



# TERRAFORMING MARS

ARES EXPEDITION



## A MESSAGE OF HOPE:

*In this time of unprecedented prosperity and advancement for humankind, we are finally ready to expand beyond what once were considered our limits and make a new home among the stars. Mars is more than just a new world to house our ever-expanding population. It is also the first step of a lifetime of steps towards humanity embracing the potential of our universe as a whole.*

*All we need in order to fully realize this glorious future is to invest ourselves in the process of terraforming the great red planet. To this end, we ask the great corporations of Earth to join us in funding new research, supporting the construction and shipping of important resources, and doing whatever it takes to create a lush, liveable world for humanity to enjoy. This project will require the combined efforts of all humankind, but we believe that it will be worth it to secure a better future for our descendants.*

*Teri Ngo, Astro Liason for the United Nations, January 10th, 2315 AD.*

## OVERVIEW

**Terraforming Mars: Ares Expedition** is an engine-building game in which players control interplanetary corporations with the goal of making Mars habitable (and profitable). You will do this by investing **mega credits (MC)** into project cards that will directly or indirectly contribute to the terraforming process. In order to win, you will want to accumulate a high **terraform rating (TR)** and as many **victory points (VP)** as you can. Players raise their TR by increasing global parameters: **oceans, oxygen, and temperature**. TR also determines each corporation's basic income, and, at the end of the game TR counts as VP. Additional VP and production capabilities are awarded for building project cards and other actions taken during the game.

The game is played in rounds, and each round the players will choose one of five phases, which determines which activities will take place during that round. This means every round is different, but can consist of building new project cards, taking general and project-specific actions, producing income and resources (**plants and heat**), or researching to draw more project cards. Every player will take all the phases selected for the round, and will receive a special bonus during the phase that they selected. **To speed up the game, players should resolve each phase simultaneously!**

The game board has tracks for oxygen, temperature, and terraform rating, as well as a place for all of the ocean tiles that will be flipped over the course of the game. The game ends when there is enough oxygen to breathe (14%), oceans enough to allow Earth-like weather (9), and the temperature is well above freezing (+8°C). It will then be possible, if not comfortable, to live on the surface of Mars!

The winner is the player with the most VP at the end of the game.