

TERRAFORMING MARS UNDERWORLD 2

Changelist from Underworld 1

General changes

Corruption

- Corruption has a new use: During the research phase, you can spend 1 corruption to discard 2 of the 4 cards you received, and draw 2 new ones. You do this after drafting, but before you purchase cards.

Excavating

- Underground resources can no longer be in the same spaces as tiles. Placing a tile over an underground resource or excavation marker discards it.
- You can excavate adjacent to your tiles or excavation markers. When you do, you take the token you are excavating and keep it next to you. (Some cards can use it as part of their effects.) In its place, you put an excavation marker on the board.
- You can also keep excavating from the underground resource pile directly once you are no longer able to excavate on the board.

Identifying

- You can no longer Identify spaces with tiles in them.
- Most Identify effects will now let you instantly claim one of the tokens you Identified, or more.
- Once all spaces on the board have a tile, excavation marker, or underground resource in them, you can keep Identifying tokens from the pile directly. After you do, you discard any tokens you didn't claim.

Crime tag












A new **Crime** tag has been added to cards that interact with corruption, negative VP, or other players.

Text size

- Increased on all cards where possible.

Global elements

Underground resources

- All data tokens have been removed and replaced with new ones:
 - Two Science tag tokens. 
 - Two Plant tag tokens. 
 - Two space modifier tokens that let you treat a space as both volcanic and suitable for an ocean. 
 - Two placement modifier tokens that give you 6 bonus M€ when you place a tile over them. 
 - Two M€ production temperature-scaling tokens. 
 - Two oxygen requirement adjustment tokens. 
 - Two temperature requirement adjustment tokens. 
 - Two ocean requirement adjustment tokens. 
 - Two double-energy tokens. 
- There's now more corruption tokens: 13 single-corruption, 2 double-corruption.
- There's 1 more steel production token, and the 3 double-steel tokens are replaced with 2 double-steel-and-plant tokens.
- The microbe temperature-scaling token now grants 2 microbes per temperature increase instead of 1.

Milestones & Awards

- **Tunneler** milestone now counts claimed underground resource tokens instead of excavation markers.
- **Kingpin** now counts Crime tags instead of cards with requirements. (Including events)
- Edgelord is replaced with the **Excavator** award, which counts the highest number of claimed underground resource tokens.

Colony tiles

- **Oberon** now provides a fixed bonus in addition to corruption based on its colony track: either steel, a card, or extra corruption.
- **Phobos'** trade yield changed completely: It now Identifies 4 underground resources, and claims a number of them based on the colony track.

Turmoil Event cards

- **Migration Underground** now counts underground resource tokens claimed instead of excavation markers.
- **Tectonic Shift** reworked: it now applies damage based on Building tags, and is mitigated by underground resource tokens claimed.
- **Crime Lord** now counts Crime tags and grants immediate M€ instead of production.

Corporations

Hadesphere	Starting M€ increased to 40.
Demetron	Starts with 2 data instead of 3. Passive effect now triggers upon playing a Science tag and adds 2 data instead of 1. Action now spends 3 data, Identifies 3 spaces, and claims one of the tokens Identified.
Jenson-Boyle	Now has a Crime tag instead of an Earth tag. Options for the action are now 5 steel, 3 titanium, 4 plants, or 8 heat.
Tauraro	Now has a City tag instead of a Mars tag. Also allows placing cities on your own excavation markers.
Henkei	Now draws 2 microbe cards as your first action. Passive effect removed. Action now places 3 microbes on 2 cards each instead of drawing a microbe card. The corporation itself can collect microbes and scores 1 VP for every 3 of them.
Arborist Collective	Starting M€ increased to 40. Starting plant production increased to 2. Starting plants reduced to 2.
Aeron	Starts with 2 animals instead of 1. Passive effect now allows spending animals to adjust global parameter requirements on Animal cards. Action now spends 2 underground resource tokens to add 2 animals to any card. No longer grants VP for animals it collects.
Keplertec	The action now counts as Identifying the 4 tokens it draws, and the chosen token is claimed and kept.
Voltagon	No longer has a Science tag. Passive effect now triggers on claiming an underground resource token instead of only on excavating it.
Anubis	Now has an Earth tag instead of a Mars tag. Bonus M€ for TR is now only granted to the players with the least corruption. Other passive effects removed, and replaced with an action that sells all of your corruption for 6 M€ each.
Hecate	Now also has a Space tag. Starts with 2 supply chain resources and an extra trade fleet, but no longer grants a colony. Spending supply chain resources

	to trade can no longer be discounted. Action to gain an extra trade fleet removed.
--	--

Preludes

UP03	Inherited Fortune	Now has a Crime tag instead of an Earth tag.
UP04	Intellectual Property Theft	Now has a Crime tag instead of an Earth tag.
UP06	Geological Expertise	Now also claims one of the tokens it Identifies.
UP07	Underground Settlement	Instead of excavating the space the city is placed on, it Identifies all adjacent spaces, and claims one of the tokens Identified.
UP09	Central Reservoir	No longer grants 1 TR or excavates the space the ocean is placed in. It instead Identifies all adjacent spaces, and claims two of the tokens Identified.
UP11	Deepwater Dome	No longer Identifies or reserves any spaces. It instead provides a passive bonus for excavating adjacent to oceans.
UP14	Election Sponsorship	Grants 2 delegates instead of 1, and 1 permanent bonus Influence instead of a temporary 2.
UP15	Cloud Vortex Outpost	Instead of granting 3 floaters upon playing a card, it starts with 3 floaters on itself and can move them as an action.

Projects

U00	Hackers	Now also has a Crime tag.
U00	Hired Raiders	Now also has a Crime tag. Steals 4 M€ + 1 per unit of corruption. (Was previously 3 + 2 per corruption.)
U01	Geologist team	No longer has a Mars tag.
U02	Geoscan Satellite	Cost increased to 8 M€. Now claims one of the tokens Identified instead of adding 2 data to another card.
U04	Underground Railway	Cost increased to 18 M€. Now counts underground resource tokens claimed instead of excavation markers.

U05	Gaia City	Cost increased to 20 M€. Mars tag replaced with a Plant tag. Increases plant production by 2 instead of M€ production. City placement is only possible on your own excavation marker now, but it ignores other restrictions. Placement bonus is no longer doubled.
U06	Deepnuking	Cost reduced to 6 M€.
U07	Old World Mafia	Now also has a Crime tag.
U08	Nightclubs	Cost reduced to 10 M€. Now also has a Crime tag.
U10	Off-world tax haven	Earth tag replaced with a Crime tag.
U11	Subnautic Pirates	Cost reduced to 1 M€. Now also has a Crime tag. Excavation marker requirement replaced with a requirement to have an underground resource token claimed. Steals 7 M€ from one player that has a tile adjacent to any ocean, rather than 6 from every player with a tile adjacent to a specific ocean. No longer has negative VP.
U12	Social Engineering	Changed from a green card to an event card with a Crime tag. Action-copying effect replaced with a temporary effect that forces players to pay extra for the cards they draw, or discard them. No longer has negative VP.
U13	Fabricated Scandal	Cost reduced to 14 M€. Now also has a Crime tag.
U14	Labor Trafficking	Cost increased to 6 M€. Now also has a Crime tag, and a requirement to have 2 corruption.
U16	Forest Tunnels	No longer has a requirement. Now counts underground resource tokens claimed instead of excavation markers.
U18	Tunneling Subcontractor	Now also has a Crime tag.
U19	Underground Amusement Park	Now requires 1 underground resource token claimed instead of an excavation marker.
U20	Casino	Cost increased to 15 M€. Now also has a Crime tag, and requires 2 of your own cities. Increases M€ production 4 steps instead of 2.
U22	Microprobing Technology	Cost increased to 8 M€. No longer adds data to another card. Now Identifies 2 spaces instead of 3, but claims one of the tokens Identified.
U23	Search for Life Underground	No longer has a Mars tag.

U24	Geothermal Network	No longer has a Mars tag. Now requires 3 underground resource tokens claimed instead of excavation markers.
U25	Global Audit	Now counts Crime tags instead of corruption, and grants extra TR to the players with the least Crime tags.
U26	Patent Manipulation	Cost increased to 12 M€. Now also has a Crime tag. Returns a prelude card instead of a project card. Negative VP reduced to -1.
U27	Cave City	Cost increased to 16 M€. No longer has a Mars tag. Increases steel production instead of M€ production. The city placement now ignores other restrictions.
U28	Underground Smuggling Ring	Cost reduced to 7 M€. Now also has a Crime tag. Now requires 1 underground resource token claimed instead of an excavation marker.
U32	Concession Rights	Is now an event card called "Tunneling Loophole". No longer has a Mars tag.
U34	Grey Market Exploitation	Earth tag replaced with a Crime tag.
U35	Excavator Leasing	No longer has a Mars tag.
U37	Narrative Spin	Earth tag replaced with a Crime tag.
U38	Private Investigator	Cost reduced to 4 M€.
U39	Corporate Blackmail	Cost increased to 5 M€. Now also has a Crime tag. Targets a player with 3 corruption instead of 2, and if the target doesn't pay M€, the 2 corruption is stolen rather than discarded. Negative VP reduced to -1.
U41	Friends in High Places	Now also has a Crime tag. Requires 2 Earth tags rather than an Earth tag and 1 corruption. Passive effect now discounts all cards by a flat 1 M€, instead of only Earth cards by 10 per corruption spent.
U42	Microgravimetry	Cost increased to 10 M€. Action now costs 2 energy, Identifies 3 underground resources, and claims one of them. Grants a flat +1 VP and no longer collects data.
U43	STEM Field Subsidies	Passive effect now only puts 1 data on STEM Field Subsidies, and does not Identify on its own. New action allows spending 2 data to Identify 3 underground resources, and claim one of them. No longer collects data or grants VP.
U45	Robot Moles	Cost increased to 8 M€. Mars tag replaced with a Building

		tag. Reworked completely into a green card that Identifies 4 underground resources, and claims one of them, in addition to granting 2 steel.
U47	Server Sabotage	Cost increased to 9 M€. Now also has a Crime tag. Now draws a card instead of damaging data.
U48	Space Wargames	Cost increased to 30 M€. Now starts with 4 fighters instead of 1. First action adds 2 fighters instead of 1. Second action changed to spend 6 fighters in order to claim the First Player Marker on the next generation.
U49	Private Military Contractor	Cost reduced to 14 M€.
U50	Space Privateers	Cost reduced to 8 M€. Now also has a Crime tag. No longer starts with any fighters, and instead gains a fighter whenever you play a Crime tag. The amount of M€ stolen now scales with the number of fighters on the card, but the number of fighters lost also scales with how many players block.
U51	Personal Spacecruiser	Cost reduced to 12 M€. Now also has a Crime tag. Adds a fighter to another card instead of itself, and the M€ bonus is now an action that costs 1 energy.
U53	Star Vegas	Now also has a Crime tag.
U54	Private Resorts	Cost increased to 9 M€. Now provides 3 M€ production and 1 corruption immediately rather than during the production phase.
U55	Earthquake Machine	Cost reduced to 10 M€. Action is now a regular excavation rather than a conditional one.
U56	Micro-Geodezics	Reworked completely: It is now a blue card that collects microbes, and has an action where you pay 1 microbe from anywhere and 1 underground resource token to gain 3 plants.
U57	Neutrinograph	Cost increased to 14 M€. Science tag requirement increased from 4 to 5. Reworked: It is now a green card that Identifies 7 underground resources and claims 3 of them.
U58	Soil Export	Cost reduced to 3 M€. No longer has a Jovian tag. Reworked: It is now a green card that excavates and puts 3 floaters on another card.
U59	Artesian Aquifer	The excavation now happens before the ocean is placed.

U60	Chemical Factory	Now also has a Crime tag.
U61	Corporate Theft	Cost reduced to 2 M€. Now also has a Crime tag. Reworked: It is now a blue card with an action where you pay 5 M€ to steal one resource. Also has -1 VP.
U62	Underground Research Center	Cost reduced to 12 M€. Now also has a Wild tag, and the requirement is 4 underground resource tokens claimed. No longer reduces energy production, but only searches for 1 card instead of 2.
U64	Anti-Trust Crackdown	Cost reduced to 18 M€.
U65	Monopoly	Cost reduced to 8 M€. Now also has a Crime tag, and the requirement is 2 corruption. Reworked: It is now a blue card that steals 2 basic resources from each other player, and has an action where you pay 1 corruption to increase any production by 1.
U66	Staged Protests	Now also has a Crime tag.
U67	Plant Tax	No longer has a Mars tag. Grants its corruption immediately rather than at the end of the generation.
U68	Infrastructure Overload	Cost increased to 7 M€. It is now a green card with a Crime tag and no requirement, and grants 1 corruption.
U69	Crater Survey	Mars tag replaced with a Science tag. Now claims one of the Identified tokens instead of putting data on another card.
U70	Induced Tremor	Cost reduced to 5 M€. You may now remove any token from the board, and you do it before excavating.
U71	Underground Habitat	Mars tag replaced with an Animal tag.
U72	Underground Shelters	No longer has a Mars tag. Reworked: It is now a blue card with an action that puts cubes on your underground resource tokens. Each such token scores 1 VP.
U73	Volunteer Mining Initiative	No longer has a Mars tag.
U78	Martian Express	No longer has a Mars tag.
U80	Cut-Throat Budgeting	It is now a green card with a Crime tag. Negative VP reduced to -1.
U81	Geological Survey	Renamed to "Canyon Survey". Cost increased to 4 M€. No longer has a Mars tag. Now identifies 3 underground resources and claims one of them. No longer adds data to

		another card.
U82	Class-Action Lawsuit	Mars tag replaced with an Earth tag. Other players no longer steal M€ - the target instead loses 3 M€ per unit of corruption discarded. VP increased to +3.
U83	Mercenary Assault	Renamed to "Mercenary Squad". Cost reduced to 1 M€. Effect simplified: It now damages 2 resources on any card, unconditionally.
U85	Planetary rights buyout	Now also has two Crime tags.
U86	Media Frenzy	Cost increased to 6 M€. Reworked: It is now an Event card that damages 1 corruption and draws 2 Event cards.
U87	Investigative Journalism	Reduces M€ by 1 instead of 2. Scores 1 VP per 1 journalism resource instead of 2.
U91	Detective TV Series	New card. Grants 2 M€ whenever anyone plays a Crime tag.
U92	Racketeering	New card. Grants 1 M€ production per Crime tag, including events.
U93	Gas Trust	New card. Grants 1 corruption. Also grants 3 heat per Crime tag, including events.
U94	Sting Operation	New card. Draws 2 cards and targets an opponent with 4 corruption. The target receives this card with -2 VP on it.
U95	Family Connections	New card. Grants 1 corruption per City tag.
U96	Biobatteries	New card. Grants 1 energy production. Also grants energy and microbes based on how many Power and Microbe tags you have.
U97	Export Convoy	New card. Reverse-convoy that discards plants, microbes, or animals in exchange for 20 M€ and 1 corruption, but with a -1 VP penalty.
U98	Acidizing	New Venus card. Terraforms Venus 1 step and excavates an underground resource.
U99	Exploitation of Venus	New Venus card. Grants 2 M€ to anyone who terraforms Venus, and has an action where you pay 1 corruption to terraform Venus.
U100	Deep Foundations	New card with an action where you pay 20 M€ to excavate a space and place a city in it. Can be paid for with steel.