

SOL ***** RULES

BACKGROUND -----

The Sun is dying.

In recent years, the Sun has become increasingly unstable, to the point where experts claim it could nova at any moment. The various inhabitants of the planets in this solar system are launching one last effort to save themselves, which involves building a final Ark to launch a selection of their people into deep space. This requires a great deal of energy, and in a final ironic twist, the only source of such great energy is the dying star itself. In the process of extracting and transmitting the energy required to save themselves, they will be compounding the instability of the Sun and hastening the end of their worlds.

It is the only way.

GOAL -----

Each player takes the role of one of the system's planetary efforts to harvest and transmit **Energy** from the Sun. The goal of the game is to be the player to transmit the most **Energy** away from the Sun before it explodes. The Sun goes nova (and the game ends) when the 13th Instability Card is drawn from the **Instability Deck**.

There are only two ways to transmit **Energy** back to your **Ark**: Either by activating a **Transmit Station**, or hurling a ship into the **Transmission Wormhole**.

COMPONENTS -----

The game consists of:

- * 1 **Game Board** representing the Sun
- * 144 **Energy**

Each player has in their **Reserve**:

- * 1 **Ark** and player board
- * 1 **Orbital Station**
- * 3 **Transmit Stations**
- * 5 **Harvest Stations**
- * 5 **Build Stations**
- * 13 **Bridges**
- * 21 **Ships**

Each player also has a **Pool** which contains all of their currently available **Ships** and **Energy**.

SETUP -----

Place the board in the middle of the table. The board shows three layers to the Sun:

- * **Convective** (outer layer - 13 cells)
- * **Radiative** (middle layer - 8 cells)
- * **Core** (inner layer - 5 cells)

In addition there are two layers to **Orbit**, each with 13 cells aligned with the convection layer, **Upper Orbit** and **Lower Orbit**, and also a **Transmission Wormhole** at the center of the **Core**.

Select the suits for the **Instability Deck**. The Instability suit is always used, as well as [number of players + 1] of the other suits. Shuffle them all together and set next to the board.

Choose the starting player. They place their **Orbital Station** on the orange line between **Upper Orbit** and **Lower Orbit** over **Convective 13**. Going clockwise, place each subsequent **Orbital Station** [12 divided by the number of players] spaces further on.

Next, each player takes 1 **Harvest Station** and 1 **Build Station**, which they place anywhere in **Upper Orbit**, one by one starting with the last player.

Each player starts with 8 **Ships** in their **Pool** in front of them, then places 1 **Ship** on the first space of the **Ark** (which represents how much **Energy** they have transmitted). Each player takes the rest of their pieces and forms a **Reserve** to the side.

GAMEPLAY -----

Starting with the starting player and going clockwise, each player performs two actions. First, the current player moves their **Orbital Station** one orbital space **counterclockwise**.

Next, the current player performs one of the following actions:

- * **Place/move Ships**
- * **Convert Ships to a Structure**
- * **Activate Stations (Harvest Energy, Build Ships, Transmit Energy)**

Each of these actions is explained in the subsequent sections.

PLACE / MOVE SHIPS -----

All players begin the game with 3 movement points. **Ships** emerge from a player's **Pool** out of their **Orbital Station** into either **Upper Orbit** or **Lower Orbit** for one movement point. From there they can move into adjacent orbital spaces for a single movement point each space.

Since the **Orbital Station** moves one orbital space a turn, a player's **Ships** will emerge at different points around the board depending on where the **Orbital Station** is located.

For every **Bridge** the player has built, they gain **1** movement point for each movement action.

In order to move into layers of the sun there must be a **Bridge** present. Moving vertically into the sun requires a **Bridge** (and a movement point), but **Ships** may move horizontally (within the same layer) freely, for one movement point a space.

Moving through another player's **Bridge** awards the owner of the **Bridge** one **Energy** from their **Reserve** into their **Pool** (the moving player does not have to pay this).

If any **Ship** is in the core, the player may use another movement point to hurl the **Ship** through the **Transmission Wormhole** at the center of the sun. The **Ship** is lost (returned to **Reserve**) and the player transmits **2 Energy** directly from their **Reserve** to their **Ark**.

CONVERT SHIPS TO A STRUCTURE -----

Ships can be converted into various structures that improve the different actions a player can take. Each structure requires a certain pattern of **Ships** to be present. These **Ships** are returned to the **Reserve** and replaced by a piece representing the structure.

Alternatively, any structure can be converted BACK into the pattern of **Ships** that created it. The **Ships** are placed on the board in the same pattern that would be required to convert them to the structure initially.

Every structure that is converted which involves a cell in the Sun triggers the drawing of instability cards (this does not happen for structures built in **Orbit**). The number of instability cards drawn depends on the depth of the cell where the structure is converted.

Convective: 1 instability card

Radiative: 2 instability cards

Core: 3 instability cards

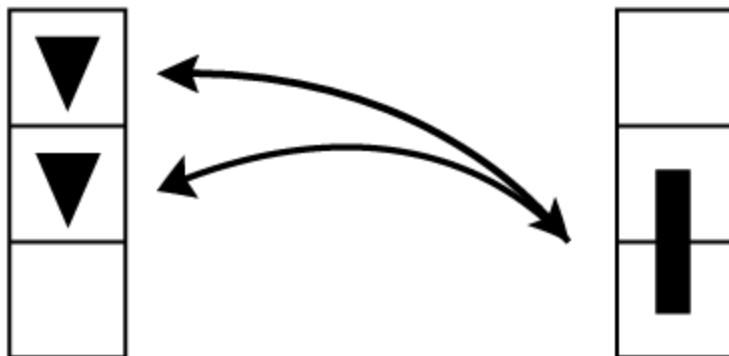
The available structures are:

- * **Bridge**
- * **Harvest Station**
- * **Build Station**
- * **Transmit Station**

Bridge -----

Bridges allow movement into deeper layers of the sun. A **Bridge** spans two cells, from a higher layer to a lower layer. When built, instability cards are drawn depending on the depth of the lower cell the bridge links to.

The pattern of **Ships** required to convert into a **Bridge** is

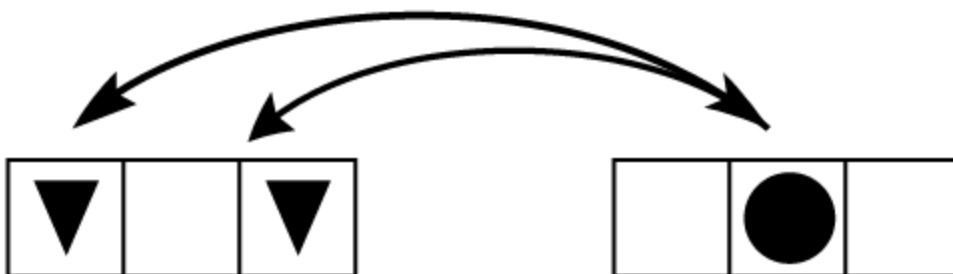


Each **Bridge** provides an extra movement point every time the player performs the place/move action.

Players may move freely across **Bridges** owned by other players. The owner of the **Bridge** receives one **Energy** into their **Pool** for every **Ship** that moves through it.

Harvest Station -----

Harvest Stations provide **Energy** during harvest actions when activated. To convert **Ships** into a **Harvest Station** requires the following pattern of **Ships**:



When built, a **Harvest Station** is placed between their previous locations. A **Harvest Station** cannot be built if there is a building between the two **Ships** making the **Harvest Station** pattern (this does not apply to **Bridges** into the cell).

Build Station -----

A **Build Station** increases the number of **Ships** that can be built when activated. The pattern of **Ships** required to convert into a **Build Station** is:



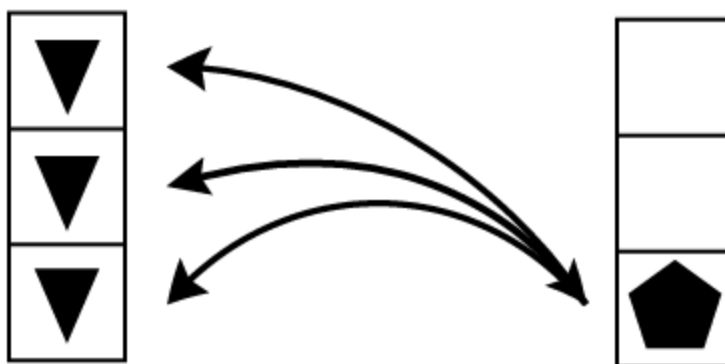
The resulting station can be in the place of either the left or right **Ship** (the mirror image of the above diagram).

Transmit Station -----

Transmit Stations are used to transmit **Energy** back to the mother **Ark** waiting to escape somewhere a safe distance from the Sun.

To convert **Ships** into a **Transmit Station** requires spanning three different layers, which restricts the ultimate location of a **Transmit Station** to one of the layers of the Sun (**Convective**, **Radiative** or **Core**). So a **Transmit Station** may not be built in **Orbit**.

The pattern to convert **Ships** into a **Transmit Station** is:



ACTIVATE STATIONS - (HARVEST ENERGY, BUILD SHIPS, TRANSMIT ENERGY)

A player can activate as many stations belonging to a single type as they have **Ships** on those stations (including stations owned by other players!). Every station activated inside the Sun

triggers the drawing of instability cards based on the depth of the station:

Convective: 1 instability card drawn

Radiative: 2 instability cards drawn

Core: 3 instability cards drawn

All stations have the following benefit based on the depth of the station:

Upper Orbit: 1 action

Lower Orbit: 2 actions

Convective: 3 actions

Radiative: 5 actions

Core: 8 actions

All players receive full benefit for activating their own stations. If the player is also activating stations owned by another player, the benefit is split with that player (they receive this benefit immediately):

Upper Orbit: 1 action for activator, 0 actions for the owner (1 total)

Lower Orbit: 1 action for activator, 1 action for the owner (2 total)

Convective: 2 actions for activator, 1 action for the owner (3 total)

Radiative: 3 actions for activator, 2 actions for the owner (5 total)

Core: 5 actions for activator, 3 actions for the owner (8 total)

The actions have the following effects:

Harvest Energy --- Place 1 **Energy** in your **Pool**.

Build Ships --- Give 1 **Energy** to **Reserve** and place 1 **Ship** in your **Pool**.

Transmit Energy --- Transfer 1 **Energy** from your **Pool** to your **Ark**.

If a player is activating multiple stations and they own two or more of the activated stations, they receive a bonus for all stations they own **except the deepest**. The bonus for each station is:

Harvest Station: Receive immediate movement points equal to the amount of **Energy** harvested from this station.

Build Station: Build the **Ships** from this station for free (without spending **Energy**).

Transmit Station: Transmit **Energy** from this station for free (without spending **Energy**).

INSTABILITY CARDS -----

Whenever instability cards are drawn, a new suit will be showing at the top of the pile of drawn cards. This suit has an effect that applies until new instability cards are drawn on top of it.

GAME END -----

The game ends immediately when any player draws the **13th** card of the instability suit.

The Sun has gone nova.

The player who has transmitted the most **Energy** escapes the solar system ahead of the wake of solar destruction and wins the game!