

TERRAFORMING MARS

1–5 Players • 120–180 min • Ages 12+

WIN Most VP at end — TR + tiles + milestones + awards + cards **LOSE** N/A — Population is not tracked in base game cards

THE 8 ACTIONS — take 1 or 2 per turn

#	Action	Cost / Rule
1	Play Project Card	Card's M€ cost. Steel=2M€ vs Building tags. Ti=3M€ vs Space tags.
2	Standard Project	See table below — always available.
3	Claim Milestone	8 M€. Must meet requirement. Max 3 milestones per game total.
4	Fund Award	8/14/20 M€. Max 3 funded total. Scored at game end.
5	Blue Card Action	Per card text. Once per generation per card.
6	Plants → Greenery	8 Plants. +1 Oxygen (+1 TR). Must adj your tile if any exist.
7	Heat → Temp	8 Heat. +2°C (+1 TR).
8	Sell Patents	Free. Discard hand cards for 1 M€ each.

STANDARD PROJECTS

Project	Cost	Effect
Sell Patents	Free	1 M€ per card discarded from hand
Power Plant	11 M€	+1 Energy production
Asteroid	14 M€	Raise Temperature +2°C (+1 TR)
Aquifer	18 M€	Place 1 Ocean tile (+1 TR + adjacency bonus)
Greenery	23 M€	Place 1 Greenery (+1 Oxygen if not maxed, +1 TR)
City	25 M€	Place 1 City + gain +1 M€ production

KEY NUMBERS

Number	Meaning
20	Starting TR for every player
3 M€	Cost to buy 1 card during Research Phase
8 Plants	Cost to place 1 Greenery tile
8 Heat	Cost to raise Temperature 1 step (+2°C, +1 TR)
2 M€	Bonus per adjacent Ocean when placing ANY tile — every time
5 VP	Milestone value. Awards: 5VP (1st) / 2VP (2nd).



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TERRAFORMING MARS — REFERENCE

Tiles • Parameters • Milestones • Awards • Scoring • Mistakes

TILE PLACEMENT

Tile	Rule
Ocean	Reserved blue spaces ONLY — no exceptions
City	Cannot be adjacent to another City
Greenery	Must adj your own tile — if you own any

GLOBAL PARAMETER BONUSES

Trigger	Bonus collected by triggering player
Temp -24°C and -20°C	+1 Heat production at each step
Temp 0°C	Place 1 free Ocean tile immediately
Temp $+2^{\circ}\text{C}$	+1 Energy production
Oxygen 8%	Trigger +1 Temp step → net +2 TR for this action

MILESTONES (8M€, 5VP) • AWARDS (8/14/20M€, 5VP/2VP) • max 3 each

Milestone	Req	Award	Winner at Game End
Terraformer	TR ≥ 35	Landlord	Most tiles on board
Mayor	3+ Cities	Banker	Highest M€ production
Gardener	3+ Greeneries	Scientist	Most Science tags
Builder	8+ Bldg tags	Thermalist	Most Heat cubes held
Planner	16+ in hand	Miner	Most Steel+Ti combined

SCORING — Production: Energy→Heat, gain resources, M€=TR+prod

Source	Points
TR	1 VP per TR point
Milestones	5 VP each
Awards	5 VP (1st) / 2 VP (2nd)
Greenery tiles	1 VP each (your tiles only)
City tiles	1 VP per adjacent Greenery (any player's)
Cards / Tiebreaker	Per card text. Tiebreaker: most M€ wins.

WATCH OUT FOR

- TR adds to M€ income every generation — TR 25 earns 25 M€ before production.
- Event (red) cards flip face-down after play — tags are permanently gone.
- 2 M€ ocean bonus: goes to the player placing the tile, per adjacent ocean.
- Game ends at END of the generation — everyone finishes equal turns.



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