



TERRAFORMING MARS Procedures

Before setup begins, all players should confirm that only cards from the original Terraforming Mars and its Prelude expansion are included and that all corporation, prelude, and project cards are present. *Corporate era cards should be included.*

Before play begins:

- 1) The deck of 5 Prelude Corporations should be shuffled and cut.
- 2) The deck of the 12 named original Corporations should be shuffled and cut. *Beginner corporations will not be used.*
- 3) The deck of 35 Preludes should be shuffled and cut.
- 4) The deck of 215 Project cards should be pile-shuffled and cut. *It will contain base, corporate era, and Prelude project cards.*
- 5) Set the game board, with the Generation marker beginning at "1".
- 6) Each income track will contain no player markers, since each income track begins at "0".

After these steps have been completed:

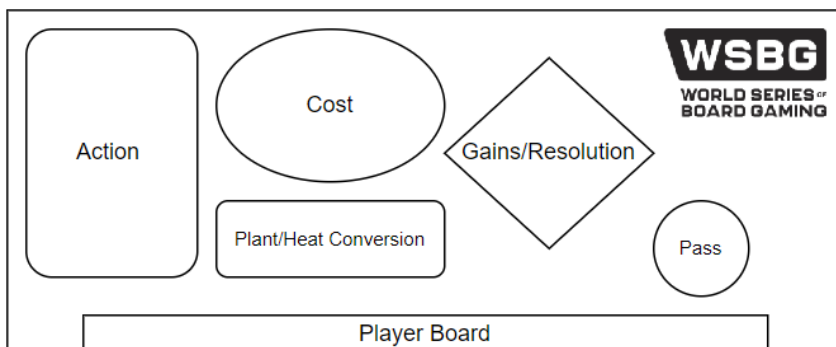
- 1) Deal 1 Prelude corporation to each player.
- 2) Deal 2 Original corporations to each player.
- 3) After looking at them, players should slide these cards under their player board, setting any undealt corporations aside face down.
- 4) Deal 5 Project Cards to each player and draft them **left**, each player taking a card and passing the rest to the player on their left. Repeat until all cards are selected. *Be sure not to mix up cards being drafted and cards being kept.*
- 5) Deal 5 Project Cards to each player and draft them **right**, each player taking a card and passing the rest to the player on their right. Repeat until all cards are selected. *Be sure not to mix up cards being drafted and cards being kept.*
- 6) Players should slide their ten kept Project cards under their player board.
- 7) Deal four Preludes to each player and draft them **left**, each player taking one card and passing the rest to the player on their left. Repeat until all cards are selected. Each player will then choose two preludes to keep and set the other two aside.
- 8) Starting with the player in Seat One and **ONE AT A TIME**, players will reveal their chosen Corporation, take their starting money, and make any related adjustments to income tracks. Their two unchosen corporation cards should be set aside.
- 9) Starting with the player in Seat One and **ONE AT A TIME**, players will then reveal their chosen Preludes and resolve them, making any related adjustments to income tracks.

- 10) Starting with the player in Seat One and **ONE AT A TIME**, each player should now pay for any Project cards they choose to keep. Discarded projects should be placed in a discard pile **FACE DOWN**. The discard pile is **NOT** public knowledge and **MAY NOT** be searched.

Play will proceed normally and according to the printed rules, but will also observe the following procedural requirements

Project cards will be drafted each generation. *Before dealing out projects to be drafted, each player should slide their current hand under the edge of their player board to avoid confusion.* Odd-numbered generations draft left, even-numbered generations draft right. The first 4-Project draft of each game will occur on Generation Two, and will therefore draft right. After all cards are drafted, the player in Seat One will place any cards they are keeping on the Action Board along with payment. Unselected cards will be placed face down in the discard pile. After payment is confirmed they may move the cards to their hand.

Games of Terraforming Mars at the World Series of Board Gaming will use an Action Board. Every action taken throughout the game will be represented on the Action Board.



- 1) If you play a card, place both the card and payment on the Action Board. After its legality is confirmed, the card may be resolved and placed in your display.
- 2) When using a standard project, claiming a milestone, or funding an award, place a player marker and payment (this payment includes cards being discarded when selling patents) on the Action Board. After its legality is confirmed, resolution may occur.
- 3) When using a blue card action, turn it sideways and place any necessary payment on the Action Board. After its legality is confirmed, resolve the action. *The card should remain sideways for the rest of the round.*
- 4) When converting plants or heat, place the required elements on the Action Board, and resolve the action after its legality is confirmed.
- 5) When passing for the round, place a player marker on the Action Board on the corresponding space of the Action Board, where it will remain until the start of the next generation.

Each player will be responsible for adjusting all tracks as a result of their play. When moving a TR rating, every player must announce the color they are moving, the number it began at, and the number it is moving to. (Example: "Moving green from 23 to 25")

INCOME:

- 1) Income shall be collected one player at a time, one production item at a time.
- 2) Income shall be placed on the Action Board for all to audit before being moved onto a player board.
- 3) The new total of each production item will be announced to the table after collection. (Example: "Collecting 3 plants, and now have 6 total")
- 4) After collecting income, a player should reset their blue project cards and clear their Action Board.

IMPORTANT: All players should work together to ensure that plays and placements are legal and that tracks are adjusted correctly. **Actions taken should be deliberate and transparent.** Nothing should ever be placed on a player board without first being placed on the Action Board for all to confirm.

An Active Player card will be used to signify the end of a player turn. This card will start with the player in Seat One, who will pass it to the following player after resolving one or two legal actions.

*These procedures are designed to ensure fair play and minimize problems with the game state. They may be amended at any time by a WSBG tournament administrator.