markers on the grey area to indicate progress towards this milestone.

Above: Green has 3 times placed a tile such that it was adjacent to tiles that grants adjacency bonus. Green may pay 8M€ to claim the milestone.

- Upgrading Oceans -

Game setup:

Upgrading oceans:



Add the three *Ocean* project cards and their corresponding special tiles.

These three projects allow a player to place special tiles on top of existing ocean tiles, granting new properties to the existing oceans.

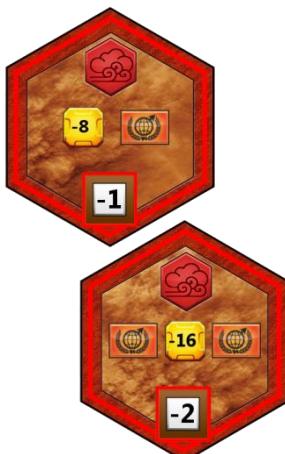
Placing these tiles DOES NOT count as placing an ocean (e.g. it does not give TR since the ocean was already there).

Placing these tiles DOES count as placing a tile (e.g. it allows you to collect adjacency bonus from surrounding tiles).

- Hazards -

Hazard tiles:

Dust storm
– mild / severe



Erosion
– mild / severe



These tiles represent areas of Mars that are particularly inhospitable. Dust storms will be present on the board at the start of the game, while Erosions appear later in the game.

Hazard tiles start with the “mild” side facing upwards, but may be flipped to show the “severe” side during play.

When placing a tile with your player marker on it adjacent to a hazard, you must reduce a single production of your choice one or two steps as indicated on the hazard tile.

*Paul places a city next to a severe erosion, and reduces his M€ production two steps.
Laura places an ocean next to the erosion and takes no penalty, since the ocean does not have her player marker on it.*

During play, a player may remove a hazard by placing a tile on top of it. This requires an additional payment of 8 or 16 M€ as indicated on the hazard tile, but also grant the player one or two TR for making Mars more hospitable.

*) How to place one hazard:

Draw two cards, add their costs.

Count areas = cost, starting from the upper left corner of the board and ignoring occupied or reserved areas (ocean / Noctis). Place hazard tile.

**) How to place two hazards:

Draw a card, look at the cost.

Draw a second card and repeat, counting from lower right corner of the board.

Hazard markers:

These markers allow hazards to develop dynamically through the course of terraforming.

When one of the global parameters (oxygen, temperature, oceans) reaches the level of a hazard marker, the following effects take place:



Place 2 erosions**

When 3 oceans has been placed on Mars.



Flip erosions to severe side

When temperature reaches - 4°C.

Introducing water to a super-arid terrain has consequences.



Flip dust storms to severe side

When oxygen reaches 5 %.



Remove dust storms Gain 1 TR

When 6 oceans has been placed on Mars.

Denser atmosphere greatly increase the impact of the storms.

With a proper hydrological cycle, the storms finally diminish.

Game setup:

Place the hazard markers at their starting positions on the global parameter tracks.

(The hexagonal markers are placed within the pile of ocean tiles).

Place dust storms randomly on the board:

5 players: place 1 storm*

4 players: place 2 storms**

2 or 3 players: place 1 storm, then place 2 storms

- FAQ -

Q: If you place a tile next to the *Ocean City* or another special ocean tile, do you still get the 2 M€ bonus for placing a tile next to an ocean?

A: Yes. The special ocean tiles are regarded as ocean tiles on the board in addition to their other special properties.

Q: Do I gain progress towards the *Networker* milestone if another player places a tile granting adjacency bonus next to one of my tiles?

A: No. You gain progress when YOU place a tile adjacent to a tile granting adjacency bonus (and thus collecting the adjacency bonus).

Q: What happens if temperature has reached the “*Flip erosions to severe side*” marker before the marker to “*Place 2 erosions*” has been reached?

A: When it is time to place the erosions, they will be placed on the board as severe erosions.

Q: When a player removes a hazard by placing a tile on top of it, does that player receive any placement bonus printed on the board on the space beneath the hazard tile?

A: No, the player does not receive any such reward.

Q: Is the special ability of the *Mining Guild* corporation triggered by adjacency bonus.

A: Yes. But if placing a tile grants bonus steel or titanium from several sources, the Mining Guild may still only increase their steel production 1 step for placing that tile.

Q: Will a Dust Storm tile with a bronze cube on it (from the “*Desperate Measures*” event card) be removed by the “*Remove dust storms*” marker?

A: No, that hazard tile will not be removed.

- Credits -

The Ares Expansion was created and designed by Niels Jensen.

First of all I would like to thank Jacob Fryxelius and FryxGames for making Terraforming Mars such a wonderful game.

A big thank you to Jakub Wiecheć on boardgamegeek.com for providing graphical templates to design project cards, and for making his [Pathfinders Expansion](#), which served as an inspiration.

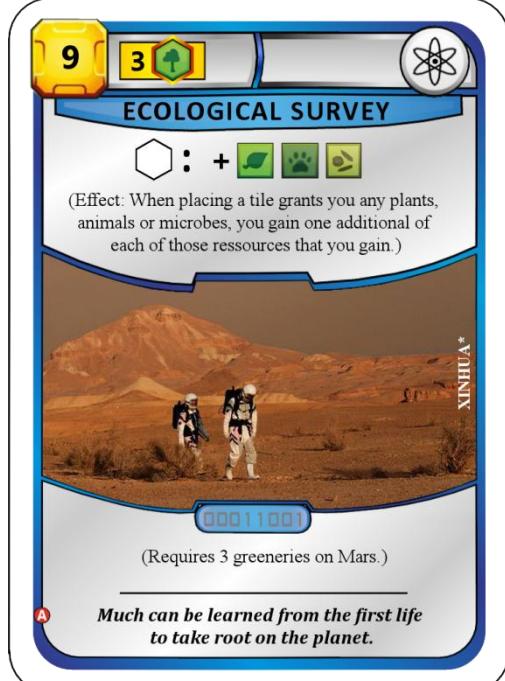
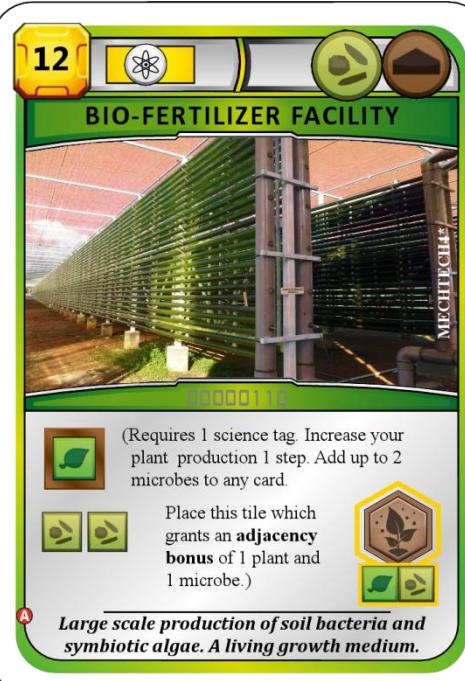
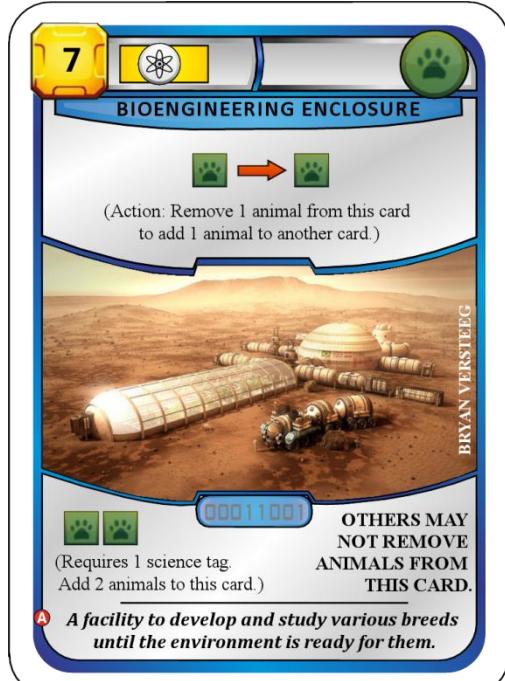
I would also like to thank I-Sheng Yang on boardgamegeek.com for making his [Quantified Guide](#) to Terraforming Mars. This was very helpful in determining the price of the new project cards.

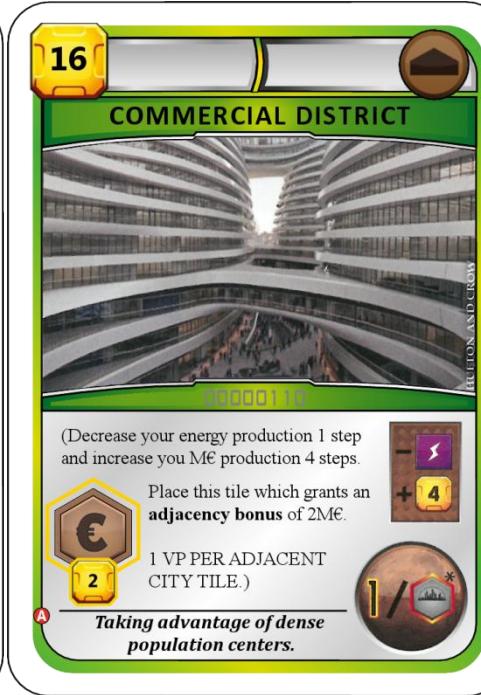
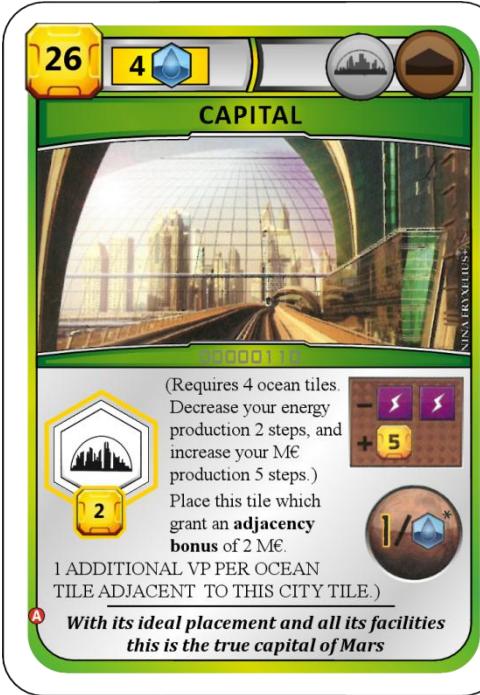
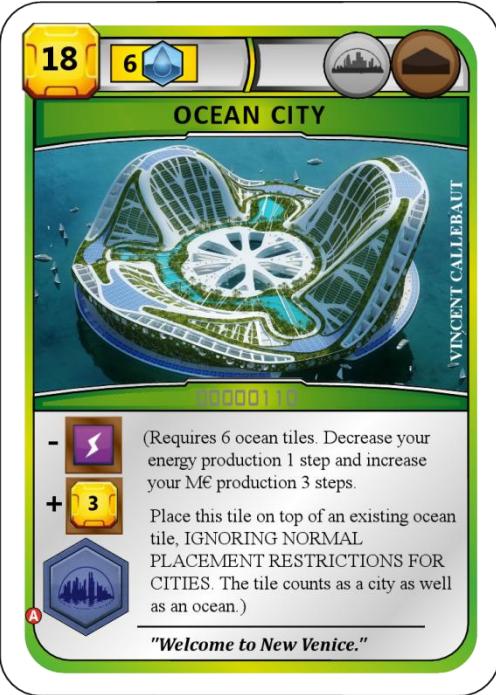
Finally I would like to extend my gratitude to all the talented people who have helped me by playtesting the expansion and by providing analysis and feedback:

Anders Frost Bertelsen, Andreas Ravn Skovse, Bo Thomasen, Martin Lindhart, Michael Dietz, Morten Andersen, Morten Lund, Ole Baerentzen, Ole Sørensen, René Reinholdt, Tilde Hoffmann, Thomas Mygind Jensen, Troels Overgaard, Tue Sønderby, Zsuzsa Boldogh



MICHAEL BENSON





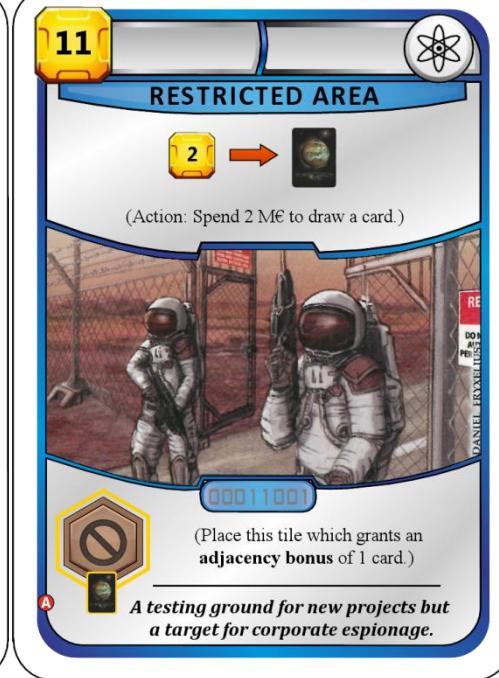
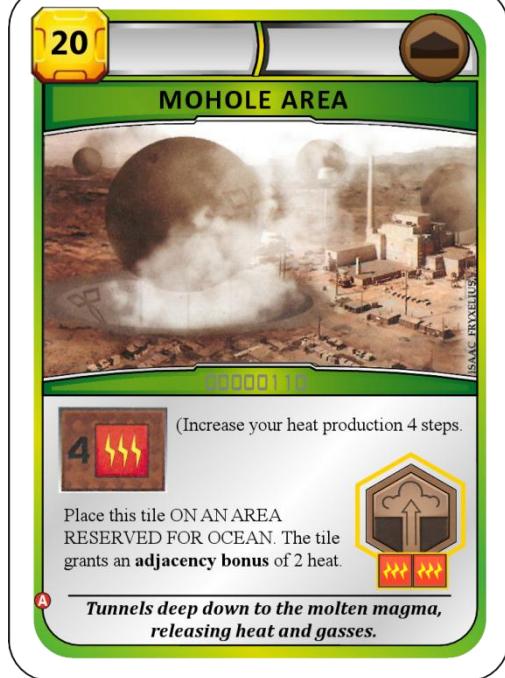
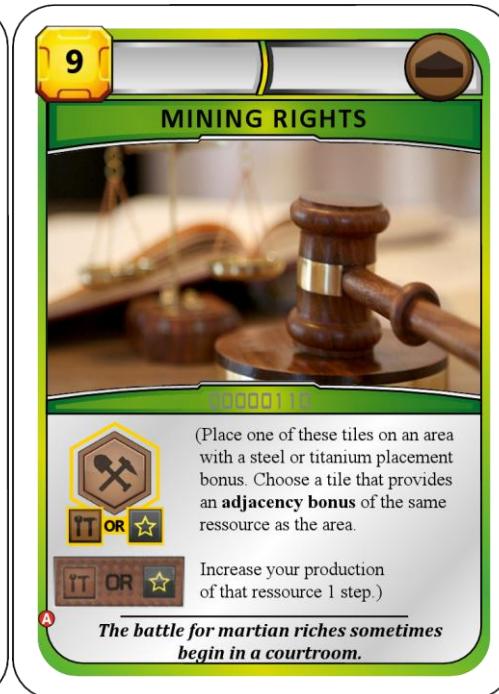
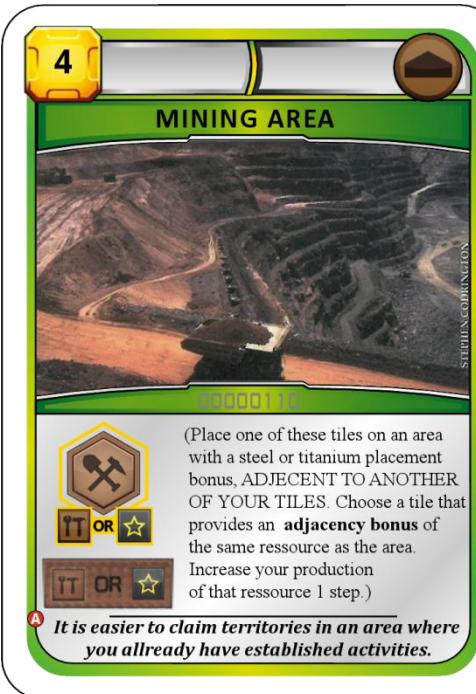
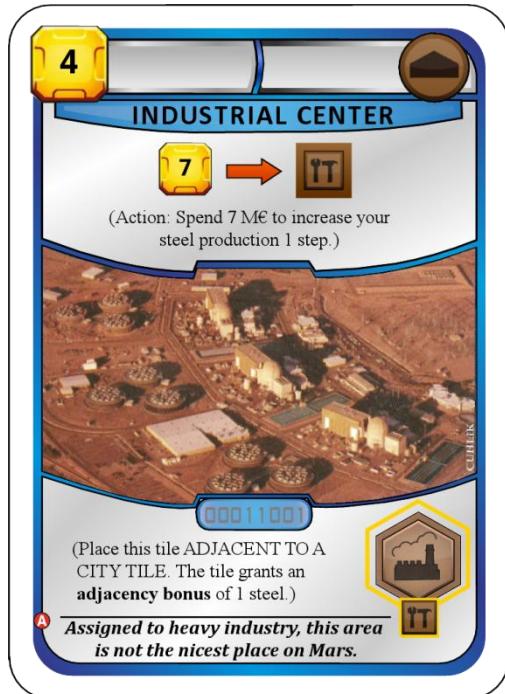
11 replacement cards

(these three and the following page)

12 new cards

(these four and the previous page)





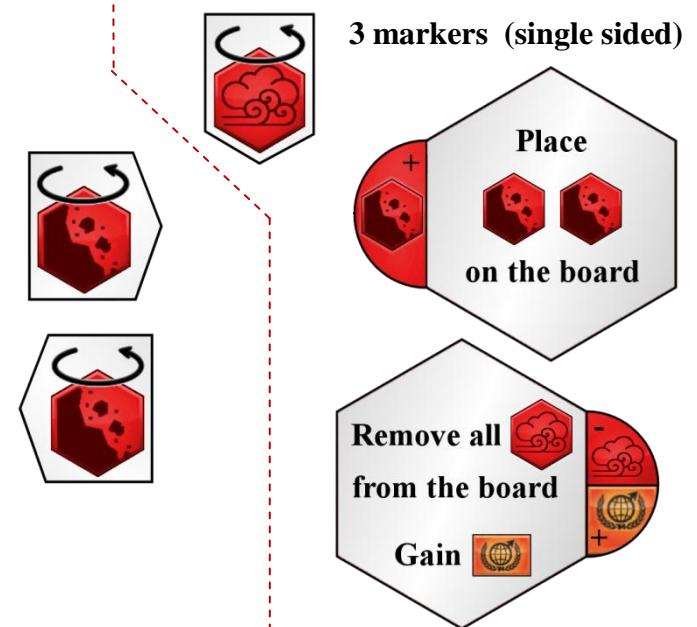


14 tiles (double sided)





10 tiles and 1 erosion marker (double sided)



32

END



DEIMOS DOWN

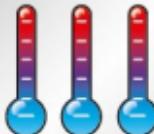


FAN MADE

R39



*



4



-6



(Raise temperature 3 steps and gain 4 steel. Remove up to 6 plants from any player. Place this tile ADJACENT TO NO CITY TILE. It provides adjacency bonus of 1 asteroid and 1 steel.)

A

B

We don't use that moon anyway.



22



MAGNETIC FIELD GENERATORS



FAN MADE

-4



+2



R134

3



(Decrease your energy production 4 steps and increase your plant production 2 steps. Raise your TR 3 steps.
A Place this tile. It provides adjacency bonus of 1 plant and 1 microbe.)

By generating a magnetic field, you can protect organisms from cosmic radiation.

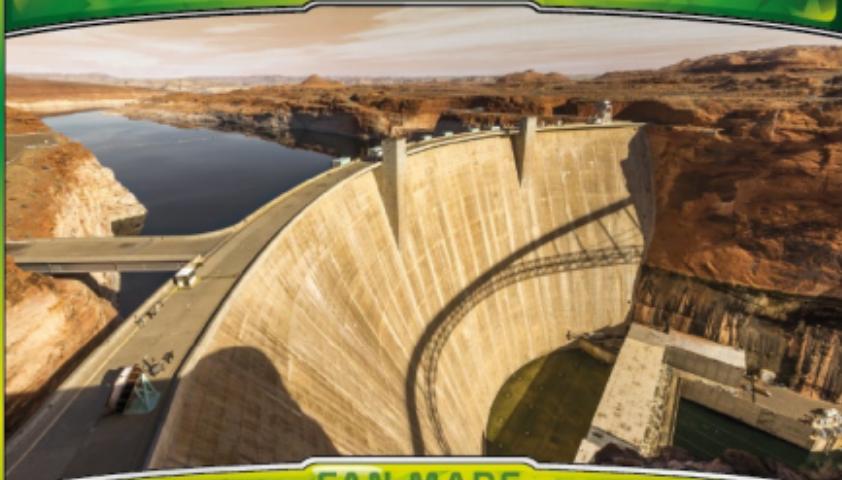


15

4



GREAT DAM



FAN MADE



*

R134



(Requires 4 ocean tiles. Increase
your energy production 2 steps.
Place this tile ADJACENT TO AN
OCEAN TILE. It provides
adjacency bonus of 2 energy.



Letting natural processes do the work.

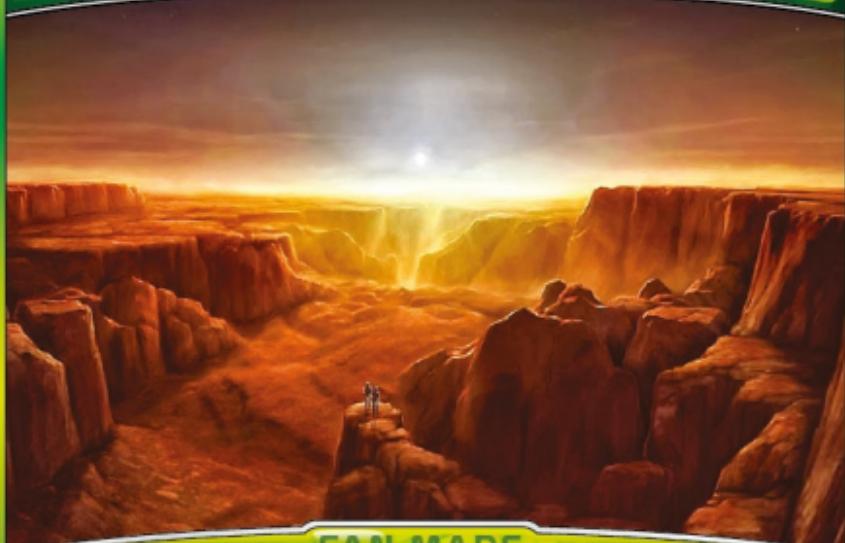


13

IN



MARTIAN NATURE WONDERS



FAN MADE

1010
10011010
1001

*



[RPIO]

1010
1001

Add 2 data to ANY card.
Place this tile. It provides
adjacency bonus of 1 data.

A

P

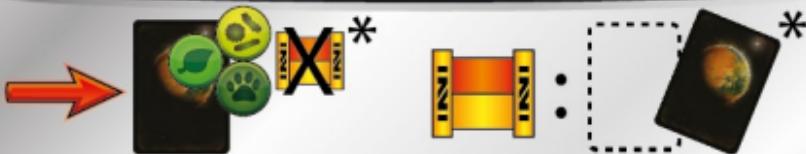
*Recognized as the most beautiful and most
phenomenal.*



18



GREAT DOME



(Action: Play a plant, microbe or an animal tag card on this card, ignore its global requirements.

Effect: If the card on this card meets its global requirements, you can release it from this card. **There can only be 1 card on this card at a time.**)



FAN MADE

i32



Requires 3 science tags.
Place this tile. It provides adjacency bonus of 1 animal.



A

I

We spared no funds.



6



FLOATERS PROJECT OFFICE



*

(Action: Pay 1 M€ to add 1 floater to ANY card.)



FAN MADE

A13



A

(Requires 1 science, 1 Venus and 1 jovian tag. Place this tile. It provides adjacency bonus of 1 floater.)

The most modern floaters are designed here.



23

5



LUNA MINING HUB



FAN MADE



(Requires Mining Rate to be 5 M14 or higher. Spend 1 titanium and 1 steel. Increase your steel and titanium production 1 step each. Raise Mining Rate 1 step. Place this tile on the Moon. It provides adjacency bonus of 1 steel.

2 ADDITIONAL VPs

FOR EACH

MINING TILE ADJACENT
TO THIS TILE.)



A

M



Almost completely automated.



24

5



LUNA TRAIN STATION



FAN MADE

MIS

-2

(Requires Logistic Rate to be 5 or higher. Spend 2 steel. Increase your M€ production 4 steps. Raise Logistic Rate 1 step. Place this tile on the Moon. It provides adjacency bonus of 2 M€. 2 ADDITIONAL VPs FOR EACH ROAD TILE ADJACENT TO THIS TILE.)



4



2



A

M

Necessary when the population is growing.



8



LUNAR MINE URBANIZATION



FAN MADE

[M55]



(Requires 1 mine tile. Increase your M€ production 1 step. Replace one of your mine tile with this special tile. It provides adjacency bonus of 1 titanium. Raise Colony Rate 1 step. **The tile counts as both a colony and a mine tile.**)

*



A

M

Massive mine complexes eventually became habitats themselves.

