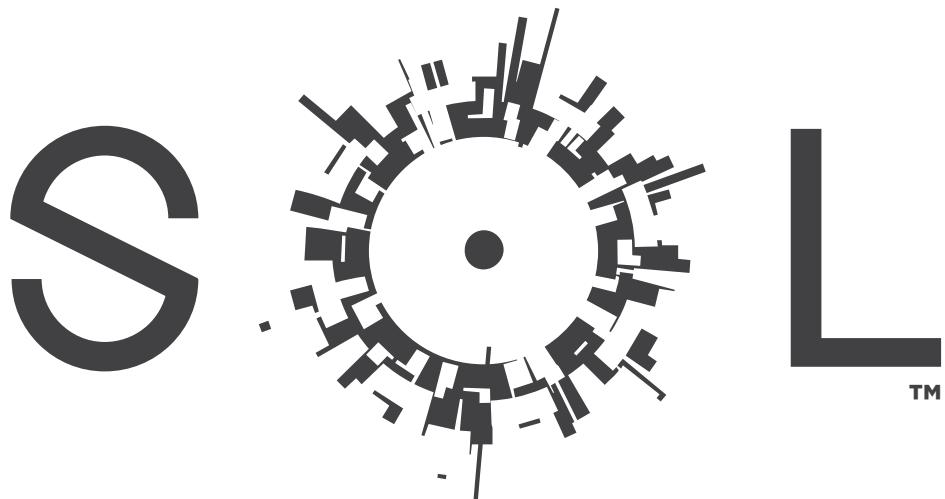




SOL

**RYAN SPANGLER & SEAN SPANGLER'S**



**LAST DAYS OF A STAR**

RULES OF PLAY

<http://elephantlaboratories.com/sol-rulebook.pdf>

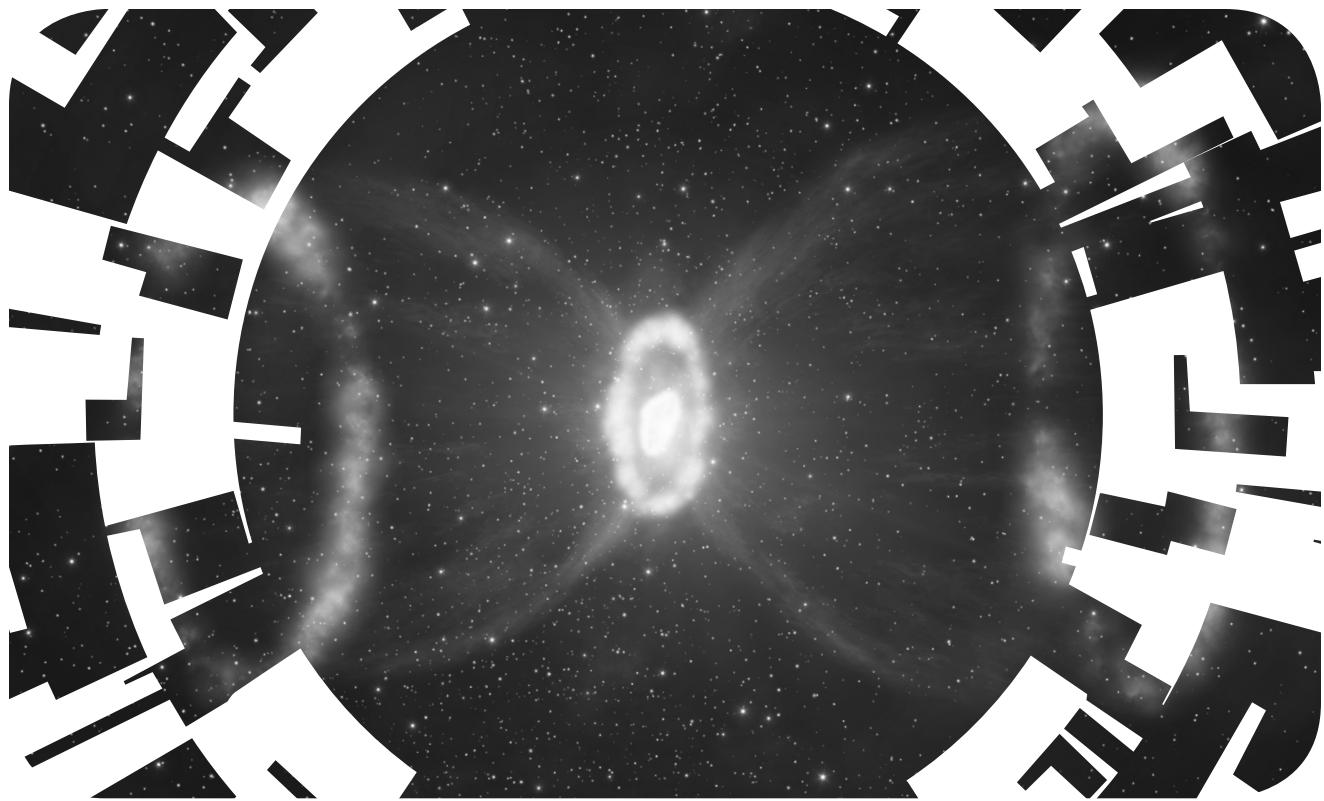
# STORY

Welcome to Sol. The sun and our star; the source of all life. For centuries we have been living utopian lifestyles based on harvesting energy directly from the sun. We have built up a vast lattice of solar harvesting infrastructure that feeds our worlds and provides for everything we could need or imagine.

In recent days there have been massive solar flares and unprecedented solar instability that have destroyed our harvesting infrastructure and cast our planets into darkness. In the process, it has revealed that our Sun has become dangerously unstable to the point where it could explode at any moment. Needless to say, this has caused distress and panic on our worlds. For many, this is the End Times.

There is but one small glimmer of hope. Each of our planets has built an Ark that houses a small fraction of the population that has been chosen to survive. These Arks wait poised at the edge of the solar system, ready to escape, but they need a great deal of energy to attain enough momentum to flee our solar system. In a final ironic twist, the only source of such energy is from the dying star itself.

Our task now is to rebuild just enough of the solar harvesting infrastructure to harness the energy needed to launch our Arks and propel them out of the solar system before the Sun goes supernova and consumes everything we know. This is our last hope.



# COMPONENT LIST

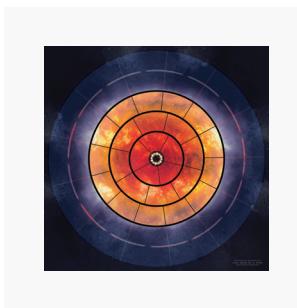
## IN THE BOX:

- 1 Gameboard
- 1 Momentum Track with Instability Spiral
- 1 Instability Marker
- 89 Energy Cubes
- 103 Instability cards in 7 suits (13 of the red explosion suit and 15 of each of the others)
- 32 Suit Effect Cards
- 7 Suit Tokens

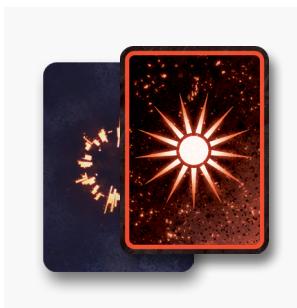
## IN EACH OF THE FIVE PLAYER COLORS:

- 1 Player Board (with Mothership outline, movement track and card dock)
- 1 Mothership
- 1 Ark
- 13 Sundivers
- 8 Solar Gates
- 3 Energy Nodes
- 3 Sundiver Foundries
- 3 Transmit Towers
- 1 Player Aid
- 1 Movement Marker

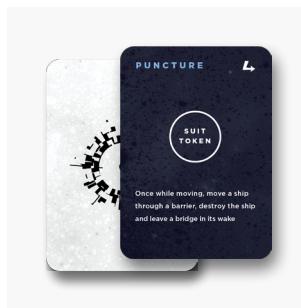
# COMPONENT OVERVIEW



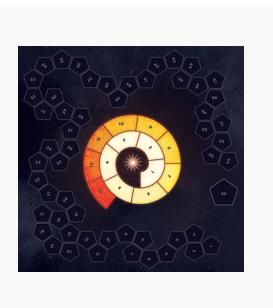
1 GAMEBOARD



103 INSTABILITY CARDS  
IN 7 SUITS



32 SUIT EFFECT CARDS



1 MOMENTUM TRACK  
+ INSTABILITY SPIRAL



5 PLAYER AIDS



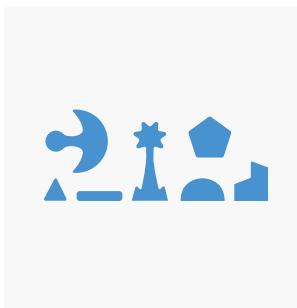
5 PLAYER BOARDS



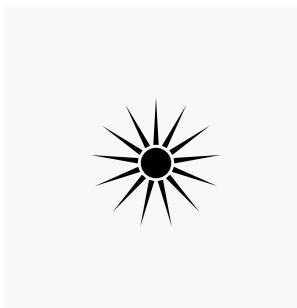
5 MOVEMENT MARKERS



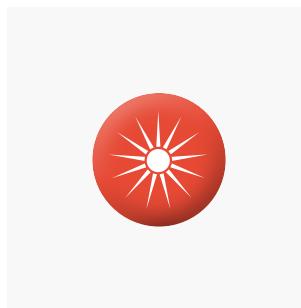
89 ENERGY CUBES



5 PLAYER PIECE SETS,  
5 UNIQUE COLORS



1 INSTABILITY MARKER



7 SUIT TOKENS

## PLAYER PIECES



MOTHERSHIP



ENERGY



SUNDIVER



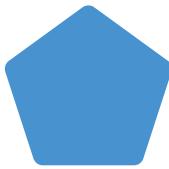
MOVEMENT MARKER



TRANSMIT TOWER



SOLAR GATE



ARK

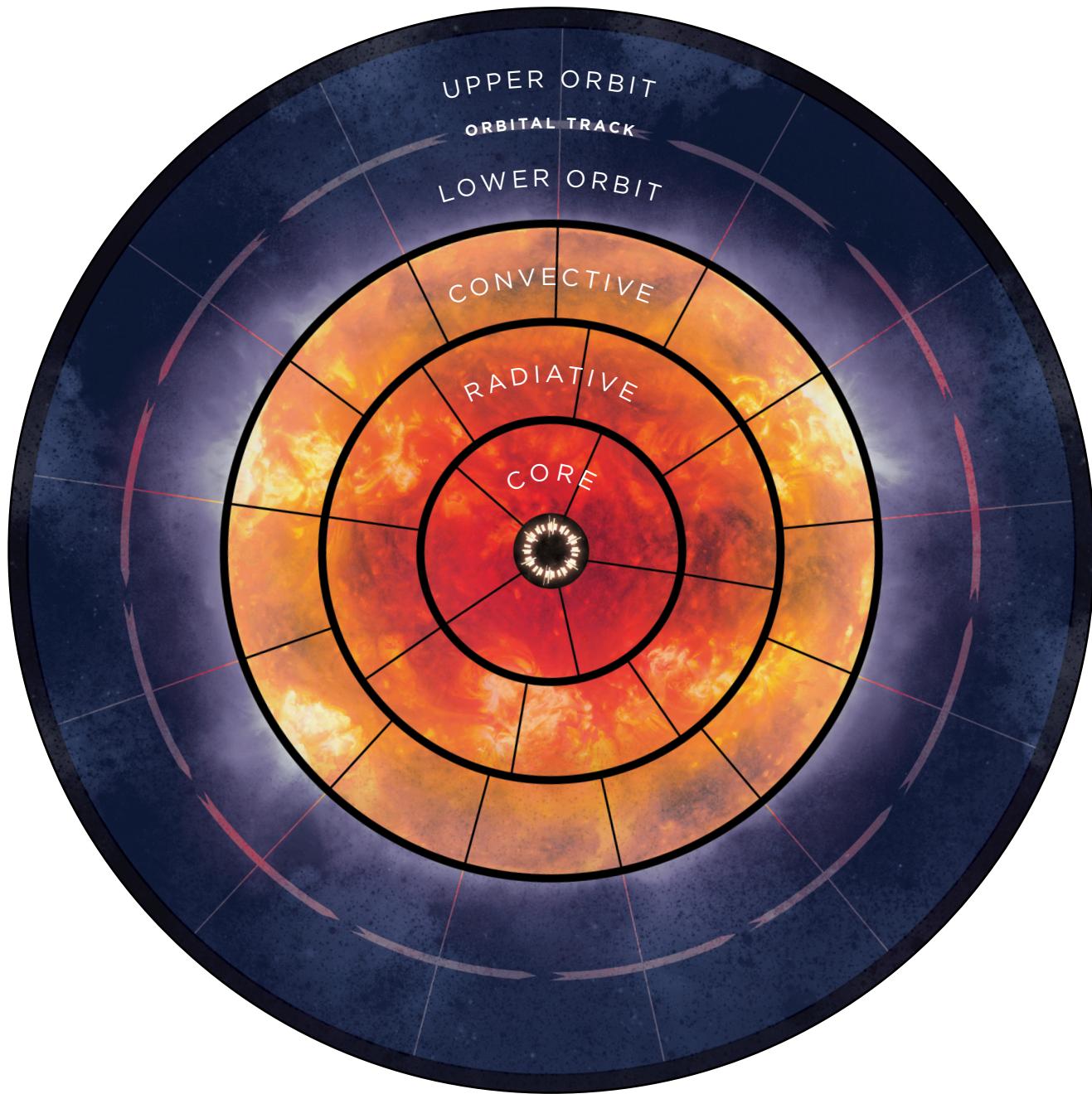


ENERGY NODE



SUNDIVER FOUNDRY

## GAMEBOARD OVERVIEW



# GAME SETUP

1. Lay out the Gameboard (either 1-4 player or 5 player side)
2. Stack players' Arks on the 0 space of the Momentum track (order does not matter)
3. Place the Instability marker on the 13 space of the Instability Spiral
4. Divide the red Energy Cubes and place two piles in opposite corners of the Game Board
5. Players select their factions and set up their:
  - Player Boards
    - 8 Active Sundivers
    - 3 Energy Cubes
    - Movement Marker on Movement Track, space 3
  - Reserve
    - 5 Decommissioned/Inactive Sundivers
    - 8 Solar Gates
    - 3 Energy Nodes
    - 3 Sundiver Foundries
    - 3 Transmit Towers
  - Info Diagrams
6. First player is whomever has been closest to the sun most recently
7. Place Motherships on the board equidistantly on the crosshairs between Upper and Lower Orbit. The first player's Mothership will be the only one to have a greater gap between it and the next Mothership. The amount of spaces between Motherships will vary based on the number of players.
8. Select # of suits for the Instability Deck based on player count and shuffle the deck. Place the Instability Deck near the Momentum Track. (note: all suits other than red have 15 cards; red has 13)
  - 2 players = 4 suits (including the red explosion suit)
  - 3 players = 5 suits (including the red explosion suit)
  - 4 players = 6 suits (including the red explosion suit)
  - 5 players = 7 suits (including the red explosion suit)
9. Select Suit Effect cards (same number as suits above) and assign each effect a Suit Token to correspond with a selected Instability Card suit. (Red suit will have a Suit Effect). Suit Effect titles are color coded:
  - Blue and Green cards have simple effects
  - Yellow cards have more complex effects
  - Red cards have attack/negative effects

NOTE: For your first game, we suggest using the Blue titled cards. Once you know how to play, feel free to mix in other Suit Effect colors to create a new, custom mix for every game. Warning: Only use Red cards if everyone is willing to screw with each other.

Now you are ready to play!

## QUICKSTART SETUP

If you would like to play a shorter game simply make these additional adjustments after completing the above setup:

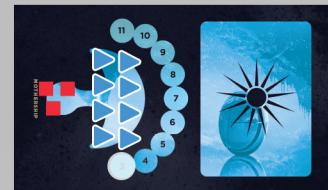
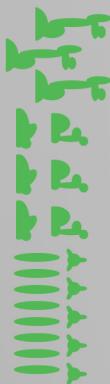
- Each player in reverse turn order places a single gate from Lower Orbit to the Convective, NOT in one of the two spaces directly under their mothership.
- Then, also in reverse turn order, each player places one station of their choice (Node, Foundry or Tower) anywhere in the Convective Zone of the Sun (the outermost layer of the three layers inside the Sun).

You are now ready to play!

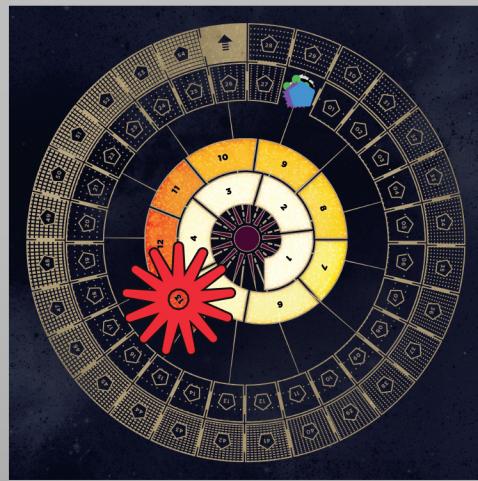
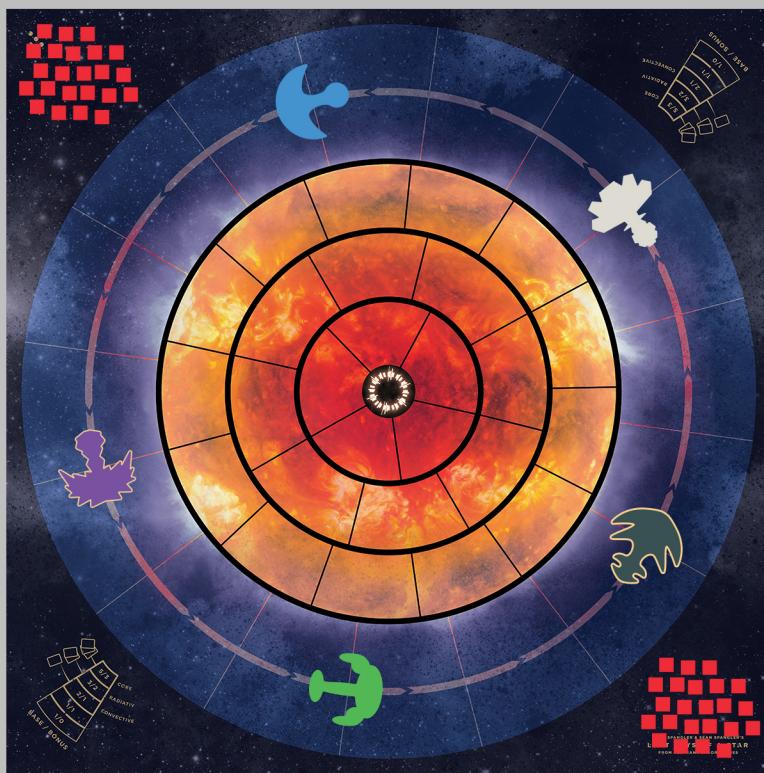
RESERVE



RESERVE



RESERVE



# QUICK OVERVIEW

Object of the game: Gain momentum points by transmitting energy to your Ark and/or hurling Sundivers into the heart of the sun. It is a race against time as your actions accelerate the oncoming supernova. The person with the most momentum at the end survives! The others perish in a fiery demise.



This is your Player Board. It represents the inside of your Mothership and will house your energy and active Sundivers. Every turn you will choose one action; at the end of your turn you will move your Mothership one space forward along the orbital track between upper and lower orbit. You have three actions to choose from:

1. You can launch Sundivers from your Mothership onto the Gameboard and fly them around (see Move, page 12)
2. Once your Sundivers are in certain patterns you can convert them into Gates or Stations (see Convert, page 14)
3. Sundivers on Stations can activate those Stations to harvest Energy, spend Energy to build new Sundivers or transmit Energy back to your Ark (see Activate, page 15)

**NOTE:** You can use anyone's Gates and Stations, not just your own, and if you use someone else's they get a small bonus. Stations built on deeper layers of the sun yield greater rewards, but also trigger greater instability (represented by drawing cards from the Instability Deck) both when converted and when activated.

You draw Instability Cards every time you either Convert or Activate within the three layers of the sun. Each suit of the Instability Deck will be assigned a unique "Suit Effect" per game.

Every time you draw a red Solar Flare suit, you advance the Instability Marker down the Instability Spiral until you draw the 13th solar flare card — the Sun goes supernova and the game is over! Whoever moved their Ark farthest along the Momentum Track escapes just in time (winning the game), and the rest ... do not.



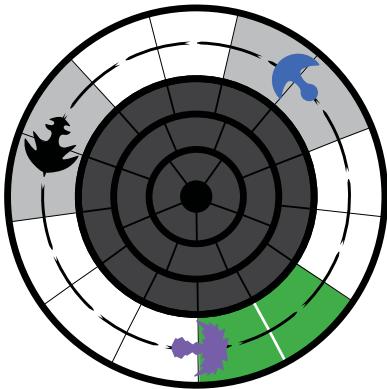
# GAME PLAY

## TURN ORDER & ORBITING YOUR MOTHERSHIP

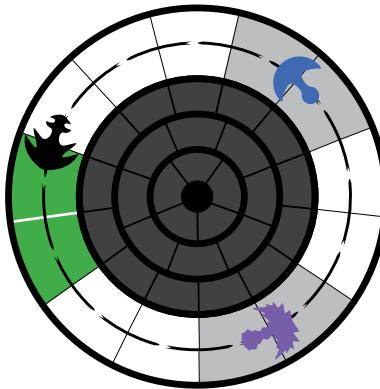
The Motherships are placed equidistantly on the crosshairs between Upper and Lower Orbit, with one exception: the current player has a larger gap in front of their Mothership.

The number of spaces between Motherships will vary based on the number of players.

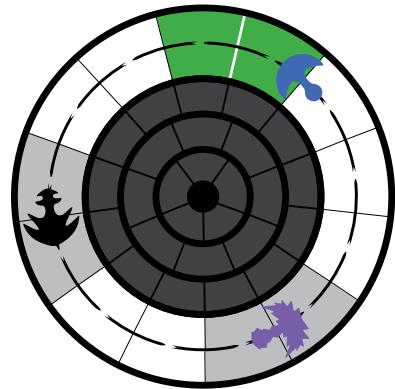
Orbiting signals the end of a player's turn. Once you've completed your actions, advance your Mothership one space along the arrows on the Orbital Track, closing the gap in front of you and creating a larger gap behind you. This indicates it is the next player's turn.



PURPLE MOTHERSHIP'S TURN



BLACK MOTHERSHIP'S TURN



BLUE MOTHERSHIP'S TURN

The turn order rotates in the opposite direction from the Motherships.

Orbiting Motherships will always resolve on the crosshairs exactly one space farther than their location at the start of the turn. Because your Sundivers are launched onto the board from wherever your Mothership happens to be, as you orbit you will be launching Sundivers in different places around the board.

## ACTIONS

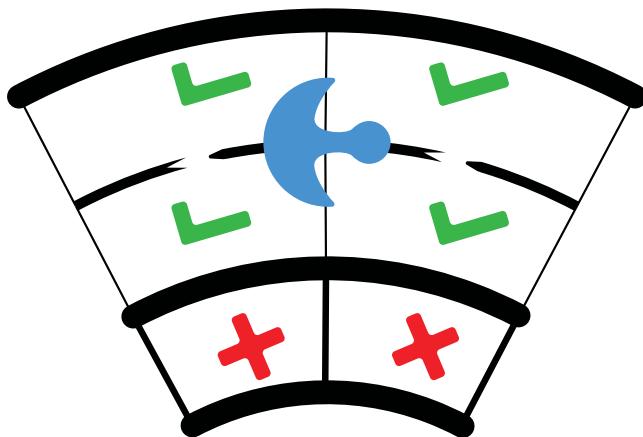
On your turn, you must pick one of three actions. In addition, you may choose to use an Instability Card you earned on a prior turn (see “USING YOUR INSTABILITY CARDS” below). The three options for actions are:

### 1. MOVE

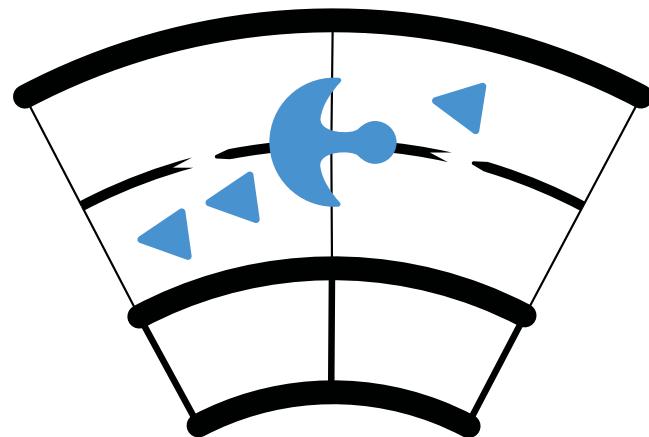
You start with three movement points (tracked by the Movement Marker on your Player Board), and gain one for every Station you own (Nodes, Foundries and Towers are Stations, Gates are not). You can spend your available movement points to do any combination of launching, flying or hurling.

#### 1a. LAUNCH

You can launch an active Sundiver (from your Player Board) onto the Gameboard into any of the four spaces adjacent to your Mothership for one move. You cannot exceed a maximum of 5 of your own Sundivers in any single space on the Gameboard at any time during play.



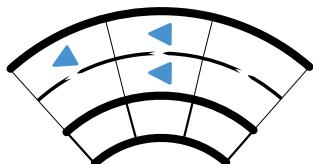
CURRENT MOTHERSHIP ORBIT LOCATION



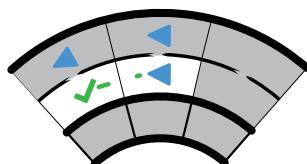
SUNDIVER LAUNCH LOCATIONS

#### 1b. FLY

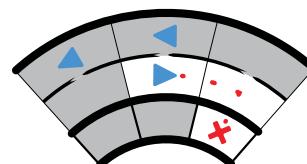
Once Sundivers are on the board you can fly them from space to space for one movement per space. You cannot fly through the thick black lines between the three layers of the Sun without using a Solar Gate. Sundivers can fly forward or backward, up and down, providing solar gates are present where necessary.



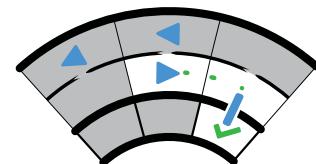
SUNDIVERS IN ORBIT



SUNDIVERS MOVED ONE SPACE



SUNDIVERS CAN'T MOVE ACROSS THICK BLACK LINE

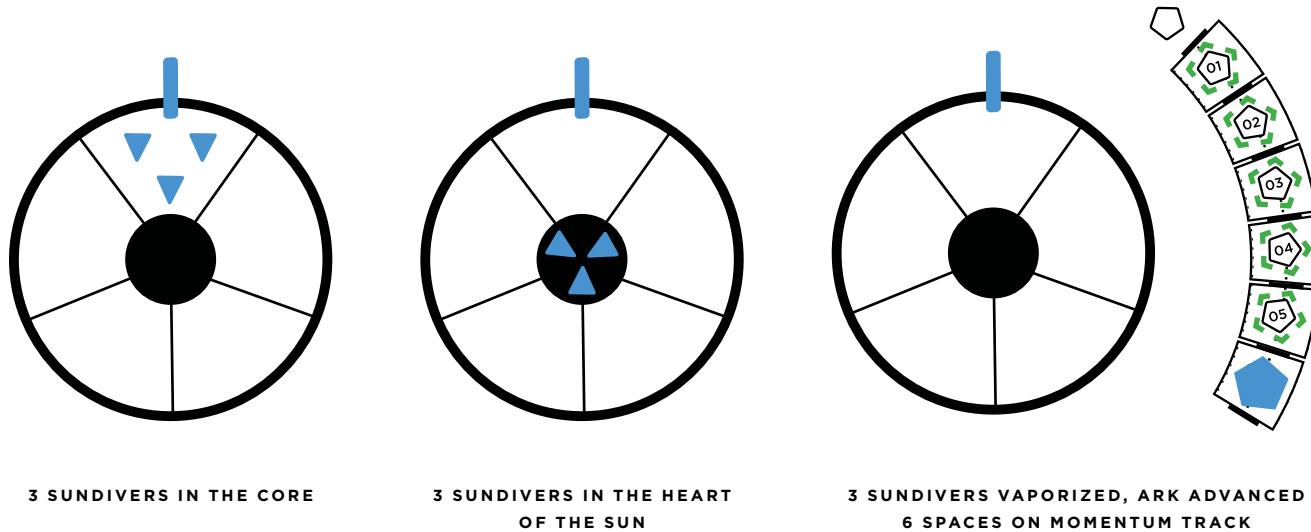


SUNDIVERS CAN MOVE ACROSS GATES

## SOL: LAST DAYS OF A STAR

### 1c. HURL

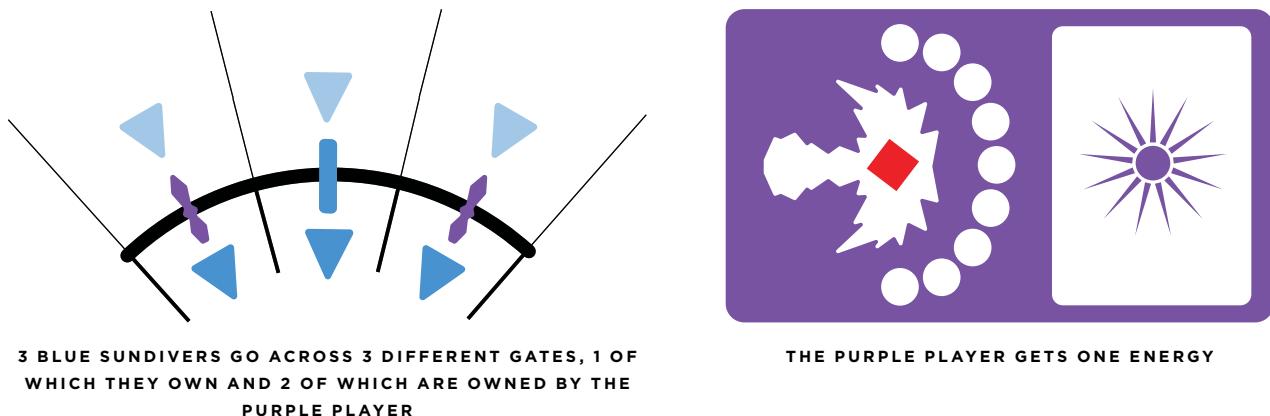
Sundivers in the Core can be hurled into the Heart of the sun. They are vaporized (removed from the game permanently) but you are able to capture the shockwave as momentum, advancing your Ark two spaces on the momentum track for each sundiver hurled.



### MOVEMENT AND GATES:

If you move across someone else's Gate they gain one Energy from the Reserve. If you use multiple player's Gates in one turn they each get one Energy for it. The maximum reward per player per turn is one energy total, regardless of how many of their Gates you use. Consider it a day pass.

You do not get the energy bonus for using your own gates.



## 2. CONVERT

Sundivers in various patterns can be converted into Stations or Gates. When you convert Sundivers, place the Station or Gate on the Gameboard and decommission the Sundivers (put them back in your Reserve, NOT your Player Board). You will have to rebuild them if you want to fly them around again. You are allowed a total of only one conversion per turn. Draw cards based on the layer you convert into. (See "DRAWING INSTABILITY CARDS & THE EXPLOSION SUIT" below)

### 2a. Gates (used to cross the layers of the sun)

Pattern is two Sundivers, one above the other - Gate crosses the border below the lower Sundiver used in the pattern. Cards are drawn based on the lowest layer the Gate touches.

### 2b. Energy Nodes (used to harvest energy from the sun)

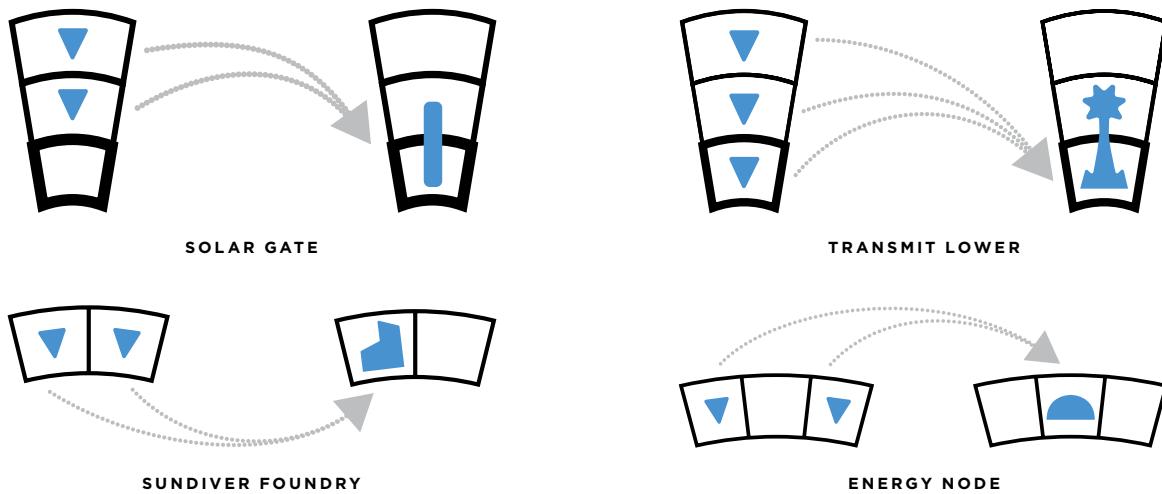
Pattern is two Sundivers in the same layer with a gap in between them - Node is placed in between where the two Sundivers used to be.

### 2c. Sundiver Foundry (used to build/reactivate decommissioned Sundivers)

Pattern is two Sundivers next to each other on the same layer - Foundry can be placed in either space.

### 2d. Transmit Tower (used to transmit energy to the Momentum track/your Ark)

Pattern is three Sundivers on three different layers (adjacent spaces) - the Tower is placed in the space where the deepest Sundiver was.



IMPORTANT: There can only be one Station in total per space and only one Gate spanning any two spaces.

### 3. ACTIVATE

To activate Stations (Nodes, Foundries and Towers), you must have Sundivers in the spaces containing those Stations at the start of your turn. When you choose the activate action, you return your Sundiver to your Player Board (it remains “active”) and reap the reward of the Station.

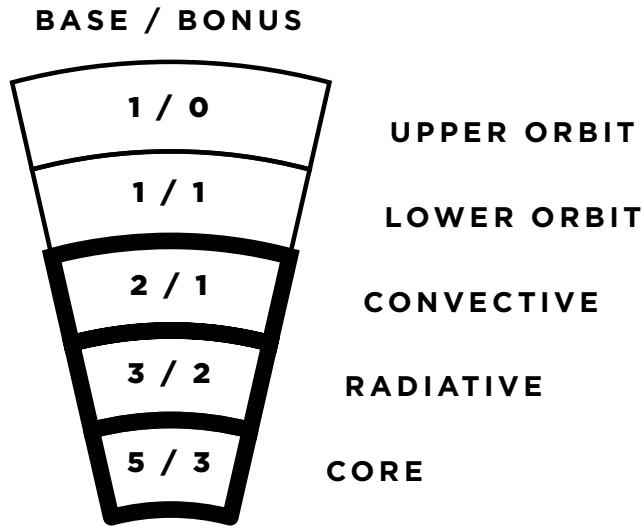
- Energy Nodes yield new energy cubes (see values below)
- Sundiver Foundries use energy to rebuild Sundivers (one energy = one sundiver)
- Transmit Towers use energy to boost your momentum (one energy = one point)

#### ACTIVATION REWARDS BY OWNER AND LAYER

The amount you get for each activation depends on who owns it:

- Anyone who activates a Station gets the base amount
- The owner then has the option to take the bonus amount
- If the owner declines the bonus, then the activator has the option to take the bonus.
- If the activator is the owner, then they get the base amount and the option to take the bonus as well.

The amount you get for each activation also depends on which layer the Station is on:

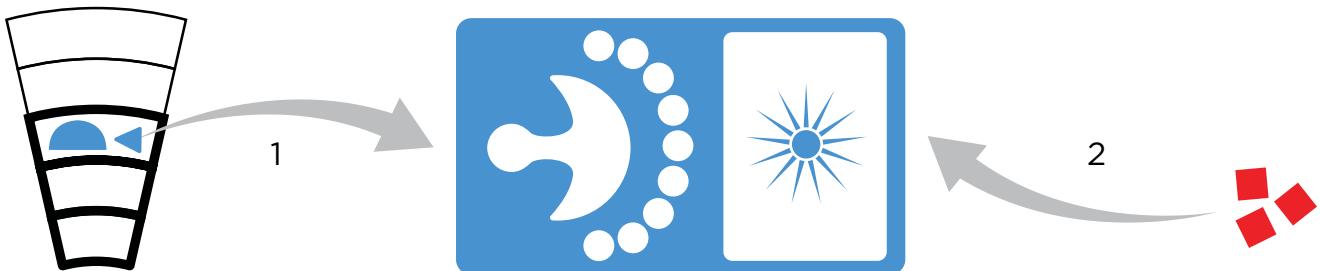


**IMPORTANT:** Station rewards are ALL OR NOTHING - you can never do partial amounts of either the Base or Bonus. If you do not have the full amount required you cannot do the action/gain the reward. (see examples on page X)

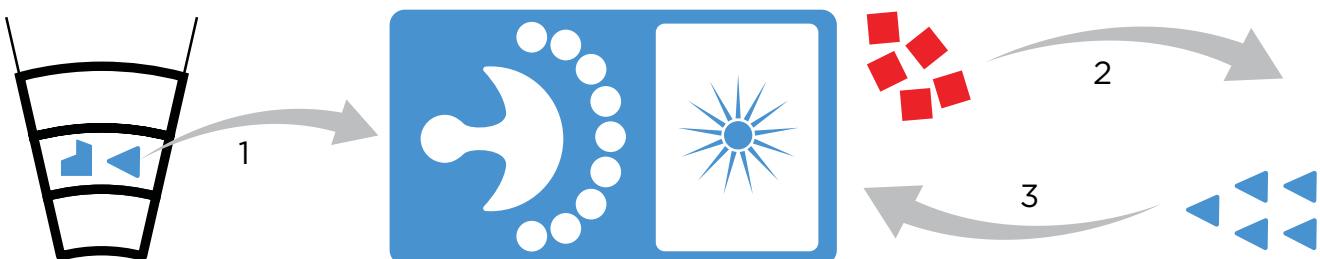
Again: one energy is required per new/reactivated sundiver and one energy is required for each momentum point transmitted.

Similarly, if you do not have enough Sundivers in your reserve to complete the full Foundry activation reward you cannot take that action/bonus.

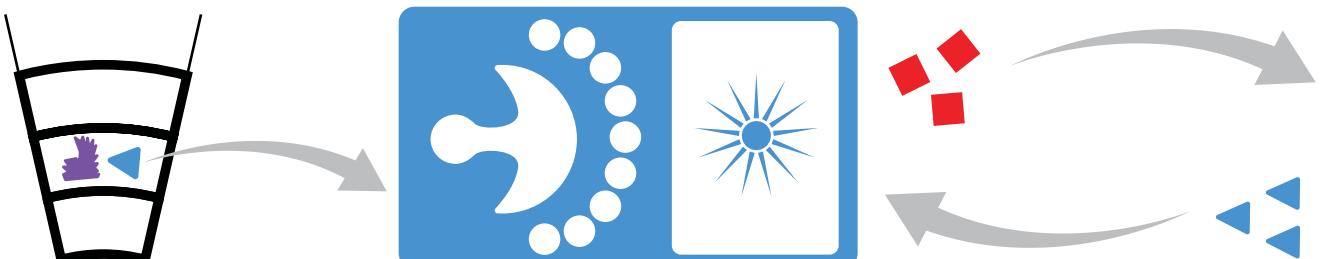
SOL: LAST DAYS OF A STAR



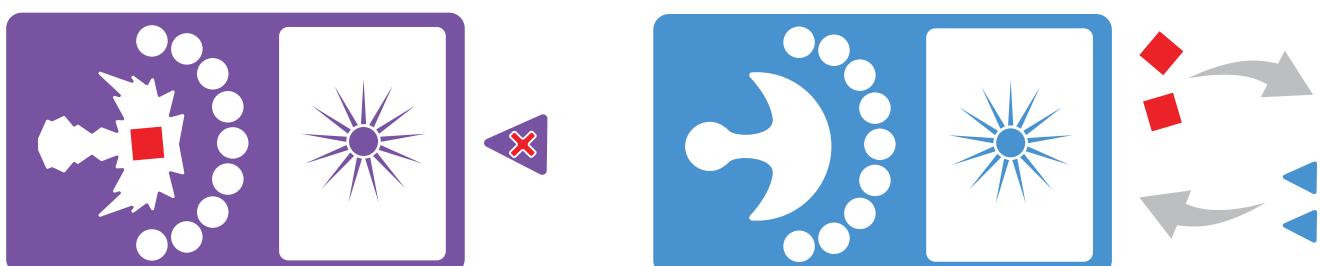
PLAYER ACTIVATES ENERGY NODE IN THE CONVECTIVE LAYER, THEIR SUNDIVER IS RETURNED TO THEIR PLAYER BOARD AND THEY ADD 3 ENERGY TO THEIR PLAYER BOARD



PLAYER ACTIVATES THEIR SUNDIVER FOUNDRY IN THE RADIATIVE LAYER, THEIR SUNDIVER IS RETURNED TO THEIR PLAYER BOARD. THEY PAY 5 ENERGY, AND MOVE 5 SUNDIVERS FROM THEIR RESERVE TO THEIR PLAYER BOARD.



SUNDIVER ON OTHER PLAYER'S SHIP FOUNDRY IN THE RADIATIVE LAYER, ACTIVATES FOUNDRY AND PAYS 3 ENERGY TO BUILD NEW SUNDIVERS

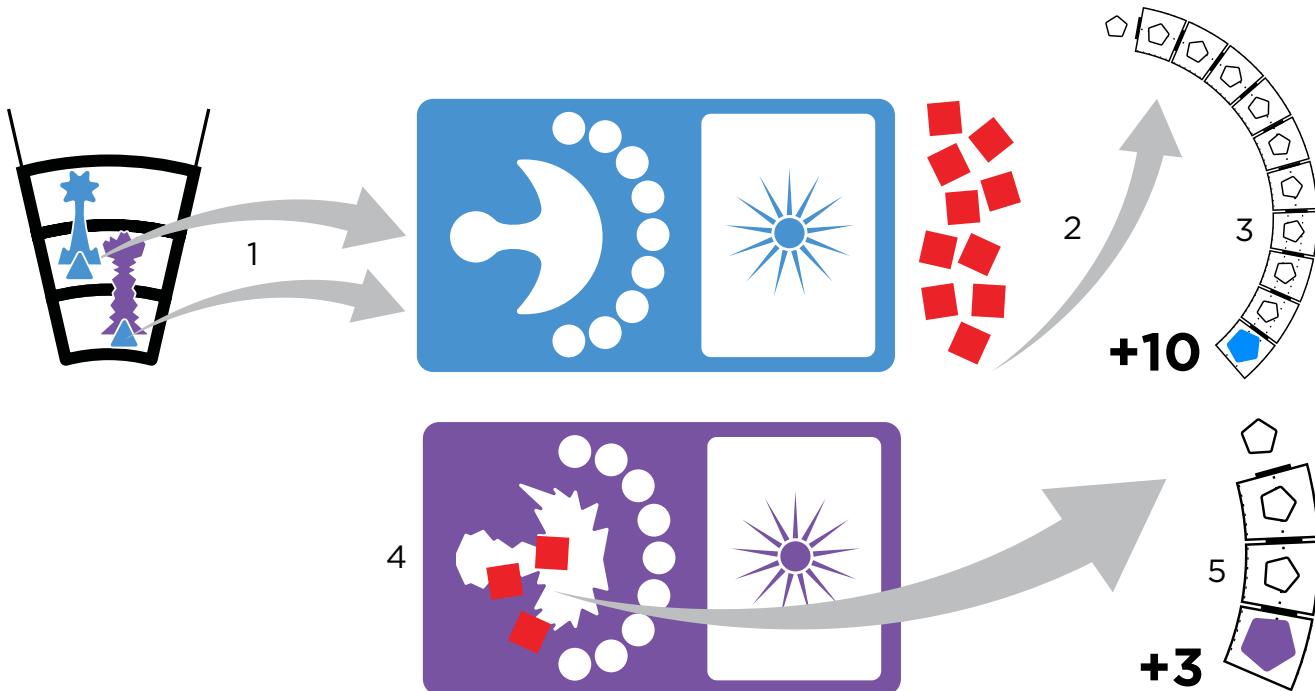


OWNER ONLY HAS 1 ENERGY AND MUST DECLINE THE BONUS; ACTIVATOR PAYS 2 MORE ENERGY AND BUILDS 2 MORE SUNDIVERS

## MULTIPLE ACTIVATIONS IN A SINGLE TURN

You can activate as many of a single type of Station as you have Sundivers on, no matter who owns the Stations. Each individual Station can only activate once per turn however, so even if you have five Sundivers on one Station, you can only activate it once. Don't worry though, you can activate it again next turn.

You cannot activate different types of Stations (an Energy Node and a Sundiver Foundry for example) on the same turn.



**BLUE PLAYER ACTIVATES HIS OWN TRANSMIT TOWER IN RADIATIVE LAYER AND ACTIVATES PURPLE'S TOWER IN THE CORE IN THE SAME TURN. BOTH BLUE SUNDIVERS RETURN TO HIS PLAYER BOARD. HE PAYS 10 ENERGY AND MOVES 10 POINTS ON THE MOMENTUM TRACK. PURPLE HAS THE OPTION TO TAKE THE BONUS 3. SHE HAS ENOUGH ENERGY SO PURPLE PAYS THE 3 ENERGY AND MOVES 3 POINTS ON THE MOMENTUM TRACK.**

**IMPORTANT REMINDER:** Once the Energy has been paid (if any) and the activation reward received, return the activating Sundiver back to your Player Board. This is an important difference between converting and activating: when converting, the Sundivers are decommissioned and need to be rebuilt, but when activating the Sundivers just return to the Player Board where they can be launched again on a subsequent turn. Do not mix these up!

## 4. ENDING YOUR TURN

Once you've completed your action and have drawn any Suit Effect cards (see below) your turn is complete. Orbit your Mothership!

## INSTABILITY CARDS & SUIT EFFECTS

Instability Cards serve two functions in the game: they are the means for time tracking and they provide opportunity to use the unique set of Suit Effects selected at the beginning of each game.

### 1. DRAWING INSTABILITY CARDS & THE EXPLOSION SUIT

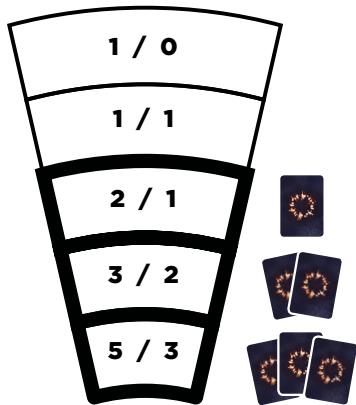
Convert & Activate actions have an impact on solar integrity.

When you take these actions in any of the three layers of the sun you must draw Instability Cards. For multiple activations, cards are drawn for each Station activated in a single turn.

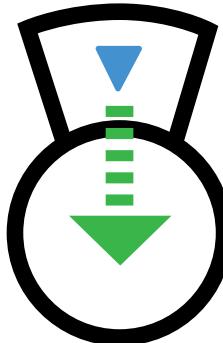
Number of Cards per Layer:

- Convective = draw one card
- Radiative = draw two cards
- Core = draw three cards
- Hurling into the Heart of the sun = draw one card for every two Sundivers in a single turn, rounding down

#### BASE / BONUS



#### MOMENTUM



#### CARD DRAW



For each red Explosion Suit card, a solar flare occurs and three things happen:

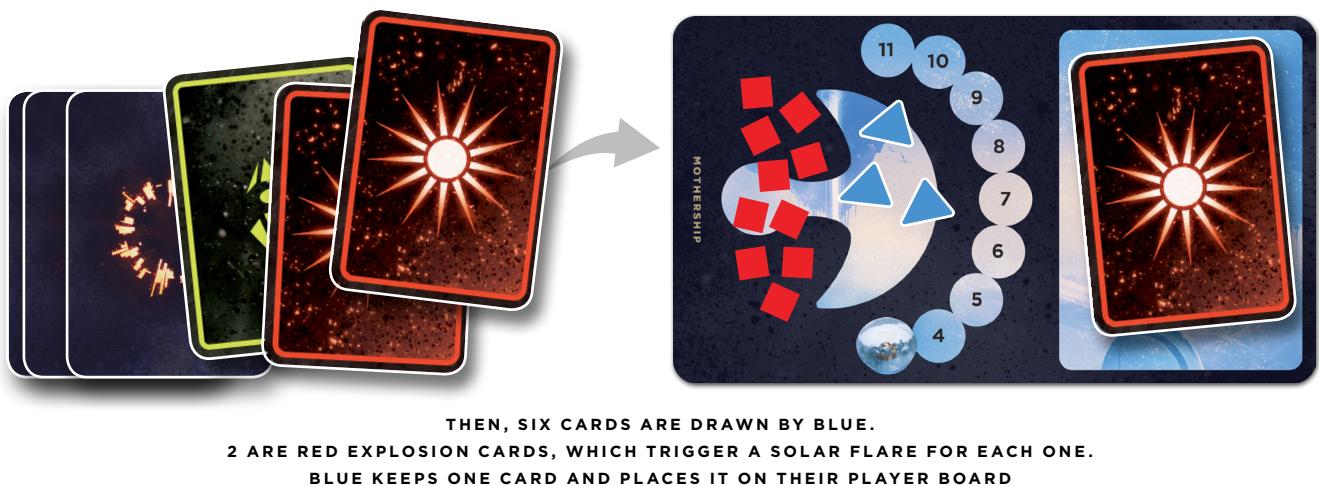
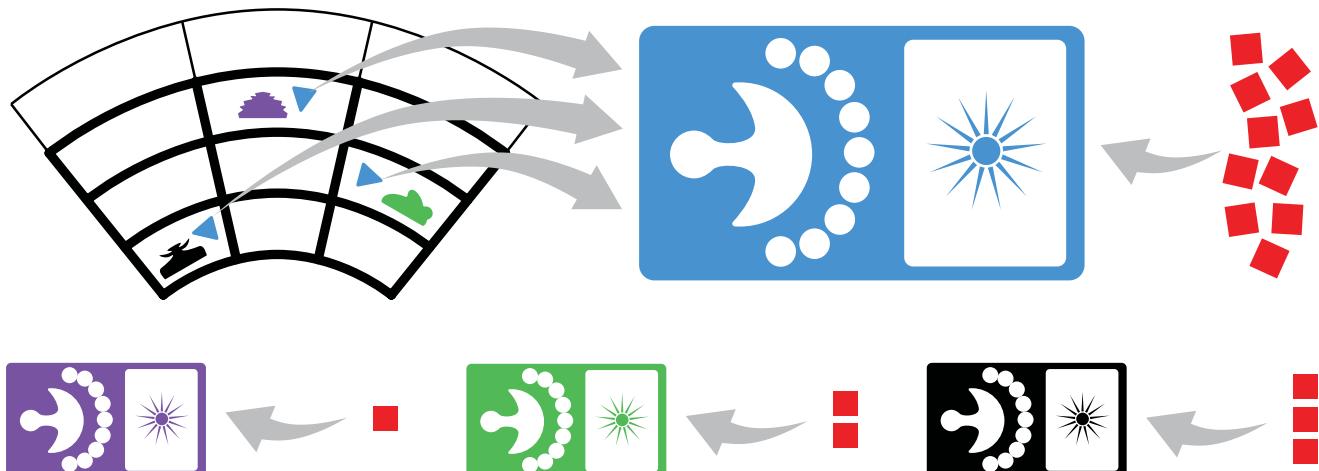
- The Instability Marker descends on the Instability Spiral, counting down to our collective demise
- All Stations in Upper Orbit (not Lower) are activated (Owner does not need to have a Sundiver present at the Station. Foundries still require one energy to reactivate a Sundiver.)
- All players with 13 or more Energy Cubes lose half their supply (round loss down)



## 2. CHOOSING A CARD TO KEEP

- You draw cards for converting and activating in the three layers of the sun
- Multiple Activations: draw cards for each individual Station involved
- You can only keep ONE card on your Player Board for use on a future turn
- If you have a card on your Player Board and draw more, you may choose to keep the old card or one of the new cards. Discard the others

**IMPORTANT NOTE:** Orbit your Mothership once you have drawn the cards and revealed any red Explosion cards. The next player can begin their turn while you decide which card to keep. You must decide before your next turn begins or you discard ALL the cards - you keep none.



### 3. USING YOUR INSTABILITY CARD (based on Suit Effect Cards)

On your turn, you may elect to use an Instability Card earned on a previous turn.

The ability associated with each Instability Suit is determined by the Suit Tokens assigned to each Suit Effect card selected at the beginning of the game.

Suit Effect Cards each have a symbol indicating which action they can be used with.

- ↳ Move
- ⚡ Convert
- 💥 Activate
- ▢ Draw
- 🌐 Playable at any point during your turn

Discard the Instability Card immediately after use and before drawing any new cards as a result of your action(s).

For the full list of possible Effects, see “Suit Effects” in the Addendum below.

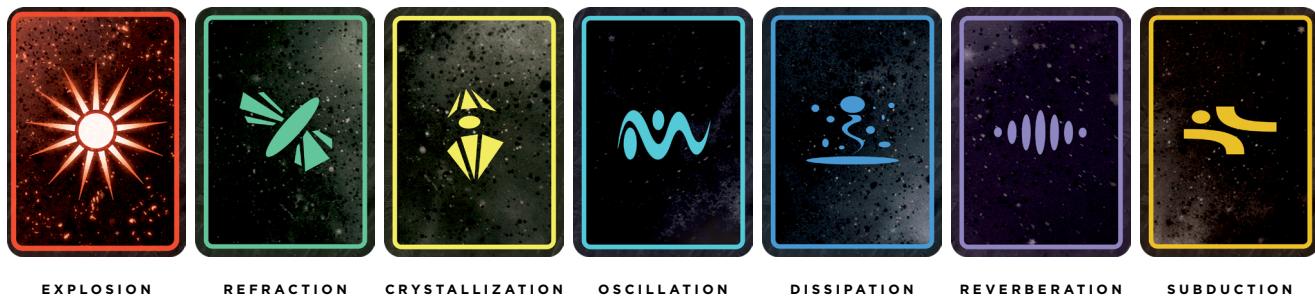
## END OF GAME

When the 13th solar flare occurs (red Explosion Suit card is drawn), the game is immediately over! Whomever is farthest along the Momentum Track escapes just ahead of the wave of the impending solar cataclysm, while the rest are engulfed in fiery demise.

Good luck on your journey.

## ADDENDUM

### 1. INSTABILITY DECK



### 2. SOLO VARIANT

To play Sol as a solo game, there are two changes:

- Draw a card each time you move your Mothership, in addition to any other cards you may trigger that turn. This card cannot be kept and does not count for suits that are based on card draws (Pillar and Pulsate), but Solar Flares are still resolved normally.
- There is a special setup for each solo scenario which governs how many suits you use, which suit effects are in play, what if any stations and gates are already on the board, how many sundivers and energy you start with, and if there are any restrictions on what station types you may build. There is also a scale for how well you have done based on what your score is.

Some solo scenarios are provided here. For others, see our website <http://elephantlaboratories.com/sol> or our BGG page: <https://boardgamegeek.com/boardgame/174837/sol-last-days-star>

- Introduction: 8 sundivers, 0 energy, tower in the core, two energy nodes in the convective, evenly spaced from each other with the mothership starting in between them on one side. 4 suits. No suit effects. > 16 points wins.

### 3. COOPERATIVE VARIANT

Playing Sol as a cooperative game is much like playing solo, except the score for everyone is the score of whoever has the least momentum! For straight cooperative play use the quickstart and pick two suit effects to use in the game. In general, consider yourselves successful if the lowest scoring player has at least 13 momentum.

## 4. FAQs

a. Wait. How many actions do I get on a turn?

You can do ONE of three possible actions:

- Move: any combination of the 3 options within your available movement points
- Convert: only one conversion per turn
- Activate: only one type of Station, each station only once, but as many different stations as you have sundivers on.

b. When I convert a Gate, how do I know if I draw cards and how many?

Cards are drawn during a Gate conversion based on the lowest layer the Gate touches.

c. Do I need a Gate from the Core to the Heart of the Sun in order to Hurl?

Nope. From the Core, you need only spend one movement point per Sundiver to Hurl into the heart of the Sun.

d. Speaking of Hurling, can I hurl Stations for points?!

IF the “juggernaut” Suit Effect card is in play, you may Hurl a Station as if it were a Sundiver. Hurled Stations count as the number of Sundivers it took to convert them (ie: hurling an Energy Node counts as hurling 2 Sundivers)

e. How do I increase my Movement points?

Movement points increase as player builds more stations. Gates are not stations.

f. Is there a limit to how many Sundivers I can launch?

Maximum 5 of a player's Sundivers are allowed on any one space at any time during play.

You may launch/fly/hurl as much as you are able with your Movement points.

g. So only 5 Sundivers per space?

Up to five sundivers per player, so there could be up to 5 times the number of players sundivers in any one space.

h. When an Explosion card is drawn, who benefits from the Solar Flares activation of all Stations in Outer Orbit?

The owner of the Station gains the reward, not the player who drew the Explosion suit.

i. I have enough energy to complete a Sundiver Foundry activation but I don't have that many decommissioned ships to bring into the game. Can I pay the full energy amount and bring in the lesser number of Sundivers?

## SOL: LAST DAYS OF A STAR

No. "All or nothing" applies to all supply requirements.

j. Where can I build Stations?

Anywhere you can fly! It doesn't have to be at the base of a Gate, but it does have to be accessible by the basic "Fly" rules.

k. Can I deconstruct a Station?

Yes. Yes you can. You may deconstruct ONE Station on a single turn.

In order to do so, you use your entire turn to do the following:

- Remove the Station from the Game Board and return it to your Reserve
- Move 2-3 Sundivers from your Reserve into your Player Board (2 for Energy Node or Sundiver Foundry; 3 for Transmit Tower)
- Reduce your Movement Points by 1
- Orbit your Mothership on the Game Board

You do not draw Instability Cards

You are not able to play an Instability Card

l. Can I deconstruct a Gate?

Yes. You may deconstruct ONE Gate on a single turn.

In order to do so, you use your entire turn to do the following:

Remove the Gate from the Game Board and return it to your Reserve

Move 2 Sundivers from your Reserve into your Player Board

Orbit your Mothership on the Game Board

You do not draw Instability Cards

You are not able to play an Instability Card

m. Well - what about a tie? Who wins?

All players who tie win together and go on to search for life-sustaining energy together. If you don't like that prospect, see what you can do to ensure it doesn't happen!

## 5. SUIT EFFECT CARDS (alphabetical)

### ANNEX

Take the bonus for activating someone else's station

Clarification: the owner does NOT get the bonus

## SOL: LAST DAYS OF A STAR

### AUGMENT

When activating 1 station, each extra sundiver beyond the activator (anyone's) present increases the base reward (by depth: 1/1/2/3)

### BLIGHT

(req: your sundiver on an adjacent space)

Activate a player's mothership to spawn 3 of your reserve sundivers into the owner's Player Board

Clarification: Activation follows regular activation rules, so this takes your whole turn. Only one Mothership can be activated this way. On any subsequent Move action, you may launch the 3 "blight" sundivers out of the other player's Mother Ship on the game board.

### CASCADE

Convert twice in one turn; sundivers in extra conversion return to Player Board

### CATAPULT

Each of your sundivers can move across any one gate this turn for free

Clarification: each sundiver gets the free move once and it does NOT have to be all over the same gate.

### CEREMONY

Receive 1 energy for each sundiver you launch from your mothership this turn

### CHAIN

(limit: no loops)

For each sundiver in a connected chain (yours or anyone's), the owner of the sundiver gains 1 momentum; return alternating sundivers to their respective Player Boards.

Clarification: momentum points are free, no energy required. "Alternating sundivers" means you will return ~half the sundivers from the chain in question, rounding down. No loops means: if there is anywhere in the chain where the path could loop back on itself forever, the card cannot be used.

### CLUSTER

Twice this turn, move all your sundivers sharing a single space as if they were one entity

Clarification: you may move sundivers into a group, but once the "Cluster" action begins you cannot add or split-off sundivers during its trajectory. Once the "Cluster" stops, individual sundivers may continue on (if you have movement points remaining) at the regular one move = one point per sundiver.

### DEVOUR

(req: regular activation rules)

Activate 1 station you own, and instead of whatever reward it usually gives, destroy it and transmit 3/4/5/6/8 free momentum

Clarification: when devouring, you do NOT receive the regular reward for the station in question. You can only devour one station per turn/card.

### DUPLICATE

Double the number of sundivers you build this turn. You do not have to pay for the extras.

Clarification: Duplication is all or nothing. No partials.

### EXTERMINATE



## SOL: LAST DAYS OF A STAR

All spaces where you outnumber each other player, their sundivers are sent to their Player Boards and you gain one free momentum per sundiver returned.

### FESTIVAL

Activate multiple types of stations in any order

Clarification: you draw cards for all activations

### FLARE

After converting, move any sundivers on the game board a combination of 1/2/3/5/8 spaces (by depth of new station)

Clarification: you can move any other player's sundivers and/or your own

### FUEL

Spend up to 2 energy to add 5 temporary movement points per energy spent.

### GALLOP

(limit: once per gate)

If you use a player's gate this turn, they give you 1 of their own energy instead of receiving 1.

Clarification: The gate owner does not receive the regular energy bonus

### HYPERRIVE

If you move only 1 sundiver, temporarily double your movement pts and gain 1 energy for every third space you move

### INVADE

(req: 3 sundivers on station; 4 for Towers)

Convert another player's station to your color; vaporize your sundivers; end your turn.

### INVERT

Convert any sundivers into your station; the owners of the sundivers receive 2 momentum per sundiver involved.

Clarification: other player's sundivers must already be in formation at beginning of this turn

### JUGGERNAUT

Move 1 station you own as if it were a sundiver

Clarification: normal movement points and rules apply, and the station can be hurled counting as the number of sundivers originally involved in the conversion.

### METAMORPHOSIS

After activating a station you own, change it to any other station type

### MOTIVATE

After converting a station, it immediately activates

Clarification: you do not draw cards for additional activation

### PARASITE

After converting, take 3/2/1/1 energy from each player in 2/3/4/5 player game

### PASSAGE

(limit: once per gate)

Choose 1 sundiver: receive one free momentum for each unique gate it crosses this turn.

## SOL: LAST DAYS OF A STAR

### PERSIST

After converting, one sundiver stays on the game board

### PILLAR

Choose a suit: For each of that suit you draw this turn, gain three free momentum.

### PORTAL

Launch from all players' Motherships this turn.

### PROCREATE

Place a reserve sundiver in all spaces that contain 2 or more of your sundivers

### PULSATE

Pay 1 energy and transmit 1 momentum for each card drawn.

### PUNCTURE

(limit: one gate)

Move a sundiver through a barrier for one movement point; decommission the sundiver and leave a gate in its wake

Clarification: you get to take all your movement points; Puncture can happen at any moment of your movement action

### SABOTAGE - NEEDS TESTING

(limit: 1 station)

Activate another player's station and take the base reward from their personal supply. Nobody gets the bonus option.

Clarification: This also applies to Transmit towers/momentum points

### SACRIFICE - NEEDS TESTING

Activate a sundiver foundry to and vaporize all sundivers on that foundry: the owner of each sundiver gains 2 free momentum per sundiver.

Clarification: sundivers are removed from the game permanently; you do not get the regular reward for activating a sundiver foundry

### SPAWN

After harvesting, 1 reserve sundiver appears in each energy node you own

### SWAP

Swap the location of any 2 sundivers on the game board

### TELEPORT

Move a sundiver from one space to any other space you can reach from gates (costs 3 moves)

Clarification: your destination space does not have to be at the base of gates, just legally accessible based on the levels gates currently span

### TRANSCEND

Flying sundivers ignore barriers this turn.