

FAN EXPANSION

TERRAFORMING MARS

UNDERWORLD 2

The deep layers of the red planet offer many an opportunity to those willing to dig deep: shelter from the elements, rich resources ripe for the harvesting, and a place to hide activity away from prying eyes.

The terraforming of a planet is a very daunting prospect. You have every force of nature working against you - lifeless soil, toxic atmosphere, deadly storms, and radiation from the sun. Every colonizer has to weather the brunt of these hazards at the start of the terraforming effort... that is, unless, they hide from them underground. The deep layers of the red planet offer many a respite and opportunity to those willing to dig deep enough beneath the crust: shelter from the elements, heat from the planet's core, rich resource nodes ripe for the harvesting, and stable caves to build habitats into.

Because of this, several corporations are offering the service of subterranean excavation - monumental efforts to dig out huge tunnels deep below its surface, to be used by the Mars community for many different wants and needs. However... the deep tunnels also offer another unintended benefit. Private spaces deep below are a perfect place for activities that... one would like to keep under the radar, away from Earth's prying eyes. As such, the increase in excavation has also brought about an increase in corruption and organized crime. A bane on the life of the Martians... but also a boon to any corporation unscrupulous enough to capitalize on it.

WHAT'S NEW

Terraforming Mars: Underworld is a fan-expansion that re-focuses the game on the main Mars board, by introducing a second layer of resources on it, buried deep beneath the surface. It also introduces a new resource: Corruption, which adds depth to corporate warfare, as well as to cards with negative score.

It contains:

- 12 new Corporation cards
- 15 new Prelude cards
- 100 new Project cards (and 3 substitutes for cards in the base game)
- 3 new Colony tiles
- 5 new Global Events for Turmoil
- 5 expansion mats
- 91 underground resource tokens
- 20 Excavation Markers per player (100 total)
- 2 milestone replacement tiles
- 2 award replacement tiles
- 1 extra volcanic tile

UNDERGROUND RESOURCES

Underworld's first major addition to the game is Underground Resources in each space of the main Mars board. At the start of the game, most of these are not visible, as they are buried deep beneath the surface, and need to be Identified to reveal them.



When a space's underground resource is revealed, you take one of the underground resource tokens randomly and place it in that space, with its resource side face-up. Afterwards, the resources depicted on that token can be claimed by Excavating it, which also places the active player's Excavation Marker in its place.



Identifying a space

In order to reveal an underground resource, you need to Identify its space. When a space is Identified, a random underground resource token is placed in it face-up. However, the player that placed it does not yet own it.

Other players can claim resources that you Identified. Spaces that already have a revealed underground resource token cannot be Identified again.

There are 2 main ways to Identify a space:

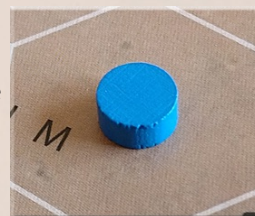
- Some cards identify spaces as part of their effect, depicted by a magnifying glass. (These cards will often let you claim one of the revealed tokens immediately.)
- After you Excavate an underground resource, you also Identify all underground resources in adjacent spaces.



The blue player identified 2 spaces, which revealed their underground resources to be titanium production and 2 plants.

Excavation Markers

The colored cylinders are called Excavation Markers. An Excavation Marker denotes a place where you previously excavated an underground resource, but it **DOES NOT** denote ownership of the space itself. **Other players can place their tiles into a space where you already have an Excavation Marker.**



Excavating

In order to claim the underground resource of a space and place an Excavation Marker in it, you need to Excavate it. This can be done using the effect of a card (which depicts a yellow excavator), or using the Excavate standard project for 7 M€. You can use Steel when paying for this project.

You cannot Excavate wherever you please, however: **You can only excavate spaces that are adjacent to one of your existing tiles or Excavation Markers.** If you have neither, you can Excavate anywhere you like.

***Note:** You are allowed to Excavate in a space where the underground resource has yet to be revealed, in which case you place a random underground resource token in it just before you do so. This counts as Identifying it.*

When you Excavate an underground resource, you do the following in order:

1. Take the underground resource token, and place it next to you.
2. Receive the resources or effect depicted on it.
3. Place your Excavation Marker in the space the token used to be in. (Unless you're excavating from the pile directly.)
4. Identify the underground resources in **every adjacent space** that can be Identified.



The red player has nothing on the board, so they can excavate anywhere. They excavate the titanium production that blue previously revealed, by placing an Excavation Marker in its space. This gave the red player 1 titanium production, and Identified all adjacent spaces, except the space with blue's tile.

Underground resources and tiles

Underground resource tokens **CANNOT** be in the same spaces as tiles. You cannot Identify a space that already has a tile in it, regardless of who owns it. Also, when a tile is placed over a revealed underground resource token, that token gets discarded back into the pile, unclaimed by any player. (Shuffle the pile afterwards.)

This is also true for Excavation Markers: Once a tile is placed in a space with an Excavation Marker, that Excavation Marker is removed from the board, regardless of who owns either.



Blue placed two tiles, which removed red's Excavation Marker and the corruption token.

No more spaces left to identify / excavate

It is possible to run into situations where you can no longer identify and/or excavate any more spaces on the board. Either because:

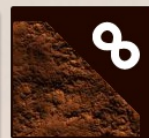
A) All spaces already have tiles or Excavation Markers in them.

B) All spaces adjacent to your tiles and markers are taken by other players.

In the case of B, you can keep excavating more tokens directly from the pile instead of the board. When you do so, you take a random token from it each time. In the case of A, you can keep identifying tokens directly from the pile. After identifying this way, shuffle any unclaimed tokens back into the pile.

Temporary and permanent effect tokens

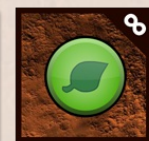
Instead of granting resources immediately, some tokens grant passive effects. Tokens with a stopwatch symbol grant temporary effects that only last until the end of the generation. Whereas tokens with an infinity symbol grant their effect permanently.



Each player can only have 1 temporary effect from an underground resource active at a time. Whenever you gain a new temporary effect token, flip all other temporary effect tokens you have face-down, to indicate that they no longer apply. Also, flip all such tokens face-down at the end of the generation. (When the Research Phase starts.)

Tag tokens

These grant you the depicted tag. When you claim one, it counts as playing that tag. But if you discard it, you lose the tag.



Temperature-scaling tokens

After you claim such a token, each time ANY player increases the global Temperature by 1, YOU gain the resource depicted after the colon. (You DO NOT gain any bonus retroactively for Temperature increased before you claimed the resource token.)



Parameter-adjust tokens

These let you treat the depicted global parameter as plus or minus the listed number of steps when playing cards.



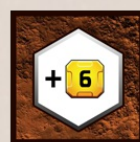
Space-modifier tokens

These tokens grant nothing when claimed. Instead, they alter the space they are in while they are revealed. The space counts as volcanic, and you can place an ocean in it.



Placement-modifier tokens

These tokens grant nothing when claimed. Instead, they alter the space they are in while they are revealed. Placing a tile in that space grants an extra 6 M€.



CORRUPTION



Underworld's second major addition is a new non-card resource: Corruption. Corruption is a measure of how many shady groups you've formed alliances with in the business world's seedy underbelly. **Corruption is NOT a standard resource** - you cannot have production of it, and you can only gain it from cards and underground resources. You keep track of it on a special expansion mat.

You can use Corruption to:

- Block damage to your resources and productions from other players.
- Cancel out the negative victory points on cards at the end of the game. This is called "Score Bribing".
- Replace 2 of your 4 cards in the Research Phase with newly drawn ones. This is called a "Research Mulligan".
- Convert neutral delegates into your own if you're playing with Turmoil.



Damage blocking

Whenever a player activates an effect that would reduce a **resource or production of another player** (depicted by a red border), the target can spend 1 of their Corruption resources to prevent that reduction. This is called "blocking damage", and is optional - you can opt to let the damage through and save your Corruption instead.

Both single-target effects and effects that hit all players can be blocked. (With the exception of Turmoil events.) When such a multi-target effect is played, each player pays Corruption separately, to block their own part of the damage. Also, certain cards will explicitly state that their effect either can or cannot be blocked by corruption.

***Note:** You can prevent self-damage (with a red border) from your own effect by paying 1 Corruption.*

If the effect in question both deals damage and does something else, blocking the damage does not prevent the other parts of the effect from triggering. **With two exceptions:**

- If its text specifically says "Steal",
- Or if the damage is on the left side of an action's arrow,

then blocking the damage also prevents the attacker from gaining anything from the effect. Consider the following examples:



***Deepnuking** - Blocking the damage to plants does not prevent the two excavations from happening.*

***Hired Raiders** - Specifically says "Steal". Blocking the damage will prevent the attacker from gaining M€.*

***Predators** - The damage is on the left side of an action arrow. Blocking it will prevent the card from gaining an animal resource.*

Score bribing

At the end of the game, after milestones and awards are counted, place any unspent Corruption resources that you have left onto your cards with negative victory points on them. Each Corruption resource on a card reduces its points penalty towards your final score by 1. Cards with -1 VP can only hold 1 Corruption. Cards with -2 VP need 2 Corruption to fully negate, but can also be partially negated with just 1 Corruption. (In which case the penalty is reduced to -1 VP.) And so on.



The player spends 1 of their remaining Corruption resources to cancel the -1 point from "Flooding".

Research Mulligan

During the Research Phase, if you are unsatisfied with your selection of 4 cards to purchase from, you can pay 1 Corruption to replace 2 of them. You make this decision after drafting, but before picking which cards to buy. When you do so, discard up to 2 out of those 4 cards, and draw 2 new ones from the projects deck. Then proceed to purchasing as normal. **Each player can only do 1 Research Mulligan per generation.**

Corruption with the Turmoil expansion

When playing with the Turmoil expansion, keep in mind that **global event cards cannot be blocked by Corruption**. This is because you can only block damage from a player, not damage from a passive game effect.

Collusion: As a standard project, you can spend 1 Corruption to convert 1 or 2 neutral delegates into your own delegates. Both delegates have to be in the same party. If that party has more neutral delegates than you are converting, you **cannot replace its neutral leader directly** - you still need to get the majority of delegates there. However, if there's only 1 or 2 of them, you are allowed to replace ALL of the neutral delegates, including the leader.

OTHER

Colonies

Underworld adds 3 new Colony tiles that you can use:

Phobos

The United Nations Mars Initiative have sanctioned the establishment of an international research station on Mars' larger moon, Phobos. This scientific space hub is equipped with a myriad of sensors, telescopes, and remote-controlled drones to observe and analyze Mars' crust and atmosphere as its terraforming progresses.



Placement bonus: Gain 2 Terraform Rating.

Colony bonus: Gain 1 M€.

Trade income: Identify 4 underground resources. Then claim the number of the tokens you just identified indicated by the colony marker. (If the marker is in the 0 position, you claim nothing.)

Artwork by: Andrzej Wojcicki / Getty images

Oberon

The Oberon colony started out as a prefab structure manufacturing plant. But by virtue of its business, companies would routinely send their best engineers and negotiators to it. As they inevitably met each other on-site, all sorts of deals and contracts would be struck. Eventually, this grew into Oberon becoming a business center for habitat-building experts, where knowledge and patents change hands behind closed doors, and away from Earth's scrutiny.



Placement bonus: Place a city tile and reduce your M€ production 1 step.
If your M€ production is at -5, you cannot build a colony here.

Colony bonus: Draw a card. Then choose 1 card from your hand and discard it.

Trade income: Gain 1 corruption, as well as the bonus indicated by the colony marker.

*Artwork by: Andrzej Wojcicki / Science Photo Library (Uranus)
 ManuMata (Oberon)*

Amalthea

The combination of Amalthea's small size (and thus, small gravity) as well as its location near Jupiter has made it a perfect stopping point for the solar system's busy trade vessels. A place to rest, refuel, share some stories at the bar, and unload cargo bound for one of Jupiter's bigger moons, to be ferried by a local delivery service. Thus any company that has a presence here can tap into almost any supply chain in existence.



Placement bonus: Gain an extra trade fleet. Then immediately send it to an unoccupied colony tile of your choice, for free.

Colony bonus: Gain 1 titanium.

Trade income:

Pick a number of different colonies owned by anyone on any colony tiles, equal to the number indicated by Amalthea's colony tracker or fewer. For each colony you picked, gain its Colony Bonus. If you pick your own colony on Amalthea, you first get 1 titanium as the regular colony bonus, then a second titanium from the trade.

Artwork by: Mark Garlick / Science Photo Library



Crime tag

A new tag that shows up on cards that interact with Corruption, or impede other players.

Milestones and Awards

Underworld adds 2 Milestones and 2 Awards that are optional to use. Instead of increasing the total count of milestones/awards, they replace existing ones on a per-session basis. It is up to you to decide how many of them to use, and which milestones/awards they will replace. Place the tiles over the milestones/awards on the board that you will be replacing. If you want the replacements to be random, you can use a D6 die as described further in "Game Setup."



Risktaker milestone

Have at least -3 Victory Points total among your cards that have negative Victory Points. (Event cards count)



Tunneler milestone

Have at least 7 underground resource tokens claimed. (Excluding the ones you returned to the pile.)



Kingpin award

Play the highest number Crime tags. (Event cards count)

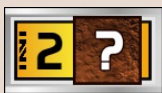


Excavator award

Have the highest number of underground resource tokens claimed. (Excluding the ones you returned to the pile.)

Card requirements

There are 2 new types of requirements that appear on Underworld cards:



You need to have at least the depicted number of underground resource

tokens claimed.



You need to have at least the depicted amount of Corruption saved up.

GAME SETUP

1. Cards

Before you begin the game, find the "Standard Technology", "Hired Raiders", and "Hackers" cards in your base set and replace them with the substitute versions in this expansion. Also, if you are playing without either the Colonies, Venus Next, or Turmoil expansions, remove the Underworld cards with the matching expansion symbols.

Shuffle the Coporation, Prelude, and Project cards into their respective decks. If you're playing with Turmoil, also shuffle in the Global Event cards.

2. Colonies

If you are playing with the Colonies expansion, shuffle the 3 extra colony tiles into your colony deck, before you randomly pick which colony tiles will be in play.

3. Expansion mats and markers

Give each player all Excavation Markers that match their color, as well as one of the five expansion mats, to put next to their resource mats.

4. Underground resources

Shuffle the Underground Resource tokens into a pile, with their "?" side face-up, so that players can't see what resources are depicted on them.



5. Identify the center

Identify the space in the very center of the board. If you are playing with a non-standard board that has more than one space touching the center, identify all of those spaces.



6. Milestones and Awards

Take the milestone and award replacement tiles, and decide on whether to use them, how many to use, as well as which milestones/awards they will be replacing for this game session. You can do this manually, or use a D6 die to replace them randomly:

First roll the D6 for each replacement tile. If you roll 4 or higher, that tile will be used. Then, for each of the replacement tiles, roll the D6 to determine which milestone/award they will be replacing. If you roll a 6 and are not using the Venus Next expansion, re-roll the die.

FAQ

What happens when I Excavate an Ocean while I have less than 4 M€?

The answer depends on whether the ocean token is already face-up on the board at the time of Excavation: If the token is already identified, you cannot Excavate it - the 4 M€ is a prerequisite. If, however, you randomly draw an ocean token, the Excavation succeeds, but you don't get an ocean nor lose 4 M€ - the effect just fizzles.

If I place an Excavation Marker next to Oceans, do I get the M€ adjacency bonus?

No. Excavation Markers are not tiles, and only tiles can get adjacency bonuses from other tiles.

Does Identifying a space that already has an underground resource replace the resource token?

No. A space that already has an underground resource cannot be Identified again. Attempting to do so results in nothing happening. If you have a card that forces you to Identify an already identified space, you can still use it, but that space gets excluded from the effect.

When you Claim a token as part of an Identify effect, do you replace it with an Excavation Marker?

No. Only actions marked with the yellow excavator count as an excavation and place an Excavation Marker.

What happens when you identify or excavate while the underground resource pile is empty?

Nothing happens. Once the pile runs out, you can no longer identify or excavate.

If I use a fan-expansion that adds extra tile boards, do they have underground resources?

In general, underground resources are only meant for Mars, not other planets or moons. However, since you're using not one but *two* fan-expansions, you can always house-rule.

Is Corruption a standard resource?

No. Even though Corruption does not go on any card, it is not treated as a standard resource. Whenever you get a bonus from an effect that lets you get "any standard resource of your choice", you cannot choose Corruption. You can, however, choose it when you get "any resource" that's not limited to being standard.

Can I block damage to something other than resources?

Under normal circumstances, you can only block effects that specifically damage a resource, or production of a resource. This includes both standard resources and card resources, and "stealing" a resource/production also counts as damaging it. Corruption cannot protect you from other forms of "damage" unless the card in question specifically says you can.

Can I use corruption to activate Equatorial Magnetizer for free?

No. The action must have a red border on a resource or production for it to be blockable. If that border is absent, you cannot block it with corruption.

Does placing Star Vegas in a space reserved for a different city make playing that city's card impossible?

Yes! This is 100% intended. Star Vegas is used to block a different space city from being played.

What happens when I play Global Audit or Fabricated Scandal while the Reds are in power?

Each player that gains TR also loses 3 M€. If a player does not have 3 M€, they don't get the 1 TR, but the effect isn't cancelled - other players may still gain TR. This means you can play these cards even if you yourself do not have 3 M€ remaining afterwards.

If I use Patent Manipulation to return a card with production to my hand, do you lose that production?

No. You keep any immediate effects from the card you returned, including any production it provided.

Can I sell the prelude card returned by Patent Manipulation using the Sell Patents action?

No. Only Project cards can be sold using the Sell Patents action. Preludes are not projects, though you play them in a similar fashion. (For 0 M€, as an action.)

Why is "Standard Technology" replaced?

"Standard Technology" was designed solely with the base set of Terraforming Mars in mind, where the cheapest standard project costs 11 M€. Historically, it has proven problematic for any expansion that added standard projects cheaper than that, both official and fan-made. This is because the percentage of money you get back increases as the cost of the project goes down, leading to a dangerous situation where a player could use it a game-breaking number of times in a single generation. This is why building a Colony is a standard project, but sending a Trade Fleet is not. This also the reason why Turmoil specifically points out in its rulebook that sending a delegate is not a standard project.

One of Underworld's key mechanics is the Excavate standard project, which is meant to provide a cheap basic action for players that don't have anything else to play in a generation, or to use steel on. If "Standard Technology" remained as is, Excavate would have had to have a restriction put on it, where it could only be used a limited number of times per generation. Simpler mechanics go over better with the majority of players, so the decision was made to substitute the problem card instead.

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