

GAME COMPONENTS



The **4 Heroes** are the squad captains, each represented by a *Hero Card* and *Hero Marker*.

Each Hero has their own **Technique** and **Talent** and begins the game with the 2 *Support Cards* listed.



The **31 Support Cards** depict the squads and equipment sent to Mars.

Each *Support Card* shows its **Acquisition cost** at the top and an **Effect** at the bottom. Equipment effects are permanent as long as the Equipment remains in play, while Squad effects are activated when played.



The **15 Cockroaches** represent the threat the Heroes must eliminate.

Each *Cockroach* has **Health** points and a **Talent**. Defeating them can award **Victory Points**, as well as Spoils.

The **6 Combat Dice** determine what actions the Hero can take on their turn.

The **Special Die** is sometimes used to strengthen Hero actions.



The **12 Star** counters (value = 1)

The **42 Injury** counters (value = 1, 3 or 5)

The **30 Victory Point** counters (value = 1, 3 or 5)

Symbol Glossary



THE GOAL OF THE GAME

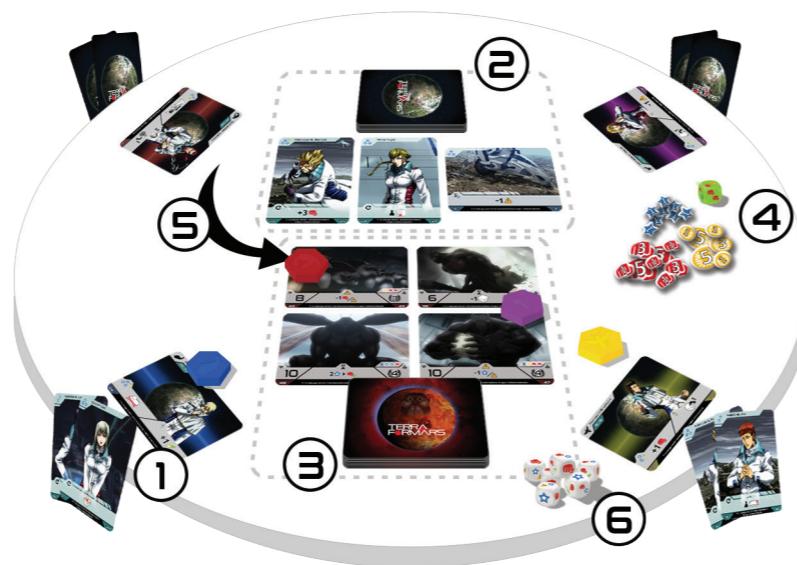
The players earn **Victory Points** by killing as many *Cockroaches* as possible.

The game ends when a dead *Cockroach* cannot be replaced from the deck.

The player with the most Victory Points wins the game.

SETTING UP

- Each player chooses a *Hero Card*, then takes the matching *Hero Marker* and the 2 *Support Cards* listed in the top left corner of their Hero Card, holding them in their hand.
- Shuffle the rest of the *Support Cards* and create a face-down draw deck. Then, turn over the top 3 *Support Cards* and place them next to the deck.
- Shuffle the *Cockroaches* to create a face-down deck (remove 6 random *Cockroaches* for a 2 player game and 3 *Cockroaches* for 3 players), then reveal a number of *Cockroaches* equal to the number of players.
- Place the Special Die and the **Victory**, **Star** and **Injury** counters near the playing area.
- Choose a first player. Starting with the player to their right and ending with the first player, each player places their *Hero Marker* on 1 empty *Cockroach*.
- The first player takes the 6 Combat dice and takes the first turn.



PLAYING THE GAME

The game is played in turns, starting with the first player and going to the left. On their turn, each player follows these steps in order:

- Roll the 6 Combat dice;
- Spend **Stars** and **Serums** rolled on the dice to take actions in any order:
 - Spend 3 **Serums** to roll the Special Die;
 - Activate their Hero's **Technique** by spending the **Stars** and **Serums** shown; and
 - Acquire a *Support Card* by spending its **Acquisition Cost** (**Stars** and **Serums**);
- Inflct any **Injuries** showing on the dice to the *Cockroach* they are fighting (under their Hero Marker); then
- Pass the Combat dice to the player on their left (to end their turn).

Using the Dice

On their turn, the acting player rolls the Combat dice which will show a mix of **Star**, **Serum**, **Injury** and **Danger** symbols. Symbols can be spent to pay for a variety of actions. The player may be able to roll the Special Die to get more symbols on their turn.

Note: When a symbol is spent, it "locks" the die that symbol appears on, which cannot be re-rolled for any reason that turn. Symbols that are not used during the turn are lost and cannot be saved.

The Heroes

Each Hero has a **Technique**, listed on the bottom left of the Hero Card. This **Technique** can be used during the player's turn any number of times, by spending the symbols shown (**Stars** and **Serum**) each time it is used.

The Hero also has a **Talent**, on the bottom right, which is permanent and can be used for free. Most **Talents** can be used only once per turn. Don't forget to use your **Talent**!

At the beginning of the game, each Hero receives 2 *Support Cards* to start their hand, listed in the upper left of the Hero Card. When used, they go to the discard pile.

Support Cards

On their turn, players can acquire any of the face up *Support Cards* by spending the symbols on that card (**Stars** and possibly **Serum**). When a card is acquired, a new *Support Card* is immediately drawn from the deck to refill the empty space. If the deck runs out, reshuffle the discard pile and create a new draw deck.

Equipment cards are placed face up next to the Hero when acquired. The effect is active immediately and continues until the Equipment is destroyed (discarded).

Squad cards are held in the player's hand. Squad cards can be played at any time (even another player's turn). Once played, the card effect is resolved and the card is discarded.

Note: Several Support Cards may be played one right after the other: the effects are then resolved in the opposite order to that in which they were played.

Cockroaches

When a *Cockroach* is injured, place **Injury** counters on it equal to the number of **Injuries** inflicted. If the *Cockroach* has **Injury** counters equal to or greater than its **Health**, that *Cockroach* is destroyed. The player who inflicts the **final Injury** to the *Cockroach* follows these steps:

- Take the number of **Victory Point** counters shown on the *Cockroach* card;
- Hand out all the Spoils to any **other** players with a Hero Marker on that *Cockroach*, in any way you choose (you never get Spoils from a *Cockroach* you defeat);
- Remove that *Cockroach* and turn over the top card from the deck to take its place;
- Move your Hero Marker to any other *Cockroach* of your choice (even one occupied by another Hero), followed by any other players who were fighting the defeated *Cockroach* (in turn order).

Note: You can only inflict Injuries on one single Cockroach each turn (the one with your Hero Marker). If you are alone with a defeated Cockroach, no one gets any Spoils.

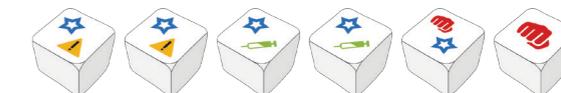
Each *Cockroach* has a **Talent**, which **must** be activated during the player's turn if their marker is on it. Some **Talents** only take effect if the player rolls **Danger** symbols.

EXAMPLE

Nicholas is fighting an injured *Cockroach* (only 4 **Health** points remaining). Its **Talent** allows it to ignore 1 **Injury** for each **Danger** rolled.

He rolls the dice and gets the following results:

- 5 **Stars**
- 2 **Serums**
- 2 **Injuries**
- 2 **Dangers**



- Nicholas acquires 1 *Support Card* (by spending 2 **Stars**) which he puts into his hand.
- He activates his Hero's **Technique** (3 **Stars** + 1 **Serum**). His **Technique** cancels the **Talent** of the *Cockroach* he's fighting (so the **Dangers** have no effect).
- Then, Nicholas plays 1 *Support Card* from his hand which will inflict 3 additional **Injuries**, bringing his total to 5 **Injuries**—enough to destroy the *Cockroach*.
- Before Nicholas can inflict any **Injuries**, Cyril plays his "Kanako Sanjo" *Support Card*, which allows him to move his Hero Marker onto the *Cockroach* that Nicholas is about to defeat.
- Finally, the *Cockroach* is defeated! Nicholas wins 3 **Victory Points**, and must give Cyril all of the Spoils, since he is the only other Hero there (2 **Injury** counters that Cyril can spend in a later turn to inflict **Injuries** to any *Cockroach* he is fighting and 1 **Victory Point**).
- The *Cockroach* is removed from the game and is replaced by a new one. Then, Nicholas moves his Hero Marker to any other *Cockroach* in play, followed by Cyril.
- Nicholas ends his turn and the unused **Serum** is lost.



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Thanks:

The many testers, the Tsume-Art team, the Japanime Games team, Yu Sasuga, Kenichi Tachibana, Shueisha, Viz Media Europe, the store Asian Gate, its customers, and all our friends and family.

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- 01** Inflict 1 additional *Injury* to the *Cockroach* you are fighting
- 01** Once per turn, you may re-roll 1 die of your choice
- 02** Draw 1 *Support Card* from the top of the deck
- 02** Once per turn, you may ignore 1 *Danger*
- 03** Move 1 other player's Hero Marker from the *Cockroach* you are fighting onto another *Cockroach*
- 03** You always get at least 1 part of the Spoils even if you don't have a marker on the *Cockroach*
- 04** Ignore the *Talent* of the *Cockroach* you are fighting
- 04** Once per turn, you may obtain 1 additional *Serum*
- 05** Ignore the *Talent* of the *Cockroach* you are fighting
- 06** Once per turn, you may inflict 1 additional *Injury* to the *Cockroach* you are fighting
- 07** Once per turn, you may obtain 1 additional *Star*
- 08** Once per turn, you may obtain 1 additional *Serum*
- 09** Once per turn, you may re-roll 1 die of your choice
- 10** Once per turn, you may exchange 1 *Star* for 1 *Injury* or 1 *Injury* for 1 *Star*
- 11** Once per turn, you may ignore 1 *Danger*
- 12** At the end of your turn, you may move your Hero Marker to another *Cockroach*
- 13** Once per turn, you may acquire 1 *Support Card* for 1 *Star* less than the listed cost
- 14** Once per turn, you may activate your hero's *Technique* for 1 *Star* less than the listed cost

- 15** Destroy 1 Equipment Card from 1 other player
- 16** Inflict 2 additional *Injuries* to the *Cockroach* you are fighting
- 17** Move your Hero Marker to another *Cockroach*
- 18** Steal 1 *Victory Point* from 1 opponent
- 19** Replace the *Cockroach* you are fighting with the top one from the deck, then shuffle the deck
- 20** Roll the Special Die
- 21** 1 opponent rolls 2 fewer Combat Dice this turn
- 22** 1 opponent ignores all the *Serums* they rolled on the dice this turn
- 23** Steal 1 Equipment card from 1 opponent
- 24** 1 opponent discards all *Support Cards* in their hand (this does not affect Equipment cards)
- 25** 1 opponent discards all of their Spoil counters (*Stars* and/or *Injuries*)
- 26** 1 opponent ignores all the *Stars* they rolled on the dice this turn
- 27** Ignore all *Dangers* you rolled on the dice this turn
- 28** Destroy 1 Equipment card from each of the other players
- 29** Inflict 3 additional *Injuries* to the *Cockroach* you are fighting
- 30** Replace the *Cockroach* you are fighting with one of your choice from the deck, then shuffle the deck
- 31** Take the Special Die and choose a side
- 32** Re-roll any number of your dice of your choice

- 33** Look at the top 3 *Support Cards* in the deck, choose 1 to add to your hand, then shuffle the deck
- 34** Steal all the Spoils from a *Cockroach* that was just destroyed
- 35** 1 opponent does not roll any Combat Dice this turn (they miss their turn)
- 36** At the end of the turn, this *Cockroach* removes all *Injuries* on itself.
- 37** If any *Dangers* were rolled, ignore all *Serums* rolled on the dice
- 38** At the beginning of your turn, roll 1 less Combat Die
- 39** If any *Dangers* were rolled, you cannot roll the Special Die
- 40** At the end of your turn, you must move your Hero Marker on this *Cockroach* to another *Cockroach*
- 41** If any *Dangers* were rolled, you must destroy 1 of your Equipment cards
- 42** At the end of the turn, you must discard all of your Spoil counters (*Stars* and/or *Injuries*)
- 43** This *Cockroach* ignores 1 *Injury* for each *Danger* rolled on the Combat Dice
- 44** Only 1 Hero at a time can fight this *Cockroach*
- 45** If any *Dangers* were rolled, you may not acquire *Support Cards* this turn
- 46** At the end of your turn, move another player's Hero Marker onto the *Cockroach* you are fighting
- 47** You must ignore 1 *Star* for each *Danger* rolled on the Combat Dice
- 48** You must spend 2 *Stars* in order to inflict any *Injuries* on this *Cockroach*
- 49** As long as this *Cockroach* remains in the game, no player can roll the Special Die
- 50** As long as this *Cockroach* remains in the game, no Hero can gain any Spoils



TERRA FORMARS

In order to colonize Mars, the surface of the planet was covered with lichens and cockroaches in an effort to heat up its atmosphere. After 500 years of terraforming, astronauts are sent to Mars, but they encountered giant cockroaches with incredible strength!

In order to eliminate the mutants, a group of warriors who were genetically modified by implanting characteristics of non-human organisms were sent to Mars. But this second mission still was not enough, so a larger group, made up of 100 genetically-modified warriors formed into squads, is being sent to Mars...