

TERRAFORMING MARS PREZCON 2024

Welcome to the eighth Terraforming Mars tournament at Prezcon! All Terrans seeking to terraform Mars are welcome to play, as long as they have read the rules. Congratulations to Imran Akram for besting David Schneider, Taylor Banks and Bill Crenshaw in last year's finals.

CHANGES FROM RULEBOOK. *These are the key rulebook changes, which will be used in the tournament:*

- **BANNED CORPORATIONS.** **DO NOT PLAY WITH MANUTECH, VITOR, POINT LUNA OR POSEIDON.** *When playing with expansions, shuffle the expansion corporations together and deal 2 expansion corporations and 2 base game corporations to each player. If not playing with Venus, deal each player 1 expansion corp; add 2 base corps to the 2 remaining expansion corps and deal 1 to each player, so each player either has 2 expansion corps and 2 base corps or 1 expansion and 3 base. When playing with just the Base board and Prelude cards, do NOT use Prelude corporations; just deal each player 2 (or if agreed by all, 3) base game corporations.*
- **RANDOMIZED MILESTONES AND AWARDS.** *Randomized milestones and awards (if available) will be used: (1) in all games using the original board; and (2) in elimination rounds. Refer to separate rules regarding use.*
- **REBALANCED CARD.** *Modify Toll Station so it increases MC production by 1 for each space tag held by any 1 opponent (not all opponents).*
- **PROMO CARDS.** *Promo cards may be used only if all players agree before the game starts.*
- **FAST MODE.** *All players must take 2 actions each turn or pass. You may sell 1 patent as your first action and then sell a second patent as your second action. You may take 1 action and then pass for the generation.*
- **TRADING.** *When playing the Colonies expansion, no more than one trade per turn is allowed (meaning a player with Space Port Colony, Space Port, or Sky Docks cannot use their first two actions to trade twice; on their second turn, they may trade again once).*

Format. All games will use the full corporate version rules and the **drafting rules described below**. Heats will have 4-player games with some 3-player games and have a **4 hour time limit**. Heat 1 (Wednesday 1 p.m.) will use the original board (with randomized milestones and awards if available – see separate rules); Heat 2 (Thursday 9 a.m.) will use the Hellas board and Heat 3 (Friday 9 a.m.) will use the Elysium board. The semifinals (Friday 3 p.m.) will use the Elysium board and the finals (Saturday 9 p.m.) will use the original board.

We will try to pair players based on whether they want to play with expansions. If a table can't agree, the majority rules (except do not use Turmoil). In the semis, use at least 2 of the Venus, Prelude and Colonies expansions. The finals will use the Venus, Prelude and Colonies expansions.

Drafting. *Corporations.* Use the drafting rules described above. Beginner corporations may not be used.

Initial draft of Project cards. At the start of the game, deal each player 5 project cards. Each player keeps 1 project card and passes the others to the left. Keep taking 1 card and passing the rest until each player has 5 cards. Deal each player another 5 project cards, keep 1 and pass the others to the right. Keep taking 1 card and passing the rest until each player has a total of 10 cards. Choose a corporation and which of the 10 project cards to buy.

Gen drafts. At the start of each generation from Gen 2 on, deal 4 project cards to each player. On even gens, keep 1 and pass the rest to the left; on odd gens, keep 1 and pass the rest to the right. Once everyone has 4 cards, decide which cards to buy.

Venus. If Venus cards are used, include the Venusphile Award and the Hoverlord Milestone. Remember: the starting player must advance one of the global parameters (including the Venus scale) at the end of each gen. This rule is mandatory.

Prelude. Prelude cards are **DRAFTED**. Deal each player 4 Prelude cards with the initial set of 5 project cards. After the project card draft, keep 1 Prelude card, pass the rest to the left until all players have 4 Prelude cards, then choose 2.

Rule clarifications: Refer to Board Game Geek for any rule clarifications not covered by the tournament rules. <https://boardgamegeek.com/thread/1705209/official-faq-rules-clarifications>.

Colonies. You CAN build a colony or trade at a colony even if you cannot use their resources (Titan, Miranda or Enceladus). Floaters, microbes and animals received when a colony is built or traded at may not be split between different cards but if received when trading may be placed on a different card than received due to a colony bonus.

Semifinals and Finals Format. If more than 16 heat winners appear for the semifinals, there will be 16 semifinalists, with winners qualifying based on (1) most games won; (2) most games coming in second; and (3) cumulative margin of victory/defeat in games finishing first or second. Margin of victory/defeat in 3-player games is halved/doubled; margin of victory/defeat in 5-player games is doubled/halved. If 6-15 heat winners appear for the semifinals, winners and the best second place finishers (based on number of seconds, then closest margin of defeat in games coming in second) will advance as necessary to get to 8, 12 or 16 semifinalists. The winners will advance to a 4-player final. If there are only 2 or 3 semifinal games, the closest second place semifinal finisher(s) will advance to the finals. Semifinal pairings will be seeded based on tournament performance.

Time Limits. Heats will have a 4-hour time limit. The GM will make an announcement when there are 30-45 minutes left. If all players have taken at least 1 action in the current generation, the players will finish the current generation and play one final generation; otherwise, the current generation will be the final gen. The semifinals and finals will not have a strict time limit, although the GM reserves the right to impose one as necessary.

Seating and Starting player: Randomly determine seating (with the owner of the game sitting where they want and the other players sitting randomly around in order of clubs, diamonds, hearts, spades based on the card you drew for table assignment) and then randomly determine the starting player and proceed clockwise.

Game Play. For each action you take, state OUT LOUD, what you are doing and do the following: (1) for cards, state the name of the card and what it does; (2) state how you are paying for your action and place the payment in front of your mat so all players can see the payment; (3) adjust production and resources as indicated on the card; (4) place any tile on the board (and receive any placement bonus). Following this order will reduce mistakes.

Mistakes. Any mistakes based on failure to properly implement a production box adjustment of the player playing a card MUST be corrected as soon as they are noticed. If you have taken too many resources in production, you lose them immediately (if you do not have any, correct the mistake as best possible). If you have not taken enough resources, you do not get the resources missed unless the mistake is noticed that generation and all other players agree you are entitled to the resources in question. Once you have ended your turn and the next player announces a move, if you failed to remove resources from another player, you may not do so.

If you are entitled to benefits as a result of the action of another player (e.g., Pets, Rover Construction, Immigrant City, or Tharsus when a city is built or Arctic Algae when an ocean is placed), hopefully you will claim them during the turn of the other player if the other player has stated the move OUT LOUD. Any mistakes must be corrected before you take an action the following generation or you do not get the benefit. If you run into a problem, try to work it out and if not, ask the GM.

Please be nice and let the players entitled to a bonus know when a city or ocean is built. (It is permissible to place 2 resource markers next to the stack of ocean tiles to serve as a reminder if Arctic Algae is in play and 1-3 markers next to the city stack to serve as a reminder if Pets/Rover Construction is/are in play.)

Production. To minimize mistakes, do not mark production on your player board until you have a production level other than 0. When you take production, first move your existing resources to the far right side of the production box. Then place your production on the left side. Before mixing the new resources and the old, have the player next to you audit the resources.

Moving TR/Cards Dealing. Appoint one player to move all players' TR and global parameters and another to deal cards. When moving TR, state out loud what the movement is – e.g., I'm moving red from 20 to 21.

Last Greenery Build. The last greenery build is an extension of the current gen, so building takes place in current turn order.

Scoresheet. Please fill out the scoresheet clearly and completely. **Start doing so before final scoring to prevent mistakes.** If 2 or more players have the same TR and the same amount of mega credits left over at the end of the game, in heats all tied players will be deemed winners; in elimination rounds, whichever tied player moved later on gen 1 will be the winner.

GM: Bill Crenshaw; Assistant GM: Eric Wrobel

Terraforming Mars Random Milestones and Awards

Randomly draw 5 milestones and 5 awards. Add Hoverlord and Venophile if playing the Venus expansion.

The following duplicative milestones/awards cannot be used in the same game:

- Gardener and Cultivator
- Landlord and Cultivator
- Builder and Contractor
- Tycoon and Magnate
- Miner and Industrialist
- Terraformer and Benefactor

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HEAT __/SEMIFINALS __/FINAL __ TABLE __

BOARD: _____ ; **EXPANSION(S) USED:** _____

	1 st Player	2 nd Player	3 rd Player	4 th Player
Name				
Badge #				
Color				
Corporation				
MegaCredits at game end				
TR when starting scoring				
Awards 1 st Place (5)				
Awards 2 nd Place (2)				
Milestones (5)				
Subtotal				
Greeneries				
City Points				
Subtotal				
Resource Points				
Card Points				
Total				
Place				