

Terraforming Mars

Dice

<https://tekeli.li/rogers-rules/>

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Goal

Have the most points at the end of the game.

Setup

Place clear cubes on 0% oxygen and -32°C temperature; stack 7 ocean tiles on the ocean spot; *place four purple die markers on the four “rotate a die” spots on the map. Place the other two on score track values 8 and 16.*

Allocate a colour per player; cube at zero on the score track, card slab and other cubes to the player.

Shuffle red Bonus cards and draw 2 per player to a bonus pile; others won't be used.

Take one die of each colour *except purple*, randomly select 3, and roll them; place them on the Award spots.

Randomly select 3 milestone tiles and place them on the milestone spots. (Take a milestone when you qualify for it.)

Deal three missions face-up. In case of duplicates, return to bottom of deck and draw another.

Deal 2 companies and 5 projects to each player.

Each player secretly chooses one corporation and returns the other.

All players reveal corporations and take resources in game-start (orange) and production (brown) boxes.

Players place their colour block over their game-start resources box as a reminder not to take them again.

First player passes one resource to last player.

Play turns in rotation. On each of your turns you may choose Production or Action.

Production Turn

Discard dice until you have no more than 3. (Storage spaces on active cards can hold one more die each.)

Discard any number of cards from your hand.

If you have fewer than 5 cards, draw until you have 5.

Produce resources in each brown box

Un-tap any blue project cards.

Action Turn

Take 0-1 Support  actions and then 0-1 Main  actions, standard or on your played blue cards.

Standard support: take a die and roll it, discard any resource to turn another to the side of your choice, discard any resource to draw 2 cards.

Standard main: play a card from hand (paying its cost at top left), take a second Support action, or terraform.

Terraforming

- 3 Heat: +1 Temperature (+2VP)
- 3 Water: place Ocean (+2VP)
- 4 Plant: place Forest and therefore +1 Oxygen (+2VP, +1 per City adjacent to the Forest)
- 3 City: place City (not adjacent to a City, +2VP, +1 per Forest adjacent to the City)
- 3 Money: +2VP

If Oxygen or Temperature is already at the end of the track, +1 VP rather than +2.

If your score reaches 5 or 12, look through all the Bonus cards, choose one, and play it immediately. If it reaches 8 or 17, gain a purple die.

End Game

When two of three parameters (Oxygen, Temperature, Oceans) are done, end game is triggered. Play for one more round; the player who triggered end game will take the last turn.

Final score adds any red ribbon points (played cards, missions, Awards, Milestones). For each of the three Awards, whoever has most of that symbol in the costs of played cards gets 5, second most

(in ③+) gets 3. Tie for first gives 5 points to all and no second place; tie for second gives 3 points to all.

Cards

Red: does something immediately.

Green: does nothing now; adds to future Production.

Blue: does nothing now; adds a new Action option. When used, tap until next Production.

Missions

If a mission has two parts and you've done one part of it, place a cube in your colour on the card. When you complete it, remove all cubes and place the mission face down in front of you for one endgame point. At the

end of your turn, refresh the mission tableau; discard and redraw any duplicates.

Reference

Blank die: take a die of that colour (any *but purple*, if white) and roll it.

Die with ?: take a die of that colour (any *but purple*, if white) and choose a face.

Die face: take a die of that colour and turn it to that specific face.

Wild resource : count as any face of any *non-purple* die.

Free action  take at any time on your turn, even Production.

Green ribbon: points now. Red ribbon: end-game points.