

Terraforming Mars (& Venus). Hellas.

MULTIPLAYER Rules (Drafting, Corporate Era, Solar Phase variants)

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SETUP

- Board: 9 ocean tiles on their space; markers at starts of O₂/Temperature tracks; player markers on TR track space 20. **Drafting variant: place the generation marker on TR track space 1.** **Venus board is placed adjacent to the game board, with a marker on 0% of Venus track.**
- Players (Venus cards shuffled into decks):
 - Random player gets First Player marker (or, most recent winner).
 - Player markers and play mat (set production for all resources to 1, or 0 if playing the **Corporate Era variant**).
 - 10 random Project cards each (**Corporate Era variant: deal cards to beginners first, then shuffle in the variant cards**).
 - Corporation cards (beginners get Beginner Corp, others get 2 random cards – **Corporate Era cards only with that variant**).
- In turn order, players:
 - Reveal chosen corporation (others removed from game).
 - Take cash/resources/additional production according to corporation card chosen.
 - Beginner Corporations pay 0 M€ and keep all 10 cards; others pay 3 M€ per card kept, discarding the rest (face down).

GENERATION (= game round)

- In turn order, players each take 1 or 2 **Actions**, or Pass (go out for the rest of the Generation). *Continue taking turns / actions until all players have passed*, then go to step 2 (below). **Actions:**
 - Play a Card
 - Use a Standard Project
 - Claim a Milestone
 - Fund an Award
 - Use a Blue Card Action
 - Convert Plants to Greenery
 - Convert Heat to Temperature
- Production.** Simultaneously, players perform below (in order):
 - First, convert all their energy to heat.
 - Then, receive resources / M€ as per their production levels.
 - Finally, clear player markers from Action Cards in their displays.
- Check for **Game End**. If O₂ and Temperature markers are at ends of their tracks and all 9 ocean tiles have been placed, game ends:
 - In turn order, players may Convert as many of their Plants as they would like into Greenery (at usual conversion ratio).
 - Final Scoring.** Advance player markers on TR track (now = VP track) in this order:
 - Awards: 5/2 VP for 1st/2nd place (friendly ties; in 2er, 0 for 2nd place) for all funded Awards.
 - Milestones: 5 VP each.
 - Greenery: 1 VP each.
 - Cities: 1 VP per adjacent Greenery.
 - Cards in your display awarding VP for resources.
 - VPs printed on your cards and events.
 - Most VP wins. Tiebreaker = M€

- If game is not over, set up for **Next Round**.
 - Solar Phase Variant: The first player chooses one global parameter (O₂ level, Temperature, ocean tiles) not completely terraformed. The World Government (not the first player) advances that parameter one step (i.e., the first player does not increase their TR).**
 - Research
 - Players each draw 4 project cards (if deck empty, shuffle the discards). **Drafting variant: draft passing left/right (odd/even generations, respectively).**
 - Players pay 3M€ per card kept; discard the rest.
 - Pass First Player marker left.
 - Drafting variant: advance generation marker one step.**

GENERAL RULES

- Greenery must be played adjacent to your own tiles (if possible). Place your marker on the tile.
- Cities may not be adjacent to each other, except for Noctis City (which has a designated hex). Place your marker on the tile.
- Oceans (unowned) may only be placed in designated hexes.
- When placing a tile:
 - Only oceans & Noctis City may go on their designated hexes (unless the card specifies an exception to this rule).
 - Gain placement bonus printed on that hex.
 - Earn 2 M€ per adjacent ocean tile.
- Whenever you increase O₂ level or Temperature, place an ocean tile, **or advance Venus marker: increase your TR one step.**
- Cards are always discarded face down.

ACTIONS

Play a Card

- Check for requirements (near cost). Also, must be able to perform all card effects except: raising a terraforming goal already at its max, adding resources you can't collect, or removing resources from an opponent which you can't or don't want to.
- Pay cost. May use steel/titanium for building/space cards, respectively.
- Trigger immediate effects (bottom of card). Production icons (with brown background) **must** trigger. Red-bordered icons target *any* single player (including you) and are optional.
- Place card...
 - Red (Event) Cards: face down in personal pile.
 - Green (Automated) Cards: in personal display, top (icon row) visible.
 - Blue (Active) Cards: in personal display, top panel visible.

Use a Standard Project

- Sell Patents: discard card(s), earn 1 M€ each.
- Power Plant: pay 11 M€, increase energy production one step.
- Asteroid: pay 14 M€, increase Temp one step.
- Aquifer: pay 18 M€, place an ocean tile.
- Greenery: pay 23 M€, place a greenery tile.
- City: pay 25 M€, place a city tile on Mars, increase M€ production one step.
- Air Scrapping: pay 15 M€, advance Venus marker one step.**

Claim a Milestone (end-game VP)

- Must meet criteria shown (TR 35+, own 3+ cities, own 3+ greenery, have 8+ building tags in display, or have 16+ project cards in hand).
- Pay 8 M€, place your marker on it.
- Max 1 player per milestone, 3 milestones total.

Fund an Award (end-game VP)

- Pay 8/14/20 M€, place your marker there.
- Mark an available award with your marker.
- Possible awards:
 - Most tiles in play (tiles with your marker)
 - Highest M€ production
 - Most science tags in display
 - Most heat resources
 - Most steel + titanium resources

Use a Blue Card Action

- A blue card with red arrow(s) may only be used once per generation. Use only *one* of the actions per activation.
- Place your marker on the card, pay cost, gain benefit.

Convert Plants to Greenery

- Pay 8 plant resources, place a greenery tile on the board.
- Increase O₂ one step. Gain appropriate bonuses (TR increase, tile placement, ± O₂ track bonus).

Convert Heat to Temperature

- Pay 8 heat resources, increase Temperature one step.
- Gain appropriate bonuses (TR increase ± Temp track bonus).

HELLAS

- Noctis City: playable on any non-ocean area but not adjacent to another city.
- Lava Flows: playable on any non-ocean area.
- South Pole: pay 6 M€ to place a tile, then may place an ocean (if available) on legal space.
- Awards (for things *in play*, not on events):
 - Contractor: most building tags.
 - Cultivator: most greenery.
 - Excentric: most resources on cards (does not include Self-Replicating Robot resources).
 - Magnate: most green cards.
 - Space Baron: most space tags.
- Milestones (for things *in play*):
 - Diversifier: 8+ different tags.
 - Tactician: 5+ cards with requirements.
 - Polar Explorer: 3+ tiles on bottom 2 rows.
 - Energizer: 6+ energy production.
 - Rim Settler: 3+ Jovian tags.

Terraforming Mars (& Venus). Elysium. SOLITAIRE Rules (Solar Phase variant)

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SETUP

- Board: 9 ocean tiles on their space; markers at starts of O₂/Temperature tracks; player marker on TR track space 14. **Place the generation marker on TR track space 1. Venus board is placed adjacent to the game board, with a marker on 0% of Venus track.**
- Cards: shuffle the Corporate Era Project and Corporation cards (including Venus Next) into their respective decks.
- You take:
 - Player markers and play mat (set production for all resources to 0).
 - 10 random project cards.
 - 2 random Corporation cards.
- Neutral Players:
 - Place city tile #1: Reveal and discard a card from the deck. Using cost, count from top left hex (left to right, top to bottom) skipping over illegal hexes. Place city.
 - Place city tile #2: as above (draw 2nd card), but counting backwards from hex on bottom right of board.
 - Place greenery tile #1: draw 3rd card, count clockwise around city #1 starting from hex above/left of the city, place tile. Do not increase O₂ level.
 - Place greenery tile #2: draw 4th card, count clockwise around city #2 starting from hex above/left of the city, place tile. Do not increase O₂ level.
- You:
 - Choose Beginner Corp or one of the 2 corporation cards dealt; remove other cards from the game.
 - Take cash/resources/additional production according to corporation card chosen. **If you chose Tharsis Republic, take the M€ production bonus for the 2 neutral cities.**
 - Beginner Corp pays 0 M€ and keeps all 10 cards; others pay 3 M€ per card kept, discarding the rest (face down).

GENERATION

- Take 1 or 2 Actions per turn, as many times as you want, until you Pass (ending the Generation and going to step 2). Actions:
 - Play a Card
 - Use a Standard Project
 - Claim a Milestone**
 - Fund an Award**
 - Use a Blue Card Action
 - Convert Plants to Greenery
 - Convert Heat to Temperature
- Production.
 - First, convert all your energy to heat.
 - Then, receive resources / M€ as per your production levels.
 - Finally, clear player markers from Action Cards in your display.

- Check for Game End/Win. **If you have completely terraformed Mars and Venus (i.e., O₂ and Temp and Venus markers are at ends of their tracks, and all ocean tiles have been placed), you WIN! Otherwise, if the generation marker is on TR track space 14, the game ends:**
 - Convert as many of your Plants as you like into Greenery (at usual conversion ratio). **Do not increase O₂ level.**
 - Final Scoring.** Advance your marker on TR (= VP) track:
 - Greenery: 1 VP each.
 - Cities: 1 VP per adjacent Greenery.
 - Cards in your display awarding VP for resources.
 - VPs printed on your cards and events.
 - Try to get as many VPs as possible. However, you only WIN by completely terraforming Mars.**
- If game is not over, set up for Next Round.
 - Solar Phase Variant (must use if playing Venus Next): Choose one global parameter (O₂ level, Temperature, oceans) not completely terraformed. The World Government advances that parameter one step (i.e., you do not increase your TR).**
 - Draw 4 project cards (if deck empty, shuffle the discards).
 - Pay 3M€ per card kept; discard the rest.
 - Advance the generation marker one step.

GENERAL RULES

- Greenery must be played adjacent to your own tiles (if possible). Place your marker on the tile.
- Cities may not be adjacent to each other, except for Noctis City (which has a designated hex). Place your marker on the tile.
- Oceans (unowned) may only be placed in designated hexes.
- When placing a tile:
 - Only oceans & Noctis City may go on their designated hexes (unless the card specifies an exception to this rule).
 - Gain placement bonus printed on that hex.
 - Earn 2 M€ per adjacent ocean tile.
- Whenever you increase O₂ level or Temperature, place an ocean tile, **or advance Venus marker:** increase your TR one step.
- Cards are always discarded face down.

ACTIONS

Play a Card

- Check for requirements (near cost). Also, must be able to perform all card effects except: raising a terraforming goal already at its max, adding resources you can't collect, or removing resources from an opponent which you can't or don't want to.
- Pay cost. May use steel/titanium for building/space cards, respectively.
- Trigger immediate effects (bottom of card). Production icons (with brown background) **must** trigger. Red-bordered icons may target a **neutral (imaginary) opponent with infinite production and resources.**

4. Place card...

- Red (Event) Cards: face down in personal pile.
- Green (Automated) Cards: in personal display, top (icon row) visible.
- Blue (Active) Cards: in personal display, top panel visible.

Use a Standard Project

- Sell Patents: discard card(s), earn 1 M€ each.
- Power Plant: pay 11 M€, increase energy production one step.
- Asteroid: pay 14 M€, increase Temperature one step.
- Aquifer: pay 18 M€, place an ocean tile.
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- Air Scrapping: pay 15 M€, advance Venus marker one step.**

Use a Blue Card Action

- A blue card with red arrow(s) may only be used once per generation. Use only *one* of the actions per activation.
- Place your marker on the card, pay cost, gain benefit.

Convert Plants to Greenery

- Pay 8 plant resources, place a greenery tile on the board.
- Increase O₂ one step. Gain appropriate bonuses (TR increase, tile placement, ± O₂ track bonus).

Convert Heat to Temperature

- Pay 8 heat resources, increase Temperature one step.
- Gain appropriate bonuses (TR increase ± Temp track bonus).

ELYSIUM

- Noctis City: playable on any non-ocean area but not adjacent to another city.
- Lava Flows: playable on Arsia Mons Olympus Mons, Elysium Mons, or Hecates Tholus.
- Awards (for things *in play*, not for events):
 - Benefactor: highest TR. Award this first!
 - Celebrity: most cards costing 20+ M€.
 - Desert Settler: most tiles in bottom 4 rows.
 - Estate Dealer: most tiles adjacent to oceans.
 - Industrialist: most steel + energy resources.
- Milestones (for things *in play*):
 - Ecologist: 4+ bio (plant, animal, or microbe) tags.
 - Generalist: 2+ production (**1+ if playing the Corporate Era variant**) of all 6 resources
 - Legend: 5+ red (event) cards.
 - Specialist: 10+ production of any resource.
 - Tycoon: 15+ blue/green cards.