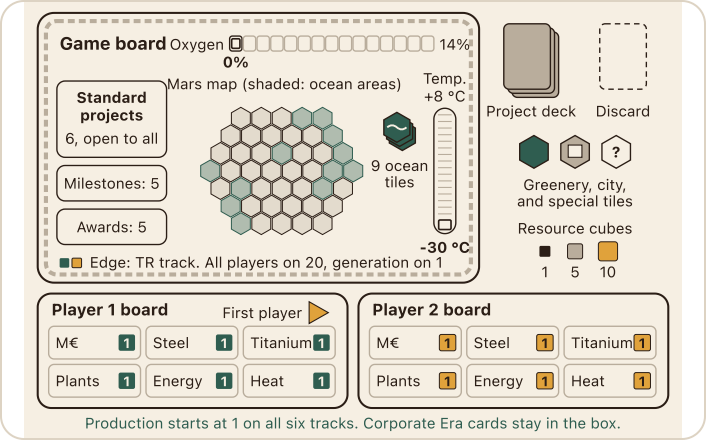
THE LUDARIUM · TEACH SHEET

Teach Terraforming Mars in ten minutes

1 to 5 players · 90 to 120 minutes · Ages 12 and up

The goal: Have the most victory points when Mars is terraformed: from TR, tiles, cards, milestones, and awards.



Production starts at 1 on all six tracks. Corporate Era cards stay in the box.

On your turn

1. Player order: first player marker moves clockwise, generation marker moves up 1.
2. Research: draw 4 cards, buy any of them for 3 M€ each.
3. Actions: take 1 or 2 actions on your turn, or pass for the rest of the generation.
4. Actions are: play a card, standard project, milestone, award, blue card action.
5. Also actions: 8 plants become a greenery, 8 heat raises the temperature.
6. Production: energy becomes heat, then take M€ equal to TR plus M€ production.
7. Then take every other resource you produce. Clear markers from used blue cards.

Three tips for your first game

1. Buy production early. It pays you every generation that is left.
2. Keep only cards you can play soon. Each one costs 3 M€ just to keep.
3. Watch the three tracks. When they near the top, switch from engine to points.

Setup

1. Board: oxygen on 0%, temperature on -30 °C, 9 ocean tiles on their space.
2. Take the Corporate Era cards (red and white icon) out of both decks.
3. Each player: a player board with production at 1 on all six tracks.
4. TR markers on 20, generation marker on 1. Last game's winner goes first.
5. New players: a Beginner Corporation, 42 M€, and 10 free project cards.
6. Others: deal 2 corporations and 10 cards. Keep 1 corporation; cards cost 3 M€ each.
7. In player order, reveal corporations, take starting resources, pay for kept cards.
8. Generation 1 starts straight with the action phase.

Scoring

- Every step you raise temperature, oxygen, or oceans: +1 TR.
- End: 1 VP per TR.
- Greenery: 1 VP. City: 1 VP per adjacent greenery, any owner.
- Milestone: 5 VP. Claim for 8 M€; only 3 of 5 can be claimed.
- Award: fund for 8, then 14, then 20 M€; only 3. First 5 VP, second 2 VP (none with 2 players).
- Cards: printed VPs, including VPs from resources on cards.
- Tie: most M€ wins.

Game end: When oxygen is 14%, temperature is +8 °C, and all 9 oceans are placed, finish the generation. After production, everyone may turn plants into greenery one last time. Then score.

Free course: theludarium.com/academy/terraforming-mars/

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