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Terraforming mars corporations expansion

Copyright © 2020 by Matt Halvorson. All rights reserved ID: 12355 The choice of Terraforming Mars Corporations cards at the beginning of the game is very important. It is important to look at your initial ten action cards and make a decision based on these. Too many people just take the corporate card they want to play. You must make use of all the information available to you. To give you some advice, we added a degree of letters to each as an indicator of strength. All this is arbitrary, because everything depends on all your cards, but it should push you in the right direction. Terraforming Mars Corporation cards are categorized by development. Visit the Terraforming Mars Page for all the other information. CONTENT: Base Game Corporations | Venus Corporations | Prelude corporations | Colony Corporations | Turmoil Corporations | Promo Corporations

TERRAFORMING MARS CORPORATIONS - BASE GAME
CreditorYou start at 57 MC. | Effect: After paying for a card or standard project with a basic price of 20MC or more, you get 4MC
EcolineYou will start with 2 plant production, 3 factories and 36 MC. | Effect: You can always pay 7 plants, not 8, to place greenery. **Helion**You start with 3 heat production and 42 MC. | Effect: You can use heat as MC. You can not use MC as heat. **Mining Guild**You start with 30 MC, 5 steel and 1 steel making. | Effect: Every time you get any steel or titanium as a layout bonus on the map, increase your steel production by step 1. **Interplanetary Cinematics**You start with 20 steel and 30 MC. | Effect: Every time you play the event, you will get 2 MC.
InventrixAs in your first action in the game, draw 3 cards. Start with 45 MC. | Effect: Your temperature, oxygen and ocean requirements are +2 or -2 steps, your choice in each case. **Phobos**You start with 10 titanium and 23 MC. | Effect: Your titanium stock is each worth 1 MC extra. **Tharsis Republic**You start from 40 MC. As your first action in the game, place the city tile. | Effect: When any urban tile is placed on MARS, increase MC production in step 1. When you place urban tiles, gain 3 MC.
ThorgateYou start with 1 power generation and 48 MC. | Effect: When you play a power card or a standard project power station, you pay 3 MC less for it. **United Nations Mars initiative**You will start with 40 MC. | Action: If your Terraforming rating has been increased by this generation, you can pay 3 MC to increase it by 1 step more. **Teractor**You start with 60 MC. | Effect: When you play the Earth card, you pay 3 MC less for it. **Saturn Systems**You will start with 1 titanium production and 42 MC. | Effect: Every time any Jovian tag is put in the game, including this, increase your MC production in step 1. **TERRAFORMING MARS CORPORATIONS - VENUS**
AphroditeYou start with 1 factory production and 47 MC. | Effect: When Venus is terraformed step 1, you get 2 MC.
CelesticYou start 42 Mc. As your first action, reveal the cards from the deck until you uncovered 2 cards with a floater icon on it. Take these 2 cards in your hands and throw away the discarded | 1 VP for 3 floaters on this card. **Action:** Add a slider to any card. **Manutech**You will start with 1 steel making and 35 MC. | Effect: At every step you increase the production of a resource, including the fact you also get that resource. **Morning Star Inc**You start at 50 MC. As your first action, uncover cards from the deck before you uncover 3 Venus tag cards. Take those in your hand and throw away the rest. | Effect: Your Venus requirements are +/- 2 steps, your choice in each case. **Viron**You start with 48 MC. | Action: Use the blue card action that has already been used by this generation. **TERRAFORMING MARS CORPORATION - PRELUDE**
Cheung Shing MarsYou start with 3 MC production and 44 MC. | Effect: When you play a creation tag, you pay 2 MC less for it. **Point Luna**You start with 1 titanium production and 38 MC. | Effect: When you play a ground tag, including this one, draw a card. **Robinson Industries**You start with 47 MC. | Action: Spend 4 MC to increase (one of) the lowest production step 1. **Valley Trust**You start with 37 MC. As your first action, draw 3 Prelude cards, and play one of them. Throw away the other two. | Effect: When you play the science tag, you pay 2 MC less for it. **Vitor**You start at 45 MC. As your first action, to fund the award for free. | Effect: When you play card with NO NEGATIVE VP icon, including this one, get 3 MC.
TERRAFORMING MARS CORPORATION - COLONIES
AridorYou start with 40 MC. As your first action to add colony tile. | When you receive a new type tag in a game (event cards don't count), increase MC production in step 1. **Arkligh**You start with 45 MC. Increase your MC production in 2 steps. 1 VP for 2 animals on this card. | Effect: When playing the tag of an animal or plant, including this one, add 1 animal to this card. **Polyphemos**You start with 50 MC. Increase your MC production in 5 steps. Gain 5 titanium. | Effect: When you buy a card in hand, pay 5 MC instead of 3 MC, including the starting hand. **Poseidon**You will start with 45 MC. As your first action, place the colony. | Effect: When any colony is placed, including this, increase your MC production in step 1. **Storm Craft Incorporated**You start with 48 MC. | Action: Add a slider to any card. **Effect:** These card floaters can be used as 2 heat for each. **TERRAFORMING MARS CORPORATIONS - TURMOIL**
Lakefront ResortsYou start at 54 MC. | Effect: When any ocean tiles are placed, increase your MC production in step 1. Your bonus to play near the oceans is 3MC instead of od 2 MC.
PristarYou start with 53 MC. reduce your TR 2 steps. 1 VP for conservation resources here. | Effect: In the production phase, if you haven't received TR so far for this generation, add one conservation resource here and get 6 MC.
Septem TribusYou to start with 36 MC. When you perform an action, the wild tag is considered any selected tag. | Step: Get 2 MC
A COUNTRY WHERE YOU HAVE AT LEAST 1 DELEGATE. **Terralabs Research**You will start with 14 MC. Reduce your TR 1 step. | Effect: Buying cards in hand costs 1 MC.
Utopia InvestYou start from 40 MC. Increase your steel steel titanium production after step 1. | Action: Reduce any production to get 4 resources of its kind. **Factorum**You will start with 37 MC. Increase your steel production in step 1. | Action: Increase your power generation in step 1 if you don't have energy resources, or spend 3 MC to draw a building card. **Mons Insurance**You start with 48 MC. Increase your MC production in 4 steps. **ALL OPPONENTS REDUCE THEIR MC PRODUCTION IN 2 STEPS. THIS DOES NOT AFFECT YOU.** | Effect: When a player causes another player to reduce production or lose resources, pay 3 MC victim, or as much as possible. **Philares**You will start with 47 MC. As your first axis, insert the green tiles and lift the oxygen in step 1. | Effect: Each new adjacent between tiles and opponent tiles gives you a standard choice of yours. **Arcadian Communities**You start with 40 MC and 10 steel. **AS A FIRST STEP, PLACE THE COMMUNITY PLAYER MARKER IN AN UNREPAIRED AREA.** | Action: Place the community player marker in an unseeded area next to one of your tiles or selected areas. **Effect:** The selected areas are reserved for you. Once you put the tiles there, buy 3 MC.
RecyclonYou start with 38 MC and 1 steel making. | Effect: When you're playing the building tag, including this, get 1 germ on this card or remove 2 germs here and lift your factory production in step 1. **Splice Tactical Genomics**You start with 44 MC. As your first action, reveal the cards before you uncover the microbial tag. Take this card in your hands and throw away the rest. | Effect: When the microbial tag is played, including the fact that the player gets 2 MC, or adds germs to that card, and you get 2 MC. Our world has expanded before us. Corporations are expanding their operations into all corners of the solar system in pursuit of minerals and resources. Most places are not suitable for terraforming, but building colonies can greatly improve their income and their chances of achieving that higher goal - Martian terraforming. Send your merchant fleet to the distant moons! Colonize Jupiter's clouds! And let your Earth's wealth propel you to success! **COLONIES** allows you to visit the operating solar system. It contains colony tiles, where you can create colonies and send your own merchant fleet. It also includes new cards and corporations. **Game Design:** Jacob Fryxelius, Jonathan Fryxelius **Graphic Design:** Isaac Fryxelius, Daniel Fryxelius, Bill Bricker, Garrett W. Kaida, various **Terraforming Mars:** Roger Ranks all extensions I'm a big fan of **Terraforming Mars.** I don't know how to describe my risk, but I like the combination of resource management, patent development and board development. I have had the opportunity to play in a variety of circumstances, from just my wife and I, to game conventions with complete strangers and only in a recently released program. He joined a rarified subset of games I as 10, along with such majors as Power Grid, Twilight Struggle, and Pax Porfiriana. This geeklist is about how I my T-Mars experience will also launch all the various extensions in my order of preference. If you ask me what my recommendations were, that's it. The main gamePa the main version of Terraforming Mars is ok for rookies to learn the systems and levers of the game, but it's ultimately not as convincing as the corporate game. The focus here is on getting surface terraformed, but lacking in business game with added

nuances and shenanigans excitement. I'm pretty firm in the new players should get a novice corporation for the first time around camp because corporations have special powers that can distract new properly-rated card value. It also gives them that foot up to their initial arm for free. Enterprise gameYes is my favorite way to play the game. Corporations are diverse and interesting, and engine development (or testing) is absolutely part of the appeal. (Informal, but many people do it) the preparation optionI can take or leave to prepare. I get that it reduces the odds of crap draw between generations, but I also think I end up wanting to keep all four cards to choose from. My wife and I didn't play with him, I played with groups that only do it with four card times to draw, and another group of deals of five and five for the starting hand with the drafts going left then right. My mileage was different. Usually I think it hasn't made a huge difference in my games, but it does add some time to the process. I'll go with you if people want to do it, but I won't. Home Rule: I usually deal with three corporations per player, not just two, because I have enough variety out of the business game plus ones from Prelude, plus terraforming mars: BGG User-Created Corporation Pack, not to mention additional corporations available from other extensions when they play. 16 This extension is hands down my favorite pile. I read here on BGG and elsewhere that some don't care, but I'm with people that won't play without it. Prelude cards add a little impetus to each corporation, and when you evaluate your starting hand, as well as the corporations that you have been handed, as well as prelude cards that you have been examined for, it provides excellent process variability. My experience with Prelude is that it shaved once out of most games I used it. I don't care if the game is faster, but the company game is improved. House Rule: Since at home I always play with Prelude, the corporations that came up with this development are simply included in the base set. 26 Power Grid is one of my all-time favorite games, and one of the reasons is the wide variety of maps that are available. Hellas and Elysium maps give a different taste of the game, without really adding any rules of overhead. Stages and awards are different from the main map, which means that your strategy be forced to differ from your normal, and that is a good thing. For what it's worth, I think hellas map harder for some reason. I just know that I seem to win less often on that map than I base and elysium ones. I can't tell you why this is, it just is. My wife and I play TM often, and we just turn over the maps. 21 Even with the combination of Prelude and its new corporations, having additional diversity is a nice thing, and these corporations are fun. Of all their arcade communities, they are the ones I like most because it's so unusual. Internal rule: I just include them in any set of corporations being used. Promo CardsThe promo cards can be found in the BGG store is not necessary, but I can't help myself and all of them. The promotional cards Terraforming Mars: Self Replicating Robots Promo Card for me are the most compelling and fun because you can incubate a really expensive card in a few generations. Terraforming Mars: Small Asteroid Promo Card, Terraforming Mars: Penguins Promo Card, and Terraforming Mars: Snow Algae Promo Card is only worth getting if you don't mind paying \$3 each for them. I clearly didn't. Terraforming Mars: Turmoil Promos came up with my copy of Terraforming Mars: Turmoil because I support Kickstarter, but I honestly support this set, especially if you have everything else. Box 6 says that this is the development of experts and I wholeheartedly agree. Also, from the remaining extensions I like this best. There is a lot to unpack with this development. Imagine if there will be something tossed in a Die Macher election result between each generation, and that gives an approximate understanding of what it is. I like this development for several reasons ... The ruling party has an interesting special power that adds to the available options on each turn of political event deck need to plan ahead a few turns, so TM (even) the more strategic I used Die Macher as an example, because the intergenerational rules of turmoil remind me of its procedural nature. When you've played with a few times you get used to it and it goes faster. It will add time to the game, though, so a generation of shaved prelude will more than make up time to play with this development. Despite having put it here on my personal ranking list, I wouldn't recommend it to new (er) players. TM for me is a game in which you have a plan to make you adapt to tactfully depending on what board member when it gets its turn. Turmoil makes you think three times from now. Edit: This is a designer quote about -1TR of each generation of motives. House Rule: I usually cover one corporation from this development with each person's initial draw, if that's the only development we use. 11 I like this development, but I can accept it or leave it. It fully adds some interest, it gives another energy use * and not just let it convert into heat, and There are many colonies, if you decide to use it chances it will be a completely different set than the last time you use them. House Rule: I usually cover one corporation from this development with each person's initial draw, if that's the only development we use. 8 I have this development last because I think this is how the old Sesame Street song goes, ... I feel if it had come to light after the colonies, I would have liked much better. The two main issues I have with MS are: while you get a TR point terraforming Venus, there is no requirement to max out of your way to finish the game. It adds new resources, floaters, to the game, but a number of cards with floaters when mixed into a large deck of all the other cards mean that getting them is a crapshoot. In my opinion, if you are going to use this development, use it in conjunction with colonies, because some of their patent cards (and even one of the colonies) have floaters, and so they will not so dilute the deck. House rule: My wife and I, when we use MS, use this option I came up with. House Rule: I usually cover one corporation from this development with each person's initial draw, if that's the only development we use. 10 Items Miscellany - No Special Order... My default TM game is a business game, plus Prelude, plus all promo cards and corporations. The House rule of three corporations is dealt with by each player. Rotate between three accessible maps. No drafts. My friend Jonathan made an interesting version of his own, where he took all the universally applicable patent cards from Venus Quito, and Colonies, and included them in the main game. More clearly stated, he took all the cards that affected Venus TR but the cards that had floaters on them, and cards that had directives to build a colony or merchant fleet, and added them immediately. This makes it a greasy deck, and a very interesting game. I still didn't have a chance to try the game with absolutely everything in it. I have a feeling that would be both epic and very long. I'll let you know when I have a chance. I have a nice set of wooden overlay tray frames for my player boards that my wife bought etsy, but the new double layer player boards that came up with the turmoil KS edition are awesome and I am going to forever move on to those. I would like to try the development of a fan made by the moon. Anyone good at PnP who wants to create one for me? 11 5.00 5.00

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