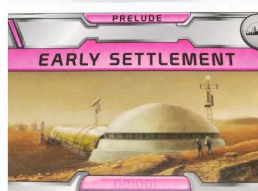
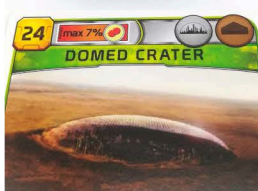
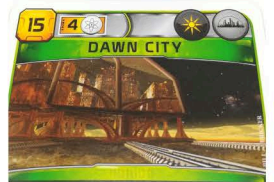
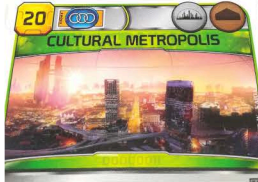
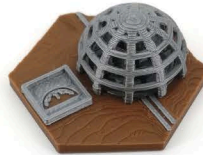
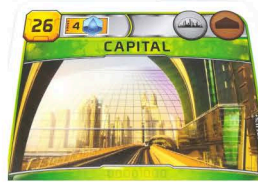


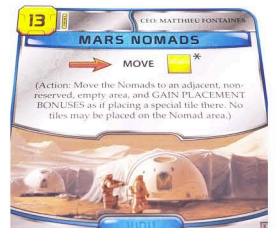
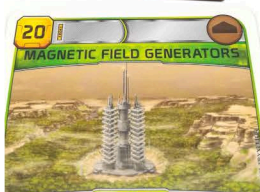
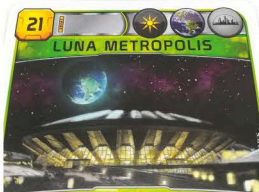
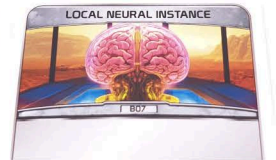
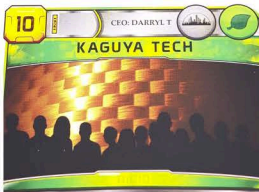
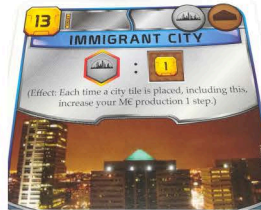
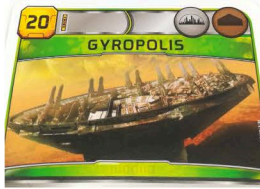
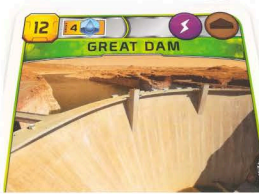
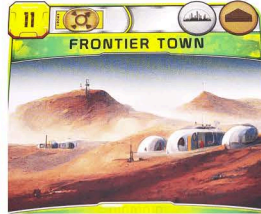
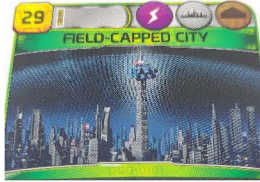


# Terraforming Mars Tiles Pack

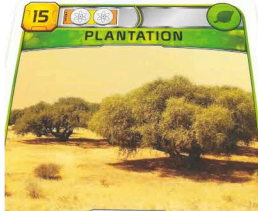
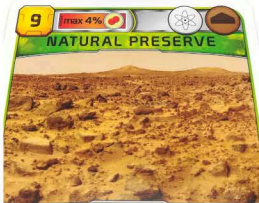
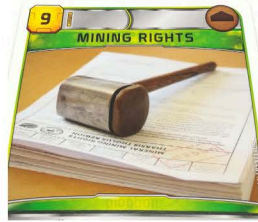
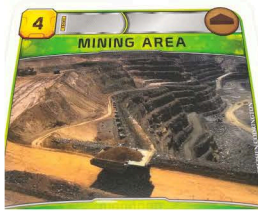
## Base Game & Official Expansions

v1.08 - December 2024



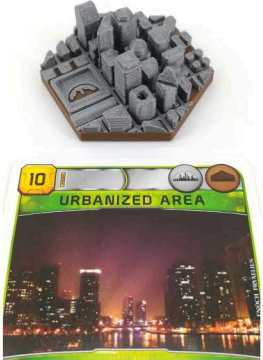
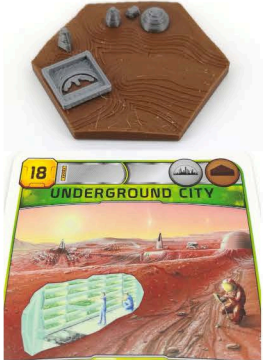
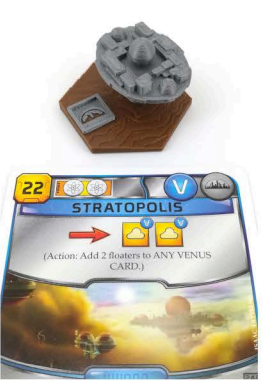
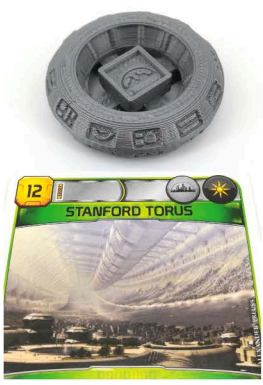






Many ideas go into kickstarting humanity's new home.





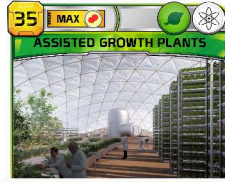
# Terraforming Mars Tiles Pack Ares Fan Expansion







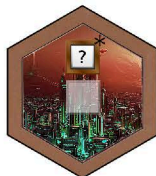
Terraforming Mars  
**Tiles Pack**  
 Corporate  
 Betterment  
 Fan Expansion



Terraforming Mars  
**Tiles Pack**  
 DaBlueSheep  
 Prelude Cards

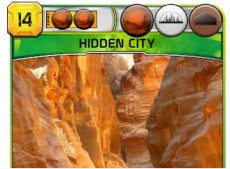


Terraforming Mars  
**Tiles Pack**  
 High Orbit  
 Fan Expansion

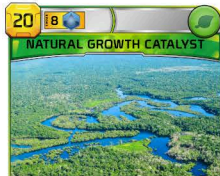
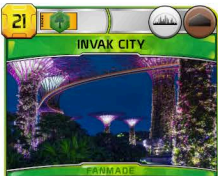




**Terraforming Mars**  
**Tiles Pack**  
**Ides of Mars**  
**Fan Expansion**



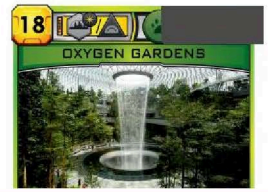
**Terraforming Mars**  
**Tiles Pack**  
**Independent**  
**Tiles**  
**Fan Expansion**



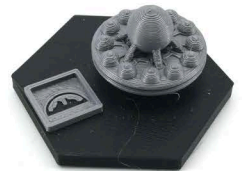
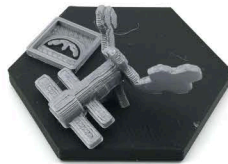
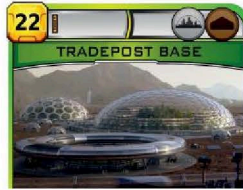
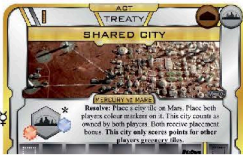
**Terraforming Mars**  
**Tiles Pack**  
**Mercury**  
**vs. Mars**  
**Fan Expansion**





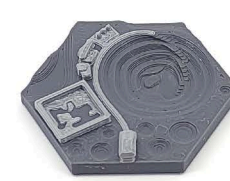
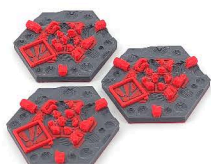


# Terraforming Mars Tiles Pack Pathfinder Fan Expansion

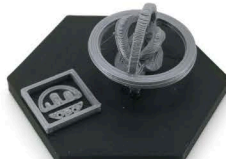
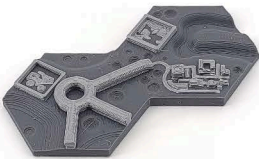
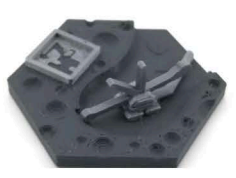




# Terraforming Mars Tiles Pack The Moon Fan Expansion







# Information about Adjacency Indicators

[Fan Expansions only]

Adjacency Indicators are color coded adapters that are placed on tiles below player cubes and indicate adjacency bonuses and penalties.

They exist in two versions:

- One color with or without a line on top
- Two colors divided by a line

## Line Colors

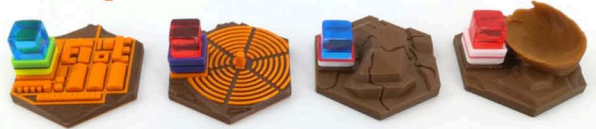
- Black or no line: Bonus
- Red Line: Penalty

## Block Colors (resources, except white)

- Black: Titanium
- Blue (Bright): Other (Floater, etc.)
- Brown: Steel
- Green (Bright): Plants
- Green (Dark): Animals
- Orange (Bright): Data
- Orange (Dark): Cards
- Red: Heat
- Violet: Energy
- White: Any Production
- Yellow (Bright): Microbes
- Yellow (Dark): MegaCredits



## Examples:



**Bio-Fertilizer Facility:** **Bright Green** and **Bright Yellow** divided by a **black line**: Adjacency bonus of **1 Plant** and **1 Microbe**.

**Solar Farm:** **2x Violet** divided by a **black line**: Adjacency bonus of **2 Energy**.

**Mild Erosion:** **White** with a **red line**: Penalty of any **1 production**.

**Severe Dust Storm:** **2x White** divided by a **red line**: Penalty of any **2 production**.

# Accessories Storage Overview



**Fan Expansion Storage Deck (not shown)**

- Use 12 identical trays for resource tokens
- Use 1 big tray for Adjacency Indicators



# 3D-Tiles Storage

