

TERRAFORMERS



TIPS TO START



1. use the leader's skills in each round, and select from among the leaders those who we think can bring the greatest benefit with their skills
2. expand cities and discover and create new ones by drawing cards
3. many cards can benefit us, e.g. Gaining raw materials every turn. There are also those that in exchange for a positive trait such as providing energy will take away the satisfaction of the inhabitants
4. in new cities we may come across fields that will give us additional benefits, for example, there are fields where for the use of a place card providing food we will get +1 in each turn. It is worth placing a building there that will take advantage of the feature of this field
5. expanding the city in terms of population allows us to connect with other places on the map. Thanks to this, we will be able to build a mine that will give us raw materials or places such as viewpoints that will improve the quality of life
6. connecting to places more than one field away will take away the satisfaction of the residents but as the game progresses we will unlock cards such as subway lines and bus stops through which we will be able to connect our city to more distant fields
7. there are also empty fields on the map with which we can connect the city, in these fields we can use cards of a different color, among others, such as laboratory
8. if we get too much of one raw material and too little of another, and we need much more, we can use the trade option to compensate