

MARTIAN, ALTERNATIVE SOLO VARIANT

Game objectives

You must successfully terraform Mars by placing 9 ocean tiles, raising the temperature to 8°C and reaching an oxygen level of 14%.

If you play with the Venus Next extension, you must also terraform Venus by 30%.

You face Martian, a fictional character using a custom deck of cards.

Once terraforming is complete, the one with the most points wins.

Game setup

Martian has a player board. Martian doesn't use Megacredits, Steel or Titanium and doesn't belong to a corporation. Both start without additional production except that of your corporation if necessary.

If you play with Prelude, Martian and you get 2 random Prelude cards, you apply the effects.

You will receive ten cards and pay the cards you want to keep.

You are always the first player. There are no cities or greeneries to place at the beginning of the game.

Martian's special rules

For each new generation, Martian draws a number of cards from his deck (1 additional card every 3 generations).

Example :

- for generations 1, 2 and 3, Martian draws 1 card;

- for generations 4, 5 and 6, Martian draws 2 cards;

- etc.

Variante : cards are increased every 2 generations instead of 3 (more challenging!)

You perform all your actions before (easier), alternately (multiplayer rule) or after (more difficult) Martian.

Martian can place City, Greenery and Ocean tiles. To place them, use the same rule as for solo mode (you apply this rule for ocean tiles as well). **Variante** : place the tiles as best for Martian !

When Martian changes a terraforming parameter, it gains 1 TR unless this parameter has already reached its maximum.

Martian uses his resources to terraform as soon as he can.


Martian can draw project cards but he can't use them. He will still keep the cards he draws.

They will be used to count points and validate rewards and objectives. To count his points, he won't use cards with bonus points based on special resources (microbes, floats (Venus), etc.).

Variante : Martian will use cards with bonus points based on special resources. The number of resources on these cards will be determined based on the number of cards drawn by Martian. For example, Martian will have 5 resources on each of the cards at generation 14 (he draws 5 cards at this generation).

Awards and Milestones

Martian doesn't pay for awards and milestones.


Martian can validate a milestone when he draws a card with the symbol  and fulfills the conditions.

Martian validates milestones according to the normal rules of the game with a few exceptions :

- for « Builder », we must count all building tags on his cards. He claims the milestone if he has 10 building tags;

- for « Hoverlord », we must count all venus tags on his cards. He claims the milestone if he has 7 venus tags;

- for « Generalist » (Elysium), his 3 productions must have been increased by 2.


Martian can fund an award when he draws a card with the symbol  and fulfills the conditions.

Martian can't « fund » « Banker » and « Excentric » (Hellas) awards. He won't get 2VPs for them if you fund them.

For the « Miner » award, Martian must have more cards with « Building » and « Space » tags than your your cumulative Steel and Titanium resources.

For the « Industrialist » award (Elysium), Martian must have the most resources « Energy » and « Heat ».

Reshuffle Martian's deck

If this icon  appears on a card, after performing the actions of the card, put it in the Martian deck, put all Martian cards discarded and shuffle the deck.

End of game

The game stops when the terraforming of Mars is over.

You calculate Martian's score by adding to his TR all his field bonuses, all the points accumulated on the cards he has drawn as well as any awards and milestones he has achieved.