



Terraforming Mars

- Tournament Rules -

-- Version 1.0 --

Introduction

This document outlines the rules and criteria for a sanctioned tournament in Terraforming Mars. A sanctioned tournament is approved by **FryxGames AB** (henceforth only FryxGames) and may use the specified logos and graphics provided by FryxGames for tournament purposes. If the criteria outlined in this document are met, any person, association, or company may arrange a sanctioned tournament for Terraforming Mars, and that entity is referred to as an **organizer** in this document. The organizer submits a name for the tournament which needs to be accepted by FryxGames. Names claiming exclusiveness may be rejected. Examples of such names would be "The Swedish Championship" or "TM World Championship". The organizer must pay a fee of 500 SEK (approx. 50€), to FryxGames to arrange the tournament, but is then entitled to the support given by FryxGames for the tournament. An organizer may employ any number of **tournament officials** to help during the tournament, and no tournament official may participate in the tournament.

Purpose

As the fan base for Terraforming Mars grows, so does the demand for a standardized rule set for official tournaments. Such a rule set would serve to allow players to compare results and rankings across nations, and to allow for regional, national, and worldwide championships where players compete on equal conditions for a spot in the finals.

Tournament Outlines

The tournament consists of at least 3 qualifying games and 1 final. More games, and semi-finals are allowed if the organizer wishes to do so. In each qualifying game, a player can gain a maximum of 5 TP (Tournament Points). The players with the highest TP after the qualifying matches will join the final match, in which a tournament winner will be announced. The tournament must have at least 16 participants.

Gaining TP (Tournament Points)

The winner of each match gains 5 TP. The runner-up gains 3 TP. The 3rd place is awarded 2 TP, and the last place is awarded 1 TP. If the 2nd 3rd or 4th player is within 5 VP from the winner, they gain an extra TP.

Example: Kim wins the game with 104 VP and gains 5 TP. Stanley ends with 102 VP, which is 2 VP from the winner, gaining 3+1 TP. Robinson's score of 99 is 5 VP from the winner and thus earns him 2+1 TP, and Jacob's score of 95 gives him 1 TP.

Game Setup

In the tournament, games are played with 4 players. If the number of players cannot be evenly divided by 4, some games may be played with 3 players. The games played in the tournament may use any combination of official expansions and promos for Terraforming Mars, but all simultaneous games must use the same expansions. The organizer takes responsibility to make sure the right cards

and components from the chosen expansions are present when the game is about to start, and that cards are not marked or otherwise identifiable from other cards. The game setup must be performed by a tournament official, including shuffling cards and dealing the starting project cards and corporations. All tournament participants are randomly assigned to their first game. For any remaining games, players are randomized with the restriction that they shall not face any player from their previous 2 matches.

The organizer may choose to apply the Drafting Variant to one or more of the qualifying matches, but the final must always be played with drafting.

The end game scoring must be performed by a tournament official, and the organizer is responsible for keeping records of the end scoring of each match.

Time Limit

The organizer may choose to apply a time limit for each game played. There are 2 time limit variants allowed in a sanctioned tournament.

- **Game Time:** The game time runs from the moment the players start looking at their hands, and the timer doesn't stop. When the time limit, for example 150 minutes, is reached, the current generation is the last one, even if the global parameters do not reach their last steps. After the last production, players may place greeneries as usual, but these greeneries DO NOT INCREASE OXYGEN, and therefore DO NOT INCREASE TR.

- **Player Time:** Each player has an own timer with a "time bank", for example 25 minutes, to spend doing actions in the game. The timer starts when the player's turn starts and stops when the player announces that his turn is over. During production phase and research phase, no timer runs. If the time bank runs out, that player is forced to pass for the remainder of the generation. At the start of the next generation, that player's time bank is set to 1 minute. If all players' time banks have run out, that generation is the last generation, even if the global parameters have not reached their last steps. In this case, after the last production, players may place greeneries as usual, but these greeneries DO NOT INCREASE OXYGEN, and therefore DO NOT INCREASE TR.

Game Rules

No house rules are permitted in the tournament. All rules are applied as written in the rulebook, observing the official errata and rules clarification at BoardGameGeek under the following link:

<https://boardgamegeek.com/thread/1705209/official-faq-rules-clarifications>

In addition to the official rules, the following rules are applied to the tournament:

Changing your mind

A player may undo its last performed action if

1. The next player hasn't announced his first action yet.
2. The action hasn't added new game information which was inaccessible before the action (primarily card draws). Other players' talk is not considered new game information.

This means that it is ok for a player to reverse the order of two cards played if that would benefit that player more, for example changing the order so that Space Station enters play before another space tag was played. You can also change your mind about passing, as long as the next player hasn't announced his first action yet.

Drawing an illegal card

The organizer is responsible for making sure the games contain the correct cards, but in the case a player draws a card from the deck which should not be there, it is an illegal card. An example would be a card from the Venus Next expansion in a game where Venus Next is not included. A player is responsible to detect a drawn illegal card, and immediately trades it for a new card. If an illegal card is played, all players bear a joint responsibility to detect that, and the card is cancelled (the player gets a replacement card to his/her hand). If a card has already been played and turns have passed, the card remains in play and may be used as if it was a legal card.

Forgetting an effect

Although you may not undo actions after your turn has passed, effects that should apply but are forgotten can be claimed by a player if the fault is detected in the same generation. An example of an effect is on the card Arctic Algae, which states that whenever an ocean tile is placed, gain 2 plants. Another example is Space Station, which reduces the cost of Space tags by 2. A player which has forgotten an effect must be able to refer to the card or effect that triggered the forgotten effect, and at least one other player should be able to verify that the effect was forgotten, otherwise the effect is lost.

No hiding

Players may not hide their player boards, number of cards in hand, or number of played event cards (although the event cards themselves are face down and may not be viewed by any player until the end game scoring). All cards in play should always be visible, at least by their title and tag header.

Codes of Conduct

There are some codes of conduct which should be observed by all players to make for a smooth tournament experience for everybody involved.

Be clear

Every action taken should be announced and should be easy for all players to follow. For example, a player may not pay for 2 cards at once and then play them, but should pay for one card and clearly perform all its effects before moving on to the next card. Take no shortcuts when processing triggered effects. For example, Media Group gives 3 M€ when playing an event card. This may not be subtracted from the card's cost; it should be a separate move. This is for the sake of clarity. Also announce any discounts you have when using them and announce how steel and titanium is used for paying the costs. Even when exchanging resource cubes between copper, silver, and gold cubes, announce what you are doing. All players should be able to verify that what you do is a legal move.

Announce how many cards you buy in the Research Phase.

A player which is repeatedly unclear, and who does not account for his actions so that the other players cannot be sure he plays by the rules, may be warned by a tournament official, and upon several warnings disqualified from the tournament.

Don't be too slow

Terraforming Mars is a strategy game, but you should not let the other players wait unnecessarily long, especially if a time limit is applied. Players are encouraged to follow these tips for a smooth and fast game:

1. If you haven't planned your second action, skip it while the other players take their turns. Unless, of course, you realize the timing is crucial.



2. Try to plan your turn on the other players' turns. Plans may of course be subject to change, but having a plan increases the odds of making an efficient turn.

A player which repeatedly takes more time during his turn than the other players put together, or according to a tournament official takes unnecessarily much time may get a warning for dragging out game time, and upon several warnings may be disqualified.

Fair play

In all respects, a player must display fair play. Players should not display hostility towards each other and should not spend time convincing other players to change their minds. Players may not engage in tournament meta-tactics, such as trying to arrange the final scoring to allow for more TP for other players.

The Final

Once all qualifying games are completed, the players are ranked after their gained TP. In the case of a tie, the number of wins (5 TP) is the tiebreaker. If still a tie, the number of 4 TP is the next tiebreaker. In the rare case of another tie, the highest final score in any of the qualifying matches is the last tiebreaker. If still tied, both players will join the finals, so that the final has 5 players.

The Final is played with the Draft Variant outlined in the rule book.