

CROSS PLATFORM GAME

Mars Tomorrow is a cross-platform game. This means you can play it in your browser, as well as on your iOS and Android device.

In addition you also have a download client with which you can install the game directly on your PC.

All calculations are performed on a server that takes account of the actions of thousands of players. You populate Mars with other players and each of your actions has an impact on the economic system of Mars and on all other players.

The activities of your fellow players also have an impact on your economic system.

You have a wide range of contact and cooperation opportunities at your disposal. So you can talk in colony chat with all the players, who have the same home colony as you have. In addition you can use the global chat to communicate colony cross or you can choose private chat to communicate with only one person.

Together in a guild you get the opportunity to build an economic empire with other players. Through the guild chat you can discuss tactics with your guild friends without the competitors being informed about it.

You can observe the routes of other players and adapt your own tactics to the tactics of your fellow players as well as competitors.

In three separate rankings, you can compete as a single player as well as a guild and colony with other players on Mars.

The game runs on the server around the clock. Your transporters will also drive when you are not online. So your transporters earn valuable MarsDollar even if you are not online.

Mars Tomorrow requires the Adobe Flash Player. You can download and install this free of charge at the following address:

<https://get.adobe.com/de/flashplayer>



REGISTRATION



To play Mars Tomorrow you need an account. You will receive this by registering on mars-tomorrow.com All you need is a valid e-mail address or a Facebook account.

On iOS devices, registration is automatically made through your Apple GameCenter account immediately after launching the app.

Once you have created an account and verified it with a confirmation mail, you can connect to the game on various devices.

All you need from now on is your login name and password.

SERVER SELECTION

After the registration you will be taken to the server list. Here you can see all currently running servers. Each server represents a game world with thousands of players.

When selecting your game world, pay attention to the current phase. This shows you how far the game world has already advanced. It is always the best start in Phase 1.

The game world recommended for you is therefore always the youngest and already preselected for you.

A game world is divided into 8 phases. Each phase lasts 10 days.

At the end of the eighth phase, the terraforming on Mars will be completed and double points will be distributed for 3 more days. This is the so-called endgame.

At the end of a round all players are removed, the points are transferred to the global ranking list and the game world will be re-launched in Phase 1.

Tritium and still running settler accounts will be included in the new round.

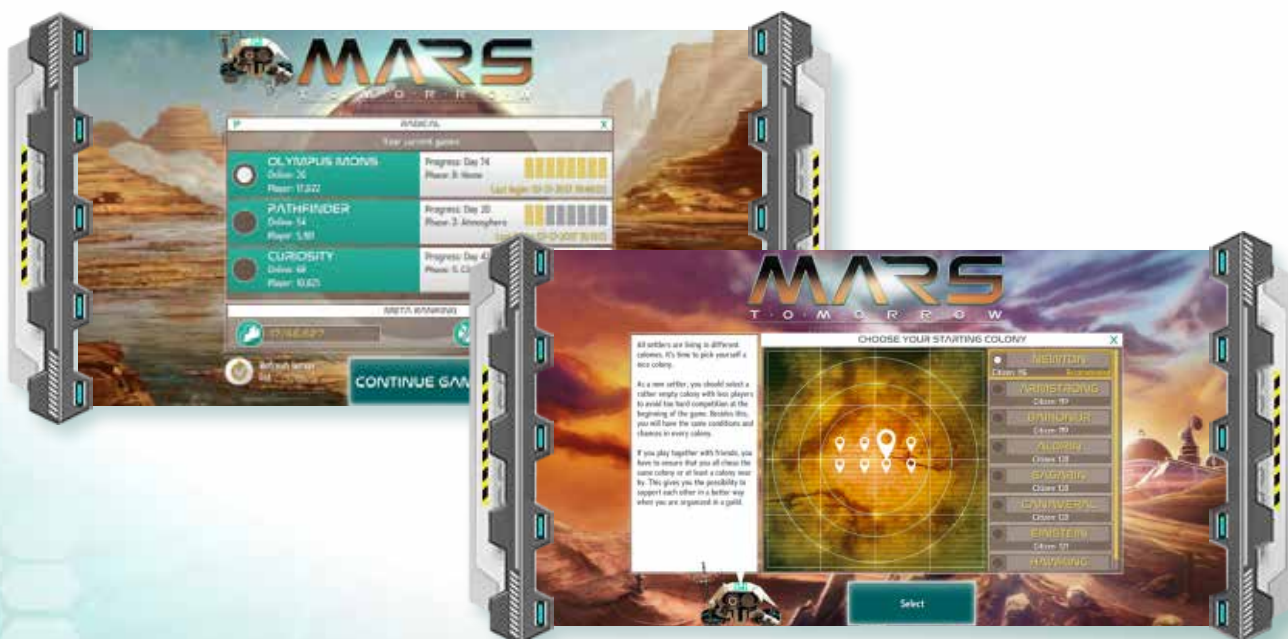
HOME COLONY SELECTION

Once you have chosen a game world, you will be able to choose your home colony.

The home colony establishes where you land on Mars and it determines its radius of action for a long time. If you already have friends playing Mars Tomorrow, ask them about their game world and their home colony.

While you may change the home colony during the course of the game, however depending on the distance to the desired new home colony, this can take a long time and also cost a lot of resources. The choice of the right home colony is very important for the game start.

To make it easy for you, the colony that is most suitable for you is already preselected.



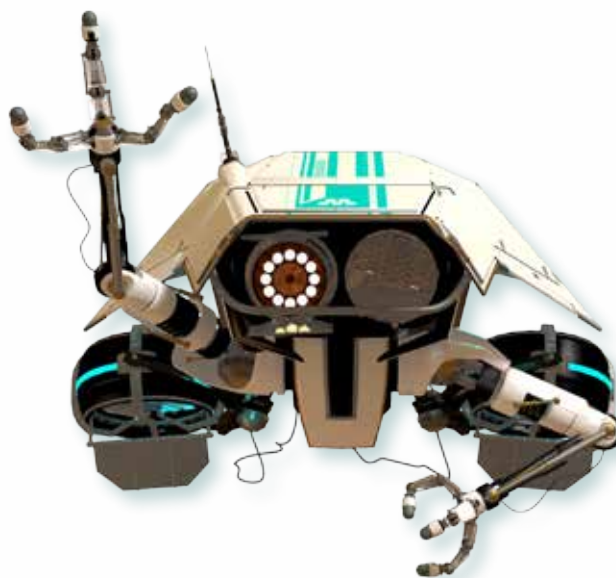
T.E.D.



The Technical Engineering Device, T.E.D. teaches you the basics of Mars Tomorrow and explains the most important steps of the game.

First T.E.D. explains how to submit your transport orders and how you can have several transporters soon.

After T.E.D. brought the fundamentals of the game to you, he always comes up again to bring you with small tips the niceties of this economic simulation even closer.



NEWBIE

As a new Martian more consideration will be given to you. Your transporters will be loaded faster. In addition you receive higher selling prices for your resource deliveries. This advantage is reduced steadily until after 48 hours it is completely exhausted.



THE OBJECT OF THE GAME

The object of the game is to be as high as possible in the ranking list. You are building an economic space on Mars. Your success is measured in terrapoints collected by each player and each guild.

You can measure your success with your terrapoints. There are a variety of ways to earn them. Try different strategies to get as many terrapoints as possible. Watch your competitors and adjust your strategy to the action of your opponents.

In this guide you will find many different ways to receive terrapoints. Decide for yourself if you want to specialize in one way or you want to achieve a wide range of terrapoints.

A game round is divided into eight phases of terraforming. Each phase lasts 10 days.

At the end of phase 8 the endgame begins.

After the final, the result of the round is transferred to the global ranking list.

In this game you can compare with all players worldwide over several rounds of the game.



MARSDOLLAR AND REASEARCH POINTS



To expand your habitat and purchase more transporters you need MarsDollar. You earn MarsDollar by providing the resources you need from outpost to outpost or to the colonies.

At the beginning, T.E.D. shows you lucrative transport routes and gives you advices on recommended investments of your MarsDollar.

To improve your transporters and buy new transporters, you must first explore them. In your habitat you will find a large number of buildings as well as your laboratory. This generates research points, which you invest in the research tree in new technologies.

Explored improvements are incorporated directly into the respective transporters.



TRITIUM

Tritium is the premium currency in Mars Tomorrow. In the shop you can buy tritium for real money or with a little luck in the lost&found office. For tritium, you can use Mars Tomorrow's premium features.

Two very important premium functions are on the one hand the settler account and the starter package.



PACKAGES



The settler account is valid for 10 days. Your benefits with a settler account are:

- Double bank limit
- 25% faster research
- Build two buildings at the same time
- Calculation of the most lucrative routes
- Statistics
- Comfortably harvesting of the power station and refinery



The very powerful starter package is only available to you within the first 48 hours. The small starter pack costs 200 tritium and includes the following advantages:

- 5 free containers in the lost&found office
- All Building Level +1
- Full research point account
- Transporter plug-in "speed +25 km/h"



The large starter package you get for 300 tritium. This includes the following advantages:

- 5 free containers in the lost&found office
- All Building Level +1
- Full research account
- Settler account for 10 days
- Transporter plug-in "speed + 25km/h"
- Transporter plug-in "capacity +6"

PHASES

With the colonization of Mars also the terraforming takes place. In 8 phases Mars changes from the red desert to an earth-like planet. Each phase lasts 10 days. With each new phase, the conditions on Mars change and so are already forming in phase 2 clouds and soon rain falls.

Each new phase brings new technologies with it. This allows you to explore new transporters, that better adapt to the climatic conditions on Mars.

It is advisable to have as many research points and MarsDollar as possible, when a new phase starts. In addition each phase gives also new resources needed for the further growth of your colonies.



PHASES

1		COLONIZATION	
2		ATMOSPHERE	
3		RAIN	
4		WATERS	
5		CLIMATE	
6		VEGETATION	
7		AGRICULTURAL CULTURE	
8		ДОМОСТРОЕНИЕ	

HOW TO CHANGE YOUR EMAIL AND AVATAR



You find the avatar in the upper left corner of the game. Click on it to get an individual look. You can choose between a variety of objects and colours in four categories. So you can give your avatar a unique look from mouth pieces, helmets, antennas and mars suits.

In addition to the appearance, you can also chose a country in your avatar to show other players where you come from.

You can also change your e-mail address with the settings of your avatar.

HABITAT

The habitat is your home on Mars. It is part of your home colony that you share with other players. In your habitat you invest your MarsDollar in buildings or in their extensions. An ever-growing habitat is important to be able to keep up with the development of Mars.

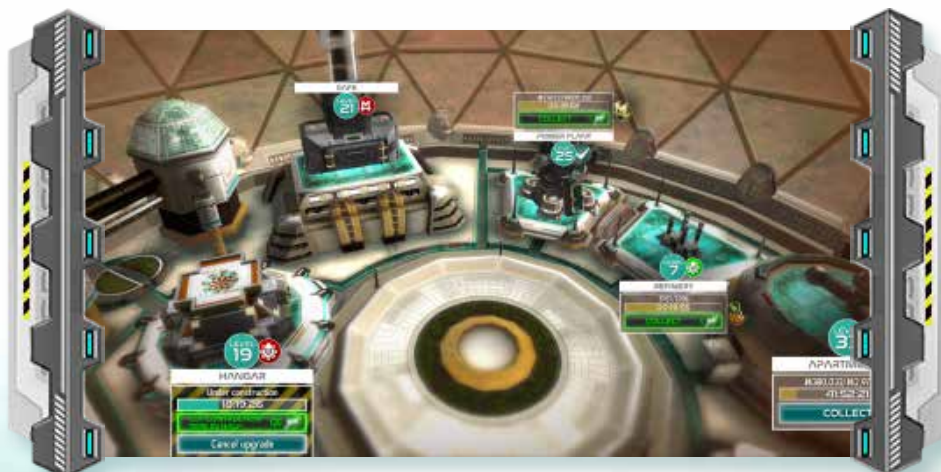
Plan your upgrades strategically. Each building level becomes more expensive and requires a longer development time than the level before.

Since you can only build one building at the same time, you must decide which improvements you need first.

With each expansion stage you also receive terrapoints. Habitats which have already been developed are also important for a good ranking in the rankings list.

The use of tritium allows you to halve the construction time. The longer the construction time, the more tritium is required for halving.

With a settler account you can build two buildings at the same time.



BUILDINGS

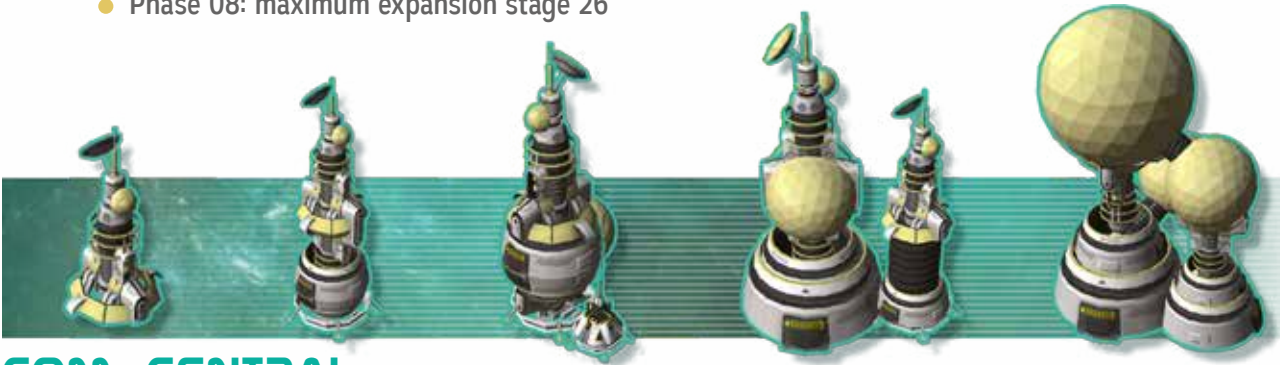


HANGAR

The hangar is the heart of your company. It specifies the maximum number of your transporters. The higher the level of the hangar, the more transporters you can own.

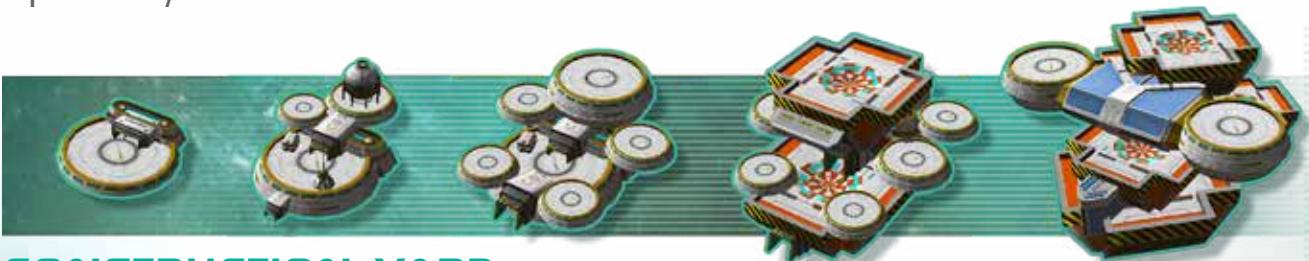
The maximum configuration of the hangar is linked to the phases.

- Phase 01: maximum expansion stage 6
- Phase 02: maximum expansion stage 11
- Phase 03: maximum expansion stage 15
- Phase 04: maximum expansion stage 18
- Phase 05: maximum expansion stage 20
- Phase 06: maximum expansion stage 22
- Phase 07: maximum expansion stage 24
- Phase 08: maximum expansion stage 26



COM-CENTRAL

Your senders are managed in the COM centre. It specifies how many senders you have available for the expansion of your network.



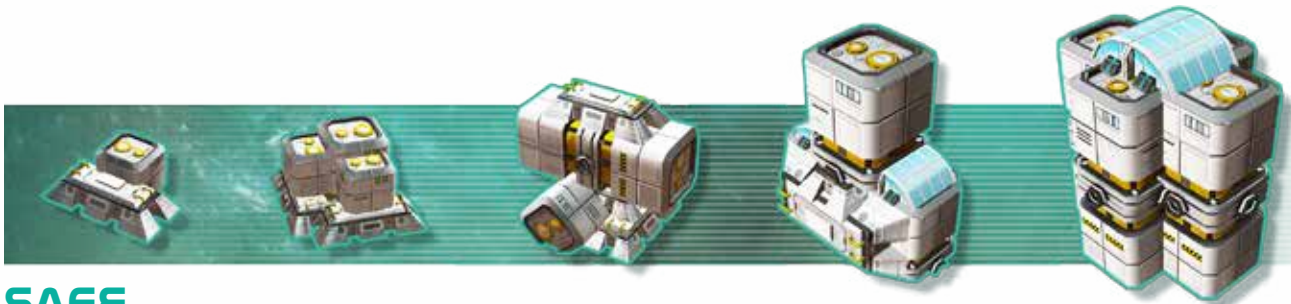
CONSTRUCTION YARD

The construction yard speeds up the building time for Habitat buildings.



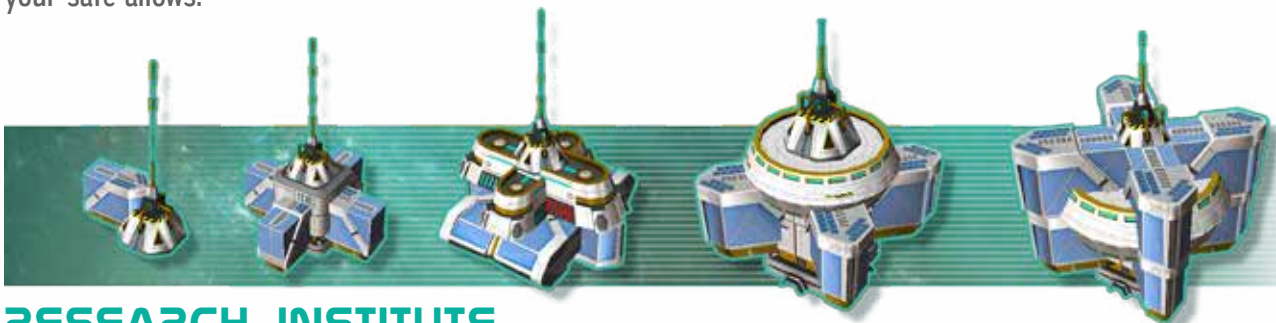
APARTMENTS

The apartments offer the citizens of your home colony living space. In addition, the residents pay rental fee which you can pick up at any time.



SAFE

The safe specifies the amount for your available cash asset. Since the colonization of Mars causes costs, the Mars government has prompted every citizen to bring his Mars dollars back into circulation in order to guarantee a stable economic system. To do this, you are only allowed to own as many MarsDollar as your safe allows.



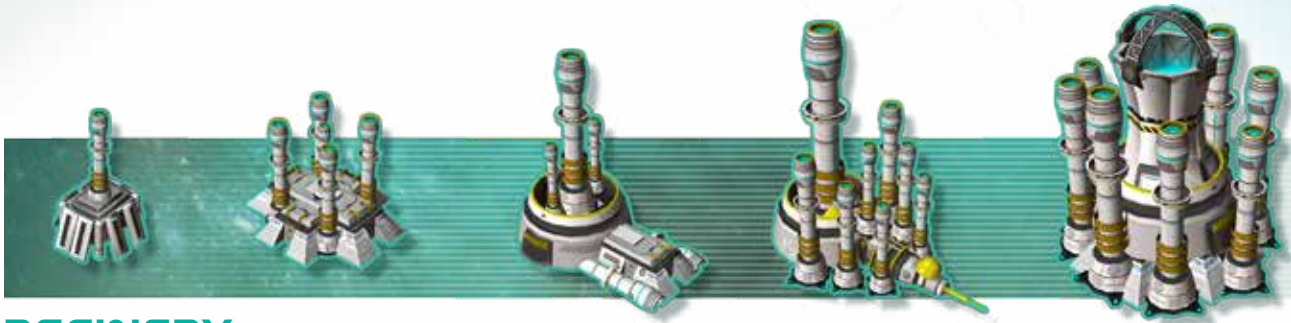
RESEARCH INSTITUTE

The research institute generates research points. With a higher building level the number of points per day rise as well as the maximum storage.



POWER PLANT

The power plant generates energy for your home colony. You will receive MarsDollar. You must collect your earned MarsDollar to be credited to your account. To match your style, you can choose between three intervals to pick up.



REFINERY

The refinery operates active terraforming and produces terrapoints. You have to collect these terrapoints at regular intervals to generate new ones. As with the power station, you can choose between three pick-up intervals.



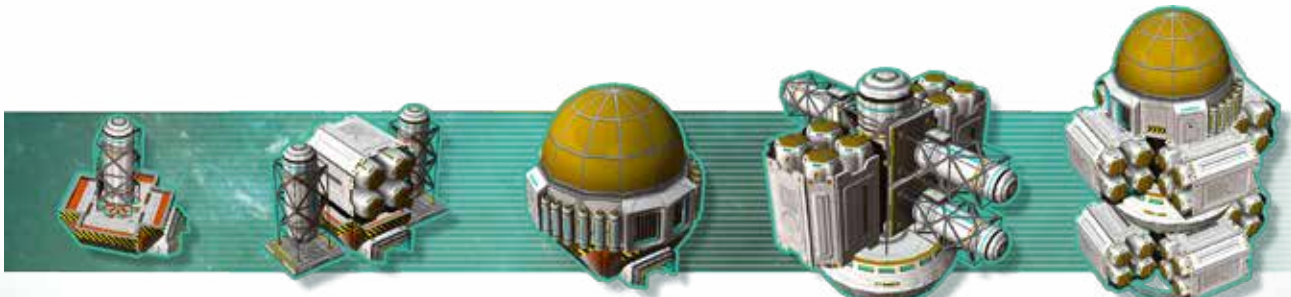
STORAGE

The storage improves the quality of your transported solid resources.



LIQUID TANK

The storage improves the quality of your transported liquid resources.



GAS TANK

The storage improves the quality of your transported gas resources, thus making them transport at higher prices.

LOST & FOUND OFFICE



Even on Mars supplies are lost and so every player is allowed to pick up a free container once a day in the lost&found office.

Additional containers can also be purchased for 25 tritium per piece.

With each phase of terraforming, the value of the containers increases.

Also an additional transporter, a prototype, can be found in each phase. This does not occupy any space in your hangar. Once a round you can find a mobile garage, which increases the number of possible transporters in one.



COLONIES



At the beginning of the game you decided on a home colony. In this you have opened your habitat and now you begin to colonize the Mars.

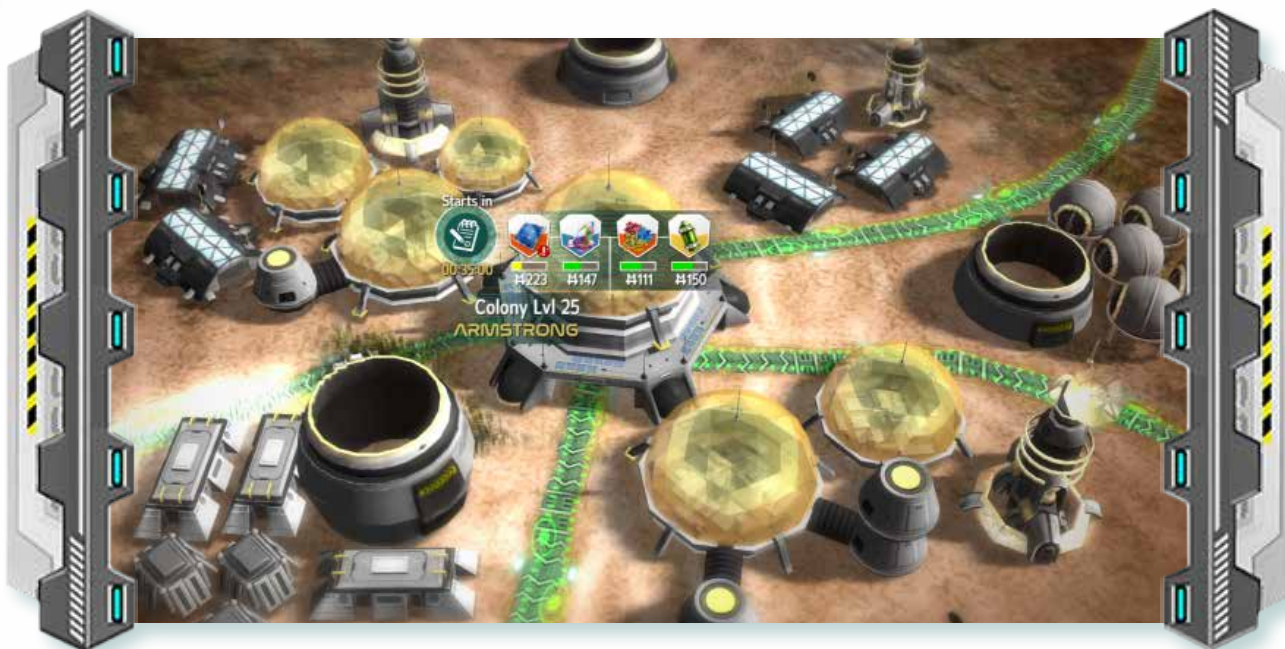
Important! You are not alone in your home colony. Other players call this colony their home. Speak up and form guilds to grow the population of your colony together.

To grow each colony requires four resources. These are displayed to you above the colony. Once each of the required resources is delivered to the colony more than 50%, it begins to grow. More and more people are settling in the colony until it grows by one level and one of the necessary resources has to be replaced by a new one.

For your delivery to the colony, you will receive more or less MarsDollar depending on the demand. The demand is determined by the stock of the respective resource in the colony.

The colony consumes a portion of the resources supplied up to that point every 6 minutes. You can see the time until the next consumption in the colony menu.

COLONY GROWTH AND PRICES



The main goal in Mars Tomorrow is the advancement of the terraforming of Mars. This is achieved with increasing population and by growing colonies.

The higher the level of a colony, the more it participates in terraforming and so it pays out more terrestrial points at your suppliers than smaller colonies.

Once a player arrives in a colony, it is opened and changes from level 0 to level 1. If you start later in an already running round, your home colony can have already reached higher levels.

In order to increase the population of a colony and move the colony to grow, it is your task to supply the necessary resources to the colony. Each colony is asking for growth four resources. Once the stock of each of these four resources oversteps 50%, the population begins to grow.

Keep in mind that all 5 minutes resources from the warehouse are consumed. This means that continuous supply is indispensable. With each level the colony grows, the demand and thus also the stock of the individual resources is increased. The bars below the resources indicate how far the respective bearings are filled. You can use the colour to see whether a resource is already sufficient to enable growth or if there is still a need for further action.

If the bar of the warehouse is green, this resource has already reached more than 50% of the inventory. The colour yellow indicates that the respective resource is steadily increasing and thus will change soon to the green area. If on the other hand the bar is red, the supply quantity is insufficient to fill the bearing.

PRICES

For each of your deliveries you will receive MarsDollar. The price per ton depends on demand. The more full the storage of the colony or outposts, the less you will earn with deliveries. The current price per ton is displayed below the resource.

TERRAPOINTS FOR COLONY SUPPLIES

The more tons of a required resource you deliver to the colony, the more Terrapoints you can get for it. The height of the Terrapoints is on the one hand on the level of the colony and on the other on the deliveries of your fellow players.

If you click on a resource, you will see how many tons of it was delivered per player. The player who provides the most will get most Terrapoints when distributing.

The Terrapoints are distributed every 6 hours or if the colony growth.

PRIMARY RESOURCES

Primary resource, TP reward, storage must be over 50% to let the colony grow

Solar panel
17,562t / 58,700t (+44t) #223

#145

#110

#149

CURRENT DELIVERIES

Rank	Player	Resource	Amount	Price
1	GIRONIMO	Das Rudel	1,750	+437
2	415615	Das Rudel	1,316	+329
3	QWERKI	Das Rudel	1,063	+266
4	KACHADA	Das Rudel	883	+221
5	HILLE	Das Rudel	744	+186
6	EXBOULETTE	Das Rudel	630	+157

Colony Lvl 25 of 33 | Next score calculation
ARMSTRONG 03:30:23

RECOURCES



In Mars Tomorrow, resources can be categorized in three resource categories. These are solids such as lead, liquids such as water and gases such as air.

LICENSES

In order to transport resources, you need licenses. At the beginning of the game you already have some licenses, but if you want to increase the delivery quantity or supply new resources, you must first acquire the respective licenses for MarsDollar.

You need a license for every ton you want to transport. So if you increase the capacity of your transporters by research or a plugin, you will need more licenses first.



OUTPOSTS, INVESTMENTS AND MAJORITY

On Mars, there are many resource deposits. In order to be able to transport the respective resources an outpost is needed. Firstly you should extend your delivery network to the respective deposits by installing senders. Once you have reached a deposit, you must build an outpost. You can either send your standard drone to this deposit or a building drone.

In addition, you can speed up the expansion by investing in MarsDollar once.

If an outpost is built, it acts similar to a colony.

The higher the demand for the outpost, the higher the loading time of the transporters. In order to meet this volume, the outposts are also growing.

The higher the level of an outpost, the more transporters can load it and thus reducing waiting times.

After an outpost has been built, it can be funded by investing MarsDollar. On the one hand, an outpost grows faster with many investments and on the other hand, players and guilds who have invested most are preferred.

With each level that an outpost grows, terrapoints are distributed to the investors. The player who has invested the most MarsDollar also gets the most Terrapoints.

If a guild has more than 50% of the investment, it holds the majority of its investments and its members are significantly faster than their competitors. In order not to have to wait eternally, guilds can also gain the drone's majority in an outpost.

For this, your guild must have more standard drones in the outpost than other guilds.



TRANSPORTERS

With each new phase you have four new transporters available. These are better adapted to the climatic changes of Mars and are much more efficient than transporters of the previous phases. But the new transporters have to be researched first.

Since the resources on Mars are categorized in special types, it also makes sense to develop special transporters.

In Mars Tomorrow, a special transporter is available for each resource type. So you can either specialize in a resource type such as liquids, or you can explore the all-rounder. This type of transporters can transport all types of resources, but they are not as efficient as the particular special transporters.

Transporters that specialize in specific types of resources can also transport other types of resources, but their speed is enormously slowed.




TRANSPORTERS

1					
2					
3					
4					
5					
6					
7					
8					

PROTOTYPES



In addition to the four transporter models of a phase, there is always a prototype. This is only to be found in the lost&found office and the best transporter of the respective phase.

A prototype does not occupy any space in the hangar and remains active over all phases. You can have an additional prototype in each phase, up to 8 prototypes per game round.

TURBO

Sometimes it has to go fast. To speed up your transporters, you can activate the turbo mode at any time. However, please note that transporters with activated turbo are not only faster, they also wear out much faster. So you should always keep the cost of repairs in view.



REPAIRS

The durability of your transporters is constantly decreasing. The lower the durability, the slower your transporters will be. You should repair your transporters regularly. The more improvements a transporter has, the more expensive its repair. It is therefore advisable to repair the transporters before investing their research points in improvements.



DRONES

At the beginning of the game you can order your first Drone. The standard drone will be delivered to you after a minute. In the further course of the game, you can order one more drone with each phase. There are six types of drones.



DRONES



STANDARD DRONE

The standard drone helps with the loading of your transporters, fights fire in outposts and builds outposts. You can have only one standard drone. The standard drone is decisively for the drone majority in the outposts.



FIRE FIGHTER DRONE

The fire fighter drone can fight fires at outposts. It is more powerful than the standard drone.



BUILD DRONE

The build drone is able to construct outposts. It is more powerful than the standard drone.



SPY DRONE

The spy drone will try to steal money from other players in the outpost it is stationed. They are visible for you and your guild members. They will not take money from guild members.



ANTI-SPY DRONE

The anti-spy drone will defend outposts from spy drones for everyone in your guild.



TURBO DRONE

The turbo drone is able to build, fight fire, reduce loading times and will block spy drones. It will be active for 7 days, after that it will explode.

PLUGINS

There are two types of plugins.

On the one hand, the player plugins you can use directly under your avatar and thus strengthen you as a player permanently or time limited all your transporters.

On the other hand there are the transporter plugins. They can be installed in any transporter and improve their skills.



GUILDS



Mars Tomorrow is a game with thousands of players on a game world. It is difficult to assert yourself here alone. So it is important to get together in guilds and to work together economically. Members of a guild benefit from multiples of guilds at outposts and are loaded more quickly than guild less players.



FRIEND LIST

Add your friends to your friend list and stay in touch. Your friends will be returned to your friend list as soon as they play on the same game world as you in a new round.



SETTINGS AND HOW TO DELETE YOUR ACCOUNT

In the upper right corner you will find the options shown as a gearwheel. In these you can make a variety of settings around the game. The tactics mode is especially recommended here, which shows you all the outposts, even if you do not have them in focus.



In the settings you can delete your Mars Tomorrow account, if the game does not appeal to you. But be careful, the deletion affects all game worlds. You will not be able to log in afterwards.

If you decide to delete your account, this deletion takes effect after 3 days of inactivity.



FRIEND LIST

Add your friends to your friend list and stay in touch. Your friends will be returned to your friend list as soon as they play on the same game world as you in a new round.



PERSONAL SUPPLY JOBS AND TENDERS



The personal delivery jobs are a good way to earn additional MarsDollar, research points or terrapoints besides the normal deliveries.

There is no time limit. You can also cancel the job and replace it with a new one. After 60 minutes this is free, but for a little tritium also immediately.

Tenders are limited in time, are only held on colonies with 10 or more resident players and are generated for 6 hours in advance with a distance of 3 hours per tender.

If you transport the required goods in the first time you get the full reward. Below it will be less. It can be that you leave empty, if in the given time the goods were not delivered.



Contrary to the personal delivery jobs, there can also containers and tritium be won.

