



THE LEGACY OF MARS

Mankind has finally dragged itself out of the hole that is Earth's gravity well, and now has the entire solar system at its feet. The crowning jewel of this expansion is the transformation of a hostile and barren world into a new lush home for humans to live and thrive. We are now ready to take terraforming – the true legacy of Mars – to new worlds!

In The Legacy of Mars, players are corporations taking part in the terraforming, through playing project cards, placing tiles on the board, and managing their resources. Over a number of missions, players have the opportunity to develop their corporation and gain new abilities. The best players of each mission gain title of Governor, Administrator, and Prefect, which gives Title Points (TP) to the campaign.

Gameplay is almost identical to Terraforming Mars, so if you've played that game, much will be familiar in The Legacy of Mars, including this rulebook. All significant differences to the original Terraforming Mars will be highlighted by using red text.

This rulebook describes the general rules for the campaign. Each mission is a new planet on its own game board, and there is a mission briefing introducing the specifics of that mission. Each mission also has a pack of cards to be added. DO NOT OPEN THESE UNTIL INSTRUCTED.

The Legacy of Mars is 7 missions divided into two parts. The first part contains missions 1-4, and is a full campaign in its own right. For a longer campaign, the second part introduces missions 5-7. Both the campaign and the separate planets are fully replayable, since no components are destroyed or permanently altered.

BACKGROUND

Humanity has begun to spread throughout the solar system. On Mars, a few small colonies have been built. These offer protection from the environment, from a planet which is terribly cold, dry, and with almost no atmosphere.

To be able to increase immigration from Earth, Mars needs to be terraformed by altering its environment until humans can live there without expensive protective gear, and without even minor accidents becoming lethal. Therefore the World Government has decided to support any organization that contributes to this vast undertaking.

The generous funding attracts gigantic corporations that compete to expand their businesses and emerge as the most influential force behind the terraforming. In this era, great opportunities lie in the taming of the Red Planet.

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GAME OVERVIEW

In *Legacy of Mars*, you control a corporation, and you buy and play cards describing different projects. The projects often directly or indirectly contribute to the terraforming process, but can also consist of business enterprises of different kinds. In order to win a mission, you have to accumulate a good **terraform rating (TR)** and many **victory points (VPs)**. Your TR is increased each time you raise a global parameter (**temperature, oxygen** or **ocean**). Your TR determines your basic income, as well as your basic score. As the terraforming process proceeds, more projects become feasible. Additional VPs are awarded for anything enhancing mankind's grip on the solar system. This can be anything, from founding cities to building infrastructure, or protecting the environment.

Time is measured in generations, and each generation starts with a Turn Order phase, followed by a Research phase, in which players access new cards. In the Action phase, players take turns doing 1 or 2 actions, going around the table until everyone has passed. Then, in the Production phase, all players produce resources according to their production parameters on the player boards, and gain income from their TR.

The central game board has tracks for temperature, oxygen level, terraform rating, and generations. There is a surface map where you add ocean tiles, greenery tiles, and city tiles

as the game progresses. There is also a list of standard projects available to all players, as well as milestones and awards that players can compete for.

The game ends when there is enough oxygen to breathe (14%), oceans enough to allow Earth-like weather (15 oceans), and the temperature is well above freezing (+8°C). It will then be possible, if not comfortable, to live on the surface of Mars!

The winner is the player with most VPs at the end of the mission. VPs come from your TR, your tiles on the game board, won awards, claimed milestones, and VPs on cards you have played.

The 3 best players gain the titles of planetary Governor, Administrator, and Prefect, which gives Title Points (TPs) for the over-all campaign.

GLOBAL PARAMETERS

Temperature, oxygen, and ocean are called **global parameters**. Whenever you raise one of them, your terraform rating also increases by that much, giving you a higher income and score.

When a global parameter has reached its goal, it can't be changed anymore, and so does not increase your TR. You may still play cards and do actions that increase the parameter - just ignore that part of the effect.

When all three global parameters have reached their goal, the game ends after that generation (after the production phase).



With the introduction of a glacier side on the ocean tiles, **melting occurs each time the temperature reaches 0°C or higher**; the active player causing the temperature raise chooses a glacier to melt by flipping

it from the glacier side to the water side, gaining 1 plant but receiving no placement bonus. All adjacent tiles also give 1 plant to their owners. If you raise temperature when it is maxed out, while you receive no TR, you are still allowed to melt a glacier.



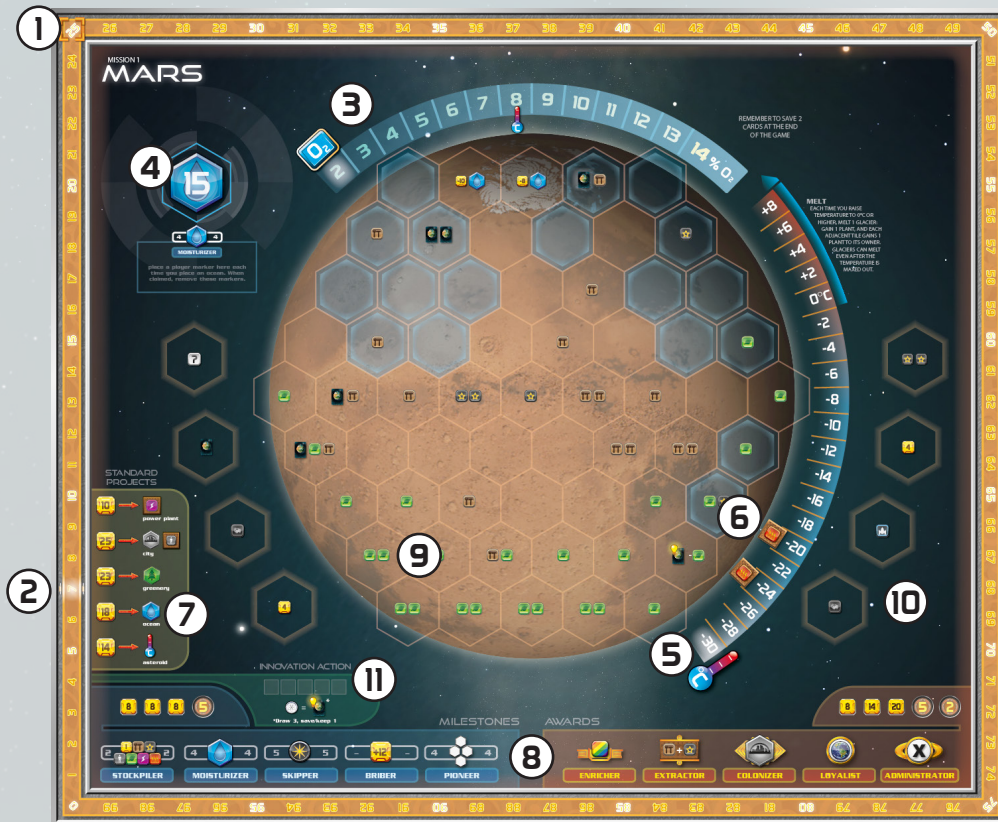
A Terraformed Mars

Each area on the game board represents roughly 1% of the Martian surface. Even though 10% ocean coverage would be enough to enable stable hydrological cycles, air moisture, and weather patterns, this region of Mars hosts vast lowlands, and so 15 ocean tiles must be placed. At low temperatures, the oceans are actually frozen through, so *The Legacy of Mars* uses the glacier side of the ocean tiles until the water starts to melt.

The most important parameter for terraforming is the oxygen level. Without a breathable atmosphere, Mars is not liveable, not terraformed. Earth's oxygen content is 21% of the atmosphere, 0.21 atm. At higher altitudes, this decreases as the atmosphere becomes thinner. At 3000 m the oxygen level is 0.14 atm and there are a few major cities at this altitude, mostly in the Andes and in China. The most notable examples are the Bolivian cities El Alto (4150 m) and La Paz (3640 m), each with nearly a million inhabitants.

Earth's atmosphere also contains 78% nitrogen, the main component responsible for air pressure. Air pressure is also important, if not as crucial as oxygen level. Another aspect of terraforming is Mars' very weak magnetic field. These aspects are not represented by a global parameter, but working on them usually result in a higher TR for the player, as indicated on the specific cards.

GAME BOARD



① **Terraform rating (TR) track:** All players start at 25. This is your basic income (see page 6) and VPs. You increase it every time you terraform.

② **Generation track:** (same as the TR track) The generation marker measures time (rounds) and starts at 1, moving up on the TR track. **From generation 7 and onwards, you receive 6 cards in research phase instead of 4.**

③ **Oxygen:** This **global parameter** starts at 2%. This percentage compares to Earth's 21%.

④ **Ocean tiles:** This **global parameter** starts with 15 tiles in a stack here, to be placed on the board during the game. They may only be placed on the blue ocean reserved areas on the gameboard, and no other tile may be placed there.

⑤ **Temperature:** This **global parameter** (mean temperature at the equator) starts at -30 °C.

⑥ **Bonus steps:** If you raise the parameter to this point, you also get the attached bonus indicated on the inside of the track.

The Bonus Steps

As the atmosphere thickens, greenhouse effects will raise the temperature, as indicated by the bonus at 8% oxygen.

As the temperature rises, carbon dioxide will thaw out, adding a greenhouse warming effect as indicated by the heat production bonuses. Then, at 0 °C, the ice-bound water in the glaciers will begin to melt.

⑦ **Standard Projects:** May be used by any player regardless of what cards you have. See page 10.

⑧ **Milestones / Awards:** Can be a good source of extra VPs. See pages 10 and 11.

⑨ **Placement bonuses:** When placing a tile on an area with a placement bonus, you get the printed resources or cards.

⑩ **Space areas:** You may place a tile in space if you play a card that specifically tells you to do so. They have placement bonuses. Tiles in space are not adjacent to each other.

⑪ **Innovation:** Once during the mission, if you have a science tag in play, you may do the Innovation action to gain a card from the Innovation box (see page 11).

Vastitas Borealis

Mars hosts a planet-wide depression, the vast plains of the north - Vastitas Borealis. Due to the low altitudes, this is where the atmosphere will thicken first, and this is where water will primarily accumulate. Along the future shoreline, between the northern lowlands of Vastitas and the southern highlands, lies the Great Escarpment. Encircling the globe it is sometimes an unnoticeable slope and in some places a sky-reaching vertical cliff. Many mineral deposits are exposed here, making this region an Eldorado for miners. In the middle of Vastitas Borealis lies the North Pole, a small region of mountains and ice glaciers. When the terraforming is finished, it will be surrounded by a vast ocean, like a small version of our own Antarctica.

TILES & POPULATION

The game board has a map where tiles may be placed. When placing a tile, you must first check to see if there are any placement restrictions. There are blue areas reserved for ocean, where no other tiles may be placed. Furthermore, each tile may have specific restrictions printed on the card that places the tile, or in the summaries below.

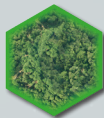
When you place a tile, you receive the **placement bonus** printed on that area (if any). You also get a bonus for placing tiles next to ocean tiles **or next to Population**.

Ocean tile: Ocean tiles may only be placed on areas reserved for ocean (see map). Placing an ocean tile increases your TR 1 step. Ocean tiles are not owned by any player. Each ocean tile on the board provides a 2 M€ placement bonus for any player later placing a tile, even another ocean, next to it.



Oceans are placed on their glacier side when the temperature is below 0°C, but are still treated just like oceans, and are also called oceans. The glaciers start to melt at 0°C, see page 3. When temperature is 0°C and above, you place oceans on the ocean side, and this does not count as melting.

Example: If you place a city tile adjacent to 1 ocean and 1 glacier, you get 4 M€ as placement bonus.



Greenery tile: If possible, greenery tiles must be placed next to another tile that you own. If you have no available area next to your tiles, or if you have no tile at all, you may place the greenery tile on any available area. Place a player marker on it to mark your ownership. When placing a greenery tile, you increase the oxygen level, if possible, and also your TR. If you can't raise the oxygen level you don't get the increase in TR either. Greenery tiles are worth 1 VP at the end of the game, and also provide 1 VP to any adjacent city.



City tile: May not be placed next to another city. Add a player marker. Each city tile is worth 1 VP for each adjacent greenery tile (regardless of owner) at the end of the game. A city tile has room for 2 Populations. There are some special city tiles in the game (light and dark) - these are placed by special cards and have special rules, but still count as ordinary city tiles.



Special tiles: Some cards allow you to place special tiles. Any function or placement restriction is described on the card. Place the tile with your player marker on it. Each special tile has room for 1 Population. Most of the special tiles are generic Industry Tiles (brown frame). There are also a number of unique special tiles. Those that have a red border are connected

to end-game scoring, and thus the only special tiles you need to know where they are. The rest have black borders.

Population: [Gold cube for now - show image when complete] May only be placed on your city tiles (max 2 per tile) and on your special tiles (max 1). Each time you place a Population, you gain 1 TR. When you place a tile, you gain 1 M€ for each population on adjacent tiles.



Martian population

In The Legacy of Mars, populating the planet is highly valued. Therefore, the World Government is awarding TR for it, even though it is not actual terraforming. The TR can also represent your taxation in the area. Each Population represents ... a lot of people!

MARKERS

Markers are not supposed to run out. If they do, use convenient replacements.

Resource cubes: Resources are collected on the player board or on specific cards. There are many types of resources (see page 14), but they are all marked by these cubes:

COPPER = 1
SILVER = 5
GOLD = 10



On the gameboard, copper cubes are sometimes used to mark extra steel placement bonuses on the planet, and extra titanium resources on space areas.

Player markers: Each player uses his own color to mark TR, ownership of tiles, production (see page 6), and to indicate used blue card actions (see page 11).



Temperature, oxygen, and generation markers: Start at the beginning of the respective tracks (see page 4).



First player marker: Shifts clockwise each generation.



PLAYER BOARDS

The player board keeps track of your current resources and production. Resource cubes are placed in their respective boxes, and player markers are used on the production tracks, starting at 0. In the game, resource icons refer to resource cubes, while **resource icons inside brown boxes refer to production** of that resource (see the project card below).

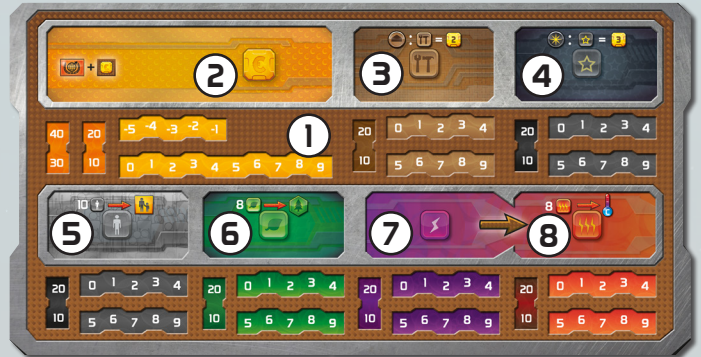
① Production tracks: If you gain production of a resource, mark the new production level with your player marker. **Production may never be negative (except M€, going to -5). Production has no upper limit!**

During the production phase you add resource cubes equal to your production.

② MegaCredits (M€) : Are used to pay for cards and other things. **Note: Your M€ income is the sum of your M€ production and your TR.** M€ production is the only production that can be negative, but it may never go below -5.

③ Steel: Is only used to pay for cards with a building tag and is worth 2 M€/cube. You may pay with both M€ and steel, but you get no refund for 'overpaying' with steel.

④ Titanium: Is only used to pay for cards with a space tag and is worth 3 M€/cube, similar to steel.



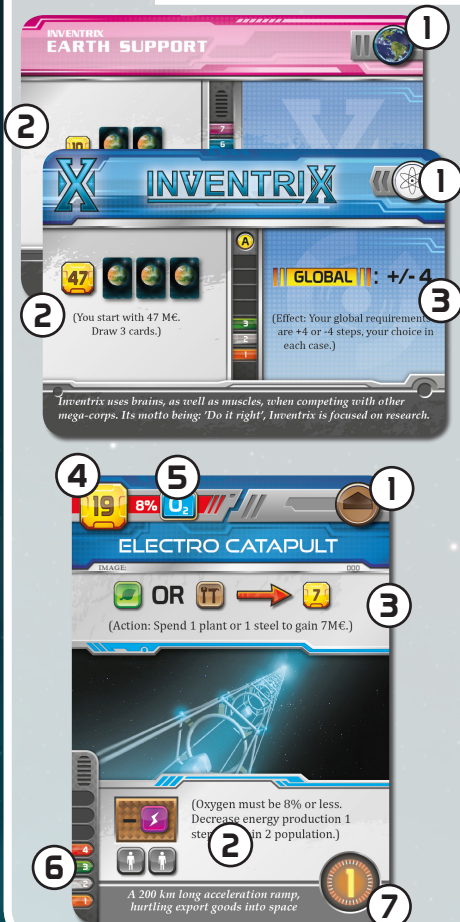
⑤ Workers: May be spent to place Population using the depicted action (see page 11).

⑥ Plants: May be converted into greenery tiles by using the depicted action (see pages 5 and 11).

⑦ Energy: Is used by many cards. **All leftover energy is converted into heat at the beginning of the production phase.**

⑧ Heat: May be spent to raise temperature 1 step by using the depicted action (see page 11).

CARDS



Corporation cards always come in 2 versions, and for each mission, you may choose which one to play. **Development cards** are specific to your corporation and also come in 2 versions per mission. Once you have chosen which one to play, it remains the same throughout the whole campaign. Corporations and developments are played at the beginning of each mission. During a mission, players buy and play many **project cards** to get benefits of different kinds. Project cards are divided into blue, green, and red. Read more on page 10 on how they are played.

① Tags: Places the card in certain categories, which can affect or be affected by other cards, or by the player board (e.g. you can pay with steel when playing a building tag).

② Immediate effect: This tells you what happens when the card is played. You may raise production, gain resources or place tiles to the gameboard etc.

③ Effect/action: The upper panel of blue cards, as well as the right side (blue) of corporations and developments show ongoing effects or actions that may be used during the game. Actions may be used only once per generation, while effects are always active.

④ Cost: This is what you pay to play the card from your hand. (To get cards into your hand, you must first buy them during the research phase, see page 8.)

⑤ Requirements: Any requirement **must be met** in order to play the card. **If the background color is red (see example card), you need to hurry before it is too late to play the card. If the background is yellow, something needs to be fulfilled in order to play the card.** Note that the requirement only needs to be fulfilled when playing the card, not when you use it later. Note also that in order to play the card you must be able to perform the immediate effects of the card, see page 9.

⑥ Mission index: Shows which missions this card will be included on.

⑦ VPs: Some cards give you victory points at the end of the game.

If you are uncertain of how a card works, read the card text in parenthesis.

SETUP

Campaign preparations

Open the pack of card dividers which will help you sort the cards between missions. Each mission has a new pack of cards that will be added to the card pool - **DO NOT OPEN THESE BEFORE IT IS TIME TO PLAY THAT MISSION!**

Open the card pack in the INNOVATION tuck box and shuffle these cards before returning them, unseen, into the tuck box.

Each player now chooses one corporation to play with (and takes the corresponding tuck box). You will continue to play this corporation throughout the Legacy of Mars campaign. For each new mission, you may choose which side of your corporation you want to play.

Mission 1 setup

- 1) **Game board:** Place the game board centrally on the table. Place the 15 ocean tiles on their reserved space. Place the temperature and oxygen markers on their highlighted starting positions next to the track symbol. Also place the generation marker on '1' on the TR track.
- 2) **Resource cubes and remaining tiles** are placed so that everyone can reach them.
- 3) **Project deck:** Shuffle the project cards and place the project deck next to the board. Leave space for a discard pile beside it.
- 4) **Players:** The player who most recently won a game of Terraforming Mars is given the first player marker. Players choose their colors and take the corresponding player markers and a player board, placing a player marker on '0' on all tracks. Each player also places one marker at the starting position (25) of the TR track on the game board.
- 5) **Deal cards:** Deal 10 project cards to each player. **They should already have their corporation cards and corporation specific development cards.**
- 6) **Choose cards:** All players now simultaneously choose **which of their corporation to play**, and what project cards to keep in their starting hand. (Each project card you keep will cost 3 M€, and you can't keep more than you can afford). **You also choose which development to play. Once you have made this choice, this development will stay the same for the rest of the entire campaign.**

7) **Starting conditions:** In player order, each player reveal which side of the corporation they will play. They get any starting resources and production stated on the corporation card, and then they pay for the project cards they keep. Each card costs 3 M€, and the remaining cards are discarded in a common discard pile - **cards are always discarded face down!** Development cards costs nothing to keep. When all corporations have been played, you now play your developments in player order and perform their immediate effects. In coming missions, when you have more than one development, you play these developments in any order you wish.

8) **Start the game (see next page):** The first generation starts without a player order phase and without a research phase (since you just performed those phases during setup), so the first player just starts the action phase.

GENERATIONS

Because of the long time spans needed for the projects, this game is played in a series of generations. Each generation the players go through 4 phases.

1) Player Order phase

The first player marker shifts 1 step clockwise and the generation marker is moved up 1 step. This phase is skipped the first generation (see setup).

2) Research phase

Each player draws 4 cards and drafts 2 of them (keeps them temporarily), passing the other 2 cards to the next player. In even generations, you pass to your left, and on uneven generations you pass the cards to your right.

After receiving 2 cards from your neighbor, you decide which of the 4 cards you want to buy to your hand. Each card costs 3 M€ to buy to hand, and you may buy 0-4 cards. The rest of the 4 drawn cards are discarded face down on the discard pile. **There is no hand limit.** If the deck runs out of cards, shuffle the discard pile to form a new deck and continue play. This phase is also skipped the first generation (see setup).

From generation 7 and onwards, you draw 6 cards to draft from. Keep 3 temporarily and give 3 to the next player. Then you may buy 0-6 of the 6 cards that you now have to choose from.

3) Action phase (see page 9)

Players take 1 or 2 actions each turn, or pass. Play proceeds clockwise around the table until all players have passed. The actions may be combined in any way the player chooses. The available actions are:

- A) Play a card from your hand (see page 9).
- B) Sell cards from your hand (see page 10).
- C) Use a standard project (see page 10).
- D) Claim a milestone (see page 10).
- E) Fund an award (page 11).
- F) Use the action on a blue card (see page 11).
- G) Convert 8 plants into a greenery tile (which gives an oxygen increase) as described on the player board (see page 11).
- H) Convert 8 heat into a temperature increase as described on the player board (see page 11).
- I) Convert 10 workers into a Population as described on the player board. This Population is placed on one of your cities or special tiles. This raises your TR.
- J) Innovation action (see page 11)

You can choose to take 1 or 2 actions on your turn. If you take no action at all (pass), you are out of the round and

may not take any more actions this generation, but as long as you take actions, you will get more turns. When everyone has passed, the action phase ends.

4) Production phase

All players perform this phase simultaneously. First, all energy is converted into heat (move all resource cubes from the energy box to the heat box). Secondly, all players receive new resources:

Players get M€ according to their terraform rating plus any M€ production (which may be negative!), then the players also get any other resources they have production of according to the player board. Place all generated resources in their corresponding boxes. (See page 6)

Finally, remove player markers from used action cards, to mark that they may be used again next generation (see page 11).

Now you are ready to start the next generation.

ACTIONS

As shown on page 8, there are 8 different actions that players may choose from on their turn. Players may do 1 or 2 actions on their turn, in any combination (for example 2 of the same action). By choosing 2 actions, a player can surprise the others, by doing more than they expected and beat them to some goal or bonus. Choosing only 1 action can be useful too - it can be used for waiting out your opponents or just to do a no-brainer while thinking about your more important decisions. As long as you don't pass, you will get another turn this generation

A) Play a card from your hand

When playing a card, there are 3 steps to consider:

- 1) Check the requirements.
- 2) Pay for the card and get any immediate effects.
- 3) Place the card appropriately.

1) Check the requirements.

In order to play a card you must meet its **requirements** and be able to perform the **immediate effects** (lower panel) stated on the card, with the following exceptions: You may play a card that...

- raises global parameters that have already reached their goal (for example when there are no more ocean tiles, or when the temperature is at +8 °C).

- lowers a global parameter if it is at its minimum. If the global parameter is at its goal, you may play the card but must ignore the lowering.

- adds resources that you can't collect (for example adding microbe resources without having any microbe project to place them on).

- removes resources for any player (red-bordered resource icons, see example on card **C** below) if you can't or do not wish to.

Even if these effects can't be performed, you may still play the card, performing all other effects as usual.

*Example: Kim can play Asteroid (card **C**) even if the temperature has reached its goal, but then she gets no TR. She may also choose not to remove any plants at all, or just do it partly (maybe only Kim herself has plants, or maybe Stanley or Robinson have less than 3 plants to remove). All plants must be taken from the same player, though.*

Cards **A**, **B**, **D** and **E** below each have a requirement listed next to the card's cost. To play card **A**, you need to have titanium production. To play card **B**, the oxygen level needs to be 9% or earlier, and you also need to have energy production since the card requires you to decrease your energy production. To play card **D**, the oxygen level must be 9% or later. You also need to have plant production, since the card requires you to decrease your plant production. Card **E** requires 5% oxygen and energy production.

The cost required to play the card is stated in the upper left corner. Some blue cards already in play may give you a discount (for example, **E** gives a discount when playing a space card). You may also use steel and titanium to help pay for building and space cards respectively.

2) Paying and performing immediate effects.

First you must pay the card's cost.

Then the lower panel of the card shows you any immediate effects. These effects (and other effects triggered by the card you just played) are performed in any order you choose.

Any **production** (see brown boxes on cards **A**, **B**, **D** & **E**) **must** be performed. Resources or production with a red frame means that you can affect any player you choose (even yourself). Resources or production without red frames always affect yourself and must be performed. So card **A** essentially steals a titanium production from an opponent, while in **B**, **D** and **E** you must decrease your own energy or plant production in order to increase your M€ production.

Cards may also feature tiles and tags with a red border, and that red border signifies that you may target any player's



A



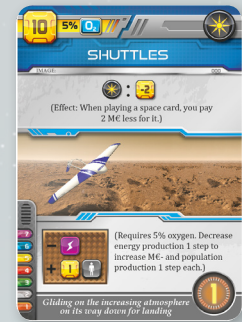
B



C



D



E

tiles or tags. This is also specified in the card text.

Any **resources** (C) are gained, or removed. Again, a red border means you can choose the resources of any one player, so playing card C is usually not very nice. Red-bordered resources are optional, though, so card C does not force you to remove your own plants, even if you are the only player that has any plant resources. Non-standard resources (that are not collected on your player board) are instead collected on specific cards (D). By default, those resources are usually placed on the same card that generates them. Livestock (D), for example, gains 1 animal (resource cube) on it when you use its action (a blue card's action may be used only once per generation).

Any **tiles** (B) placed by the card follow the rules for tiles (see page 5).

If a card symbol has an asterisk (*), then it is an exception to the normal rules, and you must read the explanation in parenthesis to see details of how the card works.

VP icons (see cards A, D, E) serve no function during play, but will be counted in the final scoring (see page 12). Card D may be worth several VPs if its action (top panel) has had time to work a few times to add more animal resources to the card.

The active player chooses the order of all effects unless the order is already defined. In essence, when you take an action, that action produces a number of effects, both by itself and by effects on other cards and rules such as placement bonuses. The player chooses in what order to perform those effects, and they may add more effects to the pool of effects to perform. For example, placing an ocean tile adds 1 TR, and often a placement bonus.

During this step, the card's tags are considered being played, which may trigger effects on other cards as well as the card itself, if applicable.

3) Place the card (see illustration below).



Events (red cards, C) are collected in a personal pile face down after being played. Their tags only apply while being played (for example using the discount on card E when playing a space event). After being performed, these event cards are no longer "in play", and are therefore not counted towards milestones and awards.

Automated cards (green, A, B) are placed face up in a stack on the table with only the top row visible. They have no further effect, but since they represent the current extent of your operations, their tags still apply.

Active cards (blue, D, E) have ongoing effects that may trigger at any time, or actions that you may use (just like the corporations). Since you need to keep track of these cards, they are placed with the top panel visible.

B) Sell cards from your hand (Sell patents)

You may discard 1 or more cards from hand to gain 1 M€ per card discarded. In the regular Terraforming Mars, this was counted as a standard project, but not here.

C) Use a standard project

The 6 standard projects printed on the game board are always available to the players. Each of them may be used several times during the same generation.

1) **Power plant:** For 10 M€ you get to increase your energy production 1 step.

2) **Asteroid:** For 14 M€ you get to increase temperature 1 step (and therefore your TR).

3) **Aquifer:** For 18 M€ you get to place an ocean tile (you also get 1 TR and collect any placement bonus for the tile, see page 5).

4) **Greenery:** For 23 M€ you get to place a greenery tile, which increases oxygen level (and your TR) 1 step, and collect any placement bonus for the tile. Put a player marker on the tile. (See page 5)

5) **City:** For 25 M€ you get to place a city tile (collect any placement bonus for the tile, and place a player marker on it. See page 5 for placement rules). You also get to increase your worker production 1 step.

D) Claim a milestone

If you meet the criteria of a milestone, you may claim it by paying 8 M€ and placing your player marker on it. A milestone may only be claimed by one player, and only 3 of the 5 milestones may be claimed in total, so there is a race for these! Each claimed milestone is worth 5 VPs at the end of the game.

Please check the mission briefings for details on the respective milestones and awards for that mission.

E) Fund an award

There is no requirement that must be met to fund an award. The first player to fund an award pays 8 M€ and places a player marker on it. The next player to fund an award pays 14 M€, the last pays 20 M€. Only three awards may be funded. Each award can only be funded once.

In the final scoring, each award is checked, and 5 VPs are awarded to the player who wins that category - it does not matter who funded the award! The second place gets 2 VPs (except in a 2-player game where second place does not give any VPs). Ties are friendly: more than one player may get the first or second place bonus (see example). If more than one player gets 1st place bonus, no 2nd place is awarded.

Please check the mission briefings for details on the respective milestones and awards for that mission.

F) Use the action on a blue card

Many blue cards and corporations have actions, as indicated by a red arrow. **Each such action card may be used once each generation.** When you use an action on a blue card, you must first pay any cost stated to the left of the arrow. You get whatever the arrow points to, and place a player marker on the card to indicate that it has been used this generation. The player markers will be removed during the production phase.

*Example: Towards the end of the game, Stanley has Livestock (card **D**) in play. He can choose its action on his turn, adding a resource cube (an 'animal') to that card, and placing a player marker on it.*

Blue cards may also have effects that are always active, like Shuttles (Card **E**): When you play a space card, it costs 2 M€ less. These effects are not actions (no red arrow), so you can always use them.

G) Convert plants into greenery

8 plant resources may be turned into a greenery tile, which increases oxygen level 1 step (and therefore also your TR 1 step).

Note that the greenery tile must be placed next to another of your tiles (if possible) and may generate placement bonuses (see page 5).

Example: Robinson removes 8 plant resources from his plant box on the player board, and he takes a greenery tile and places it between 2 of his city tiles, and takes the placement bonus, which happens to be 2 plants, as printed on the chosen area. Since he played a greenery, he raises the oxygen

level 1 step and therefore also increases his TR 1 step.

At the end of the game, this greenery will score 1 VP in itself, and it will also give 1 VP to each adjacent city.

H) Convert heat into temperature

8 heat resources may be spent to increase temperature 1 step (and therefore also your TR 1 step).

I) Convert workers into Population

10 workers may be spent to place 1 Population marker on one of your cities (can hold 2) or special tiles (can hold 1). (You can do this on tiles in space as well). When you do this, you gain 1 TR. (Population also gives 1 M€ in adjacency bonus, just like oceans give 2 M€ in adjacency bonus.)

J) Innovation action

Once per mission, if you have enough science tags in play, you may take the Innovation action; draw 3 random cards from the Innovation box. Keep 1 and discard the other 2 in a discard pile next to the Innovation box. The card you keep can either be taken to hand or saved to your corporation tuckbox for the next mission. The discard pile is shuffled together with the remaining cards in the Innovation box at the end of each mission.

GAME END

When all three global parameters (ocean, temperature, and oxygen) have reached their goals, the game ends at the end of that generation.

Final conversion

After the production phase, **players have one extra chance to convert plants into greenery tiles. They also have the possibility to convert workers into Population (which gives TR), and also to convert heat to raise the temperature.** Since the temperature is already at its max, this does not give TR, but it triggers the melt effect which may give you plants enough to create another greenery. Do all this in player order, doing 1 action per player, and if someone gets enough resources to do something more on someone else's turn, then let them do that when the turn comes back to them again.

Save 2 cards

Save up to 2 of your unplayed cards from hand to your corporation tuckbox for the next mission. These 2 cards will be added at no cost to your starting hand next mission. Make sure these cards are allowed in the next mission, see mission index on the lower left of the card. Discard the rest of your hand before scoring.

Final scoring

- 1) **TR:** Your TR at the end of the game is your basic score. Move your marker onward from this point as you add VPs from the rest of the scoring.
- 2) **Awards:** Gives the leading player in that category 5 VPs and the runner-up 2 VPs (except in a 2-player game). Ties are friendly: Players at the same level get the same VPs for 1st or 2nd place. (See rules on page 11.) Add your points to the TR-track.
- 3) **Milestones:** Each claimed Milestone is worth 5 VPs.
- 4) **Game board:** Players get VPs from the map on the game board. Each greenery tile is worth 1 VP and each city tile is worth 1 VP for each greenery adjacent to it (regardless of who owns the greenery tiles). Count these in player order to avoid confusion.
- 5) **Cards:** First count all VPs on cards that collect resources. Then gather all of your remaining played cards (including all your played events!) and count your VPs. If you have Jovian cards, these may have to be counted separately.

The player with the highest VP is the winner of this mission! **Any ties are decided by order of passing in the final gene-**

ration. Players should use their player cubes to mark their order of passing on the generation track.

Titles

Players are awarded titles based on their VP position for each mission, where the ultimate goal is to become planetary governor.

1st place: Governor - write "G" and "15 TP" on the score sheet. (Governor will not get any extra M€ for next mission.)

2nd place: Administrator - write "A" and "10 TP" on the score sheet. Administrator gets 5 M€ for the next mission.

3rd place: Prefect - write "P" and "5 TP". Prefect gets 10 M€ for the next mission.

4th and 5th place: No title - write "-". If you have no title, you will get 15 M€ for the next mission.

If there are only 2 players, first player becomes Governor (G - 15TP), and second place becomes Prefect (P - 5TP).

Clean up

Sorting projects: Check the mission marking on all cards in the card pool, and remove all cards that do not belong in the next mission and put them back in the box behind their divider; after mission 1, remove all cards that do not have the mission 2 marking.

Note that the innovation cards have mission markings for all missions and will stay in the card pool for the rest of the campaign.

Next mission

Open the next mission envelope and read the instructions found there. It will tell you how to handle that mission and what to do with the cards found in its mission card pack. It will also provide a QR code link to a presentation video about the mission that all players may review before playing that mission.

Suggestions

If you don't understand the symbols on the cards - read the explanation in parenthesis on the card, or see page 14 & 15 in this rulebook.

Sometimes there are many effects to keep track of, so please help each other. When several effects are triggered at the same time, the active player chooses the order, even for other players' triggered effects.

PLAYING SOLO

The Legacy of Mars can be played as a solo campaign, with the overall goal of winning the final mission with a high score. All rules apply as usual with these exceptions:

1) Before you choose your cards, place 2 neutral city tiles on the map with an adjacent greenery tile each (these tiles are not yours, and do not increase the oxygen level): reveal and discard the 4 top cards of the deck and use their cost numbers to determine the positions of the tiles. The first city is placed counting from top left to right and down, like reading. Skip any illegal placements (like areas reserved for ocean). For the second city you step backwards from bottom right in the same fashion. Then you place the two greeneries by counting the cost numbers and stepping clockwise around each city, starting from top left, skipping illegal placements.

2) Each mission says what TR to start with, usually 6 less than in a multiplayer game.

3) Awards and Milestones are not used.

4) You have a neutral opponent that you can steal from, or reduce any kind of resources and production from.

5) You always play 12 generations.

6) Research: Simulate a draft; draw 4 and keep 2. Then draw 2 more and choose which ones of these 4 to buy. From generation 7 and onwards; draw 6 and keep 3. Then draw 3 more and choose which ones of these 6 to buy.

7) For scoring and additional rules, see the corresponding mission sheet.

ADDING OR LOSING PLAYERS DURING THE CAMPAIGN

Legacy Of Mars is designed to allow play even when a player can't join the current mission. An absent player's cards are simply kept in that player's corporation box for future missions when the player can rejoin.

If you missed the previous mission, or if a new player wants to join the campaign, you get 15 M€ since you have no title from the previous mission.

If you already have 1 or more saved cards in your corporation box, you get those cards before setup as normal. If any of those cards are not playable on this mission, they are replaced by random cards. If you have no saved cards, you draw 2 random cards before setup as compensation.

STAND-ALONE GAME

The Legacy of Mars also accommodates standalone games, where you simply treat all players as entering the campaign at that mission (meaning you start with 15 M€ extra and draw 2 cards for free, and get to choose developments for each mission up until this, see above). There may be quite a bit of setup in order to get the card pool and other things prepared for the chosen mission.

Add 2 random Innovation cards to the card pool times the chosen mission numbers. For example: If you choose mission 4, add 8 Innovation cards to the card pool.

SYMBOLS



Victory Points (VPs) You win the game by having the most Victory points (VPs). VPs are scored at the end of the game for your Terraform rating, from tiles on the map, from Milestones and Awards. Many of the cards have a VP symbol at the bottom right corner which are also counted at the end of the game.



Terraform Rating (TR) is the measure of how much you have contributed to the terraforming process. **Each time you raise the oxygen level, the temperature, or place an ocean tile, your TR increases as well.** Each step of TR is worth 1 VP at the end of the game, and the Terraforming Committee awards you income according to your TR. You start at 20.



The mean **temperature** at the equator is raised 2 °C at a time from -30°C to +8°C. This will create an equatorial zone where water stays liquid. This symbol means that you raise the temperature 1 step, and therefore you also increase your TR 1 step.



The **oxygen** level is measured as a percentage of an atm of pressure, meaning that this percentage is comparable to Earth's 21% oxygen. At 14% the atmosphere resembles that of Earth at a 3000 m elevation. This symbol means that you raise the oxygen level 1 step, and therefore also increase your TR 1 step.



Each **ocean tile** represents 1% ocean coverage. With 9% of the surface covered by oceans, Mars will have a hydrological cycle, creating rain and rivers. This symbol means that you place an ocean tile, and therefore also increase your TR 1 step (and get any placement bonus, see page 5).

Resources



All resources are represented by resource cubes. These come in 3 sizes; 1 (copper), 5 (silver) and 10 (gold) and can be used as any kind of resource. Where you place them determines what they are. The seven **standard resources** are megacredits, steel, titanium, population, plants, energy and heat, and they are all collected on the player board. Certain cards may also collect other resources (usually animal and microbe cards). If a card adds a non-standard resource, it is generally placed on that same card. If a card adds a resource to another card, then that card has to be a card that collects that kind of resource.



The **MegaCredit (M€)** is the general currency used for buying and playing cards and using standard projects, milestones, and awards. **Card cost is depicted with an extra frame. (IMAGE)**



Steel represents building material on Mars. Usually this means some kind of magnesium alloy. Steel is used to pay for building cards, being worth 2 M€ per steel.



Titanium represents resources in space or for the space industry. Titanium is used to pay for space cards, being worth 3 M€ per titanium.



Worker is a standard resource on your player board. **10 workers can be converted into 1 Population to be placed on cities and special tiles, giving you TR.**



Plants use photosynthesis. As an action, 8 plant resources can be converted into a greenery tile that you place on the board. This increases the oxygen level (and your TR) 1 step. Each greenery is worth 1 VP and generates 1 VP to each adjacent city tile (see map rules on page 5).



Energy is used by many cities and industries. This usage may either be via an action on a blue card, or via a decrease in energy production. Leftover energy is converted into heat.



Heat warms up the Martian atmosphere. As an action, 8 heat resources may be spent to increase temperature (and therefore your TR) 1 step.



Other resources (including animals and microbes) are collected on their respective cards, which also define what they do.



Wild resource when you see this icon, you can choose whichever standard resource you like on your playerboard. It may also refer to a resource on a card, but then it comes with an asterisk.



Production of a resource is depicted by having the resource symbol in a brown production box. In this example the symbol means that you increase your plant production parameter on your player board 1 step. This in turn will give you a steady income of plant resources. **Production has no upper limit;** if your production exceeds 29, you will find a way to mark that. Only M€ production can be negative (only as far as -5, though). But since TR is added to your production, your total income will not be negative.



Cards represent huge endeavors that players may undertake. Cards cost 3 M€ to buy into your hand during the research phase, but have different costs to play from your hand into play. When you encounter this card symbol, it means that you may draw a card to your hand (without paying for it).



The card symbol together with a lamp means that you may draw a random innovation card from the innovation box to your hand.

Tags

Cards have tags in their upper right corner that thematically describe them and allow other cards to relate to them. There are no special rules for the different tags.

-  **Building:** This project involves construction on Mars. Steel may be used to pay for this card.
-  **Space:** This project uses space technology. Titanium may be used to pay for this card.
-  **Power:** This project is focused on energy production or handling.
-  **Science:** This project enhances your scientific knowledge. Some cards require science tags.
-  **Jovian** means 'having to do with Jupiter'. This project represents infrastructure in the outer solar system.
-  **Earth:** This project is related to activities on Earth.
-  **Plant:** This project involves plant life or other photosynthesizing organisms.
-  **Microbe:** This project involves microbes for specific purposes.
-  **Animal:** This project involves animals. Generates VPs.
-  **City:** This project places a city tile. This often requires energy production and produces M€.
-  **Event:** This project is a one-time event. Events are red cards. Red cards are turned face down after being played.
-  **Floater:** This project represents hovering infrastructure, mainly in the thick atmosphere of Venus and Jupiter.
-  **Wild:** After being played, when you perform an action, the wild tag is any one tag of your choice. This means it does not trigger effects when put into play, nor does it count during scoring at the end of the game, but you may use it in an action, for example to claim a milestone.

Population



Can be placed on your cities (max 2) and special tiles (max 1) and give 1 TR, as well as a 1 M€ adjacency bonus for anyone placing a tile next to it.

Tiles

The game board has a map where tiles may be placed. When placing a tile, you may receive a **placement bonus** printed on the area (plus 2 M€ for each adjacent ocean and 1 M€ for each adjacent Citizen). There are 4 kinds of tiles:



This symbol means that you place an **ocean tile**. This increases your TR 1 step. There are 18 areas on the game board that are **reserved for ocean tiles**; Ocean

tiles may only be placed on such areas and no other tiles may be placed there. Ocean tiles are not owned by any player, but generate a 2 M€ placement bonus each for any player subsequently placing tiles next to them. **When temperature is below 0°C, ocean tiles are placed on their glacier side, and whenever temperature rises to 0°C or more, the active player chooses a glacier to melt, gains 1 plant, and each adjacent tile gives its owner 1 plant. Melting also occurs when you try to raise temperature when it is already maxed.**



This symbol means that you place a **greenery tile** with an owner marker (this also increases oxygen level and TR, as indicated by the oxygen symbol). The tile must be placed next to another tile that you own if possible. If you have no tiles or no area next to them, you may place it on any available area. Greenery tiles are worth 1 VP at the end of the game, and also generate a VP to any adjacent city (see city tile rules).



This symbol means that you place a **city tile** with an owner marker. The tile may not be placed next to another city tile. Each city tile is worth 1 VP for each adjacent greenery tile (regardless of who owns the greenery tile) at the end of the game.



A tile symbol in brown means that you place the **special tile** described on the card, with an owner marker. Any special rules and placement restrictions are specified on the card.

Red border on icons

When an icon has a red border, it means that it targets any player (you or an opponent).



A card that removes red-bordered resources, may remove those resources from any one player (this effect may also be performed partly, or not at all).



A card effect that reduces production of a red-bordered resource must be performed, so if your opponent doesn't have that production, then you must lower your own production or not play the card at all.



A card with a red-bordered tile icon targets any or all players' tiles.



A card with a red-bordered tag icon targets all cards with that icon, whether they belong to you or another player.

* Asterisk

When an icon has an asterisk (*) next to it, there is a special rule that you must read in the explanation text on the card, normally IN CAPITAL LETTERS.

Are you ready for the next mission?

1.

Save two unplayed cards from hand to your corporation tuckbox after finishing your mission. These will be added to your starting hand for free in your next mission.

2.

Save your development card and your corporation to your corporation tuckbox. Your development will follow you all the way through the Legacy of Mars, and you will receive a new one in each mission.

3.

Note your scores and titles in the Campaign sheet.

4.

Open the envelope for the next mission, read the instructions or watch the movie clip to get the briefing for your next step in this adventure. This allows you to mentally prepare for next session of the Legacy of Mars.

THE LEGACY OF MARS					
Titles are given at the end of each mission, and bring with them not just glory, but also benefits for the future. Mark your score, title, and Title Points (TP) in the scoreboard below, for example: 116VP - G - 15TP Governor (mark "G"): receives the Governor pin, and also 15 TP to be added after the end of the final mission when calculating your final score. Receiving the Governor title makes you first player on the next mission. Administrator (mark "A"): receives 10 TP, and 5 ME to the next mission Prefect (mark "P"): receives 5 TP, and 10 ME to the next mission. No title? If you did not receive any title, you will receive 15 ME to the next mission.					
Name of CEO	Isaac	Enoch	Jacob		
Corporation	Inventrix	eredicor	Interplanetary Cinematics		
MISSION 1	150VP - G 15TP	81VP - P 5TP	82VP - A 10TP		
MISSION 2	178VP - G 15TP	154VP - A 10TP	153VP - P 5TP		
MISSION 3					
MISSION 4					
FINAL SCORE*					
Final score = VP from mission 4 + Title Points from mission 1-3 (not 4)					

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