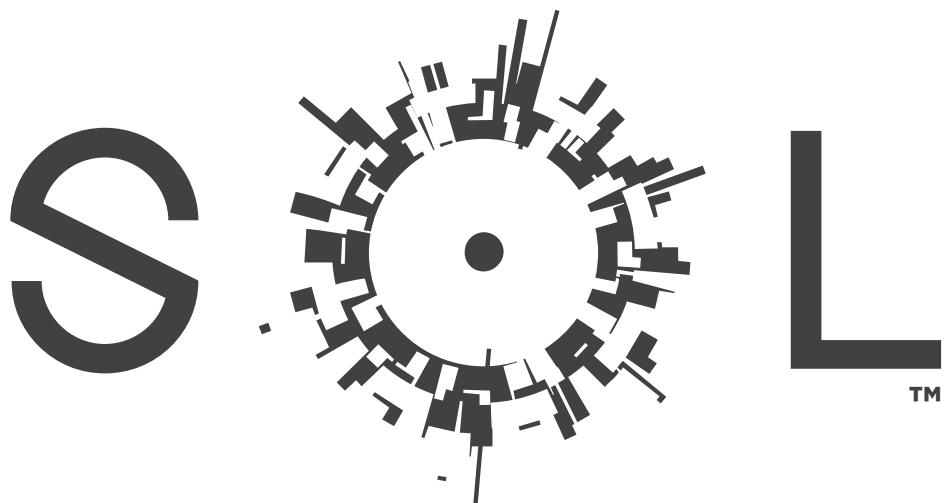




SOL

**RYAN SPANGLER & SEAN SPANGLER'S**



**LAST DAYS OF A STAR**

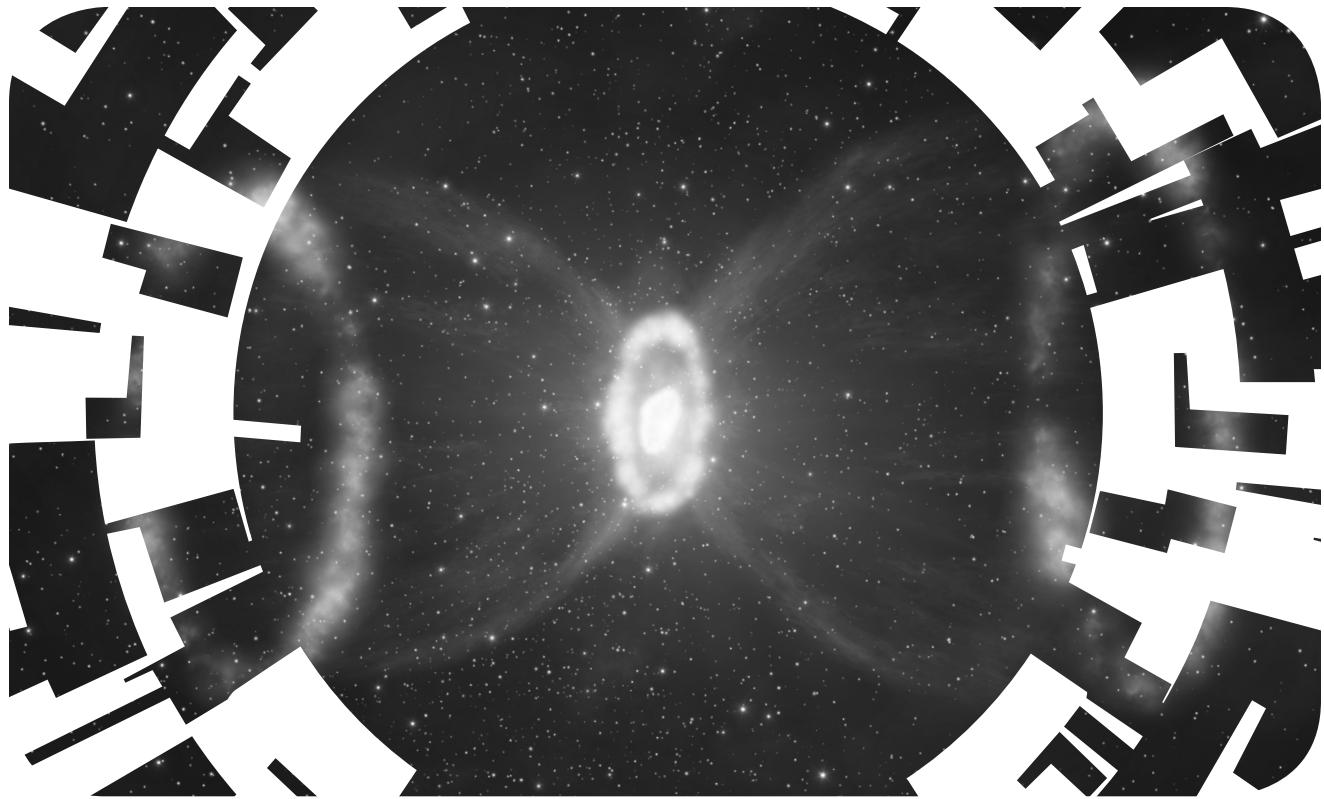
RULES OF PLAY

# STORY

Welcome to sol. The sun and our star; the source of all life. We each represent one of the surrounding planets in this solar system. 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 unprecedeted 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 now wait ready to launch, but they need a great deal of energy to attain the velocities necessary to escape the 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 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

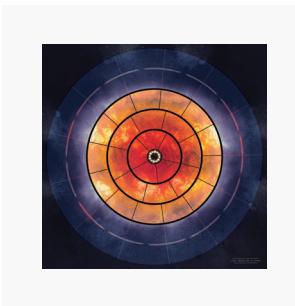
## IN THE BOX:

- 1 Game Board
- 1 Momentum Track + Instability spiral board
- 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 pool, movement track and card dock)
- 1 Mothership
- 1 Ark
- 13 Sundivers
- 8 Solar Bridges
- 3 Energy Nodes
- 3 Sundiver Foundries
- 3 Transmit Towers
- 1 Info Diagram
- 1 Movement Counter

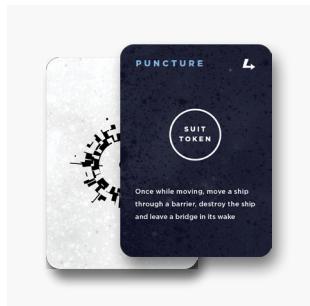
# COMPONENT OVERVIEW



1 GAME BOARD



103 INSTABILITY CARDS  
IN 7 SUITS



32 SUIT EFFECT CARDS



1 MOMENTUM TRACK  
+ INSTABILITY SPIRAL



5 INFO DIAGRAMS



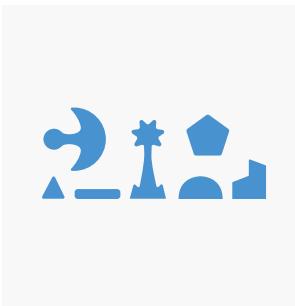
5 PLAYER BOARDS



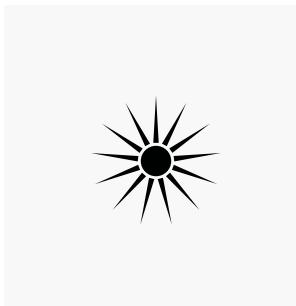
5 MOVEMENT COUNTER



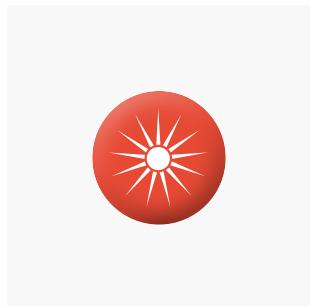
89 ENERGY CUBES



5 PLAYER PIECE SETS,  
5 UNIQUE COLORS



1 INSTABILITY MARKER



7 SUIT TOKENS

## PLAYER PIECES



MOTHERSHIP



ENERGY



SUNDIVER



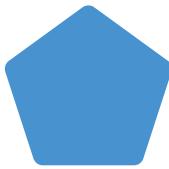
MOVEMENT TRACKER



TRANSMIT TOWER



BRIDGE



ARK

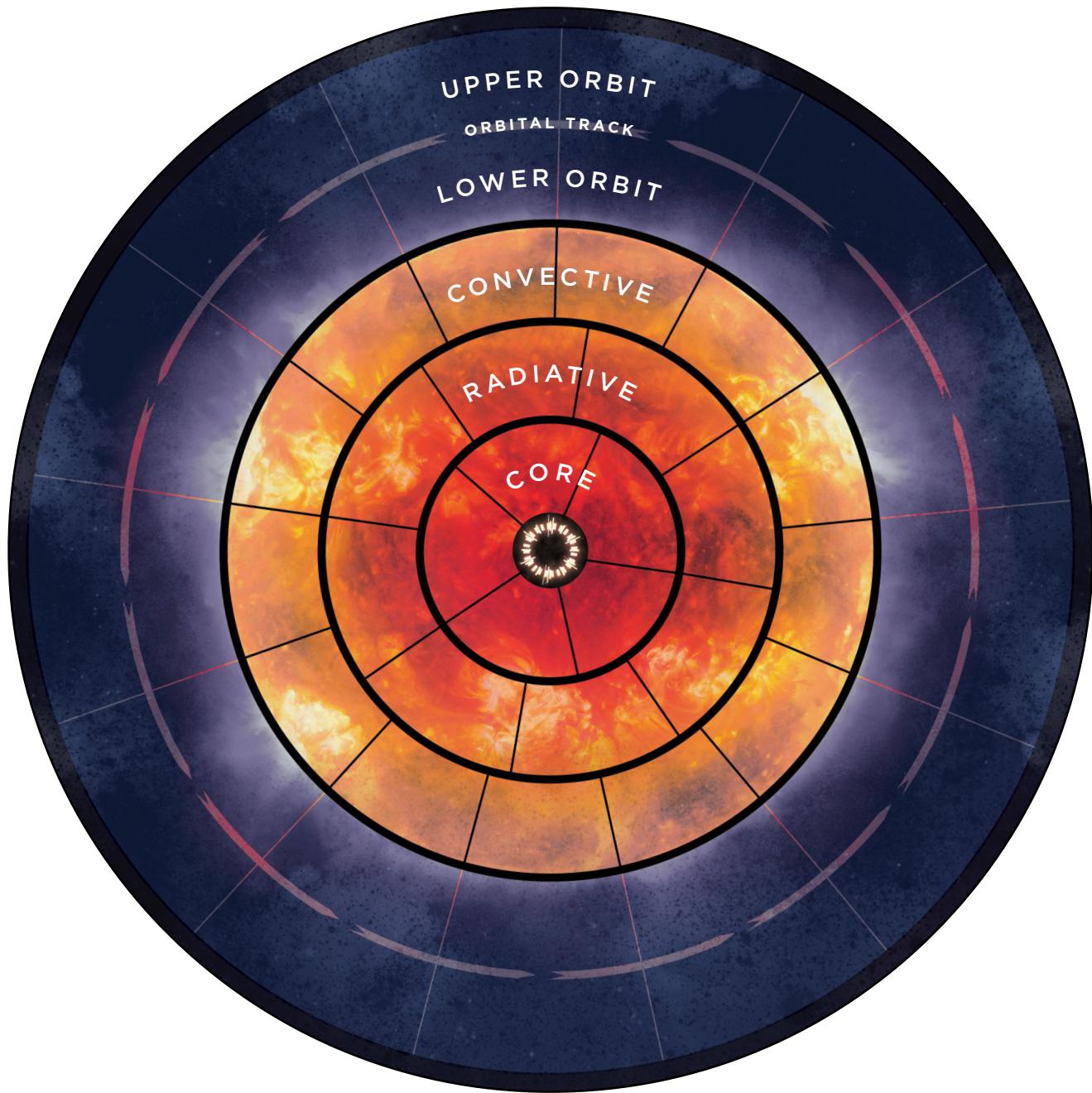


ENERGY NODE



SUNDIVER FOUNDRY

# GAME BOARD OVERVIEW



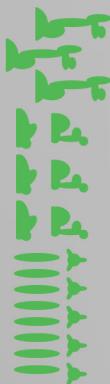
# GAME SETUP

1. Lay out the game board (either 2-4 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 Track
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 3
  - Reserve
    - 5 Decommissioned/Inactive Sundivers
    - 8 Solar Bridges
    - 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 based on player count and shuffle the deck. Place the 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 Token to correspond with a selected Instability Card suit. (Yes. Red suit will have a Suit Effect). Suit Effect cards are color coded:
  - Blue cards should be used for your first time players (and subsequent plays!)
  - Green cards are basic level once you know the game a bit
  - Yellow cards are for advanced players
  - Red cards are for those who enjoy a bit of scrawage in their play
  - OF NOTE: Suit effect cards all have a symbol indicating the action to which they relate:
    -  Move
    -  Convert
    -  Activate
10. Draw
11. Acceptable at any point in your turn
12. Now you are ready to play!

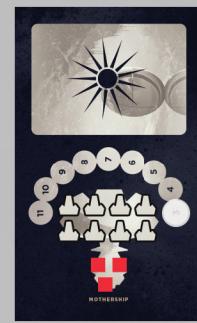
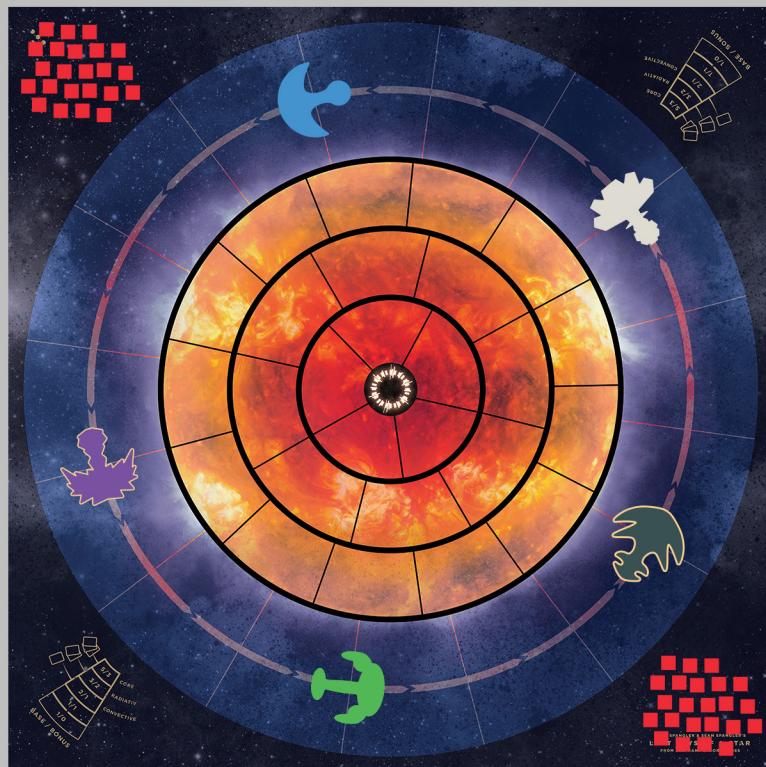
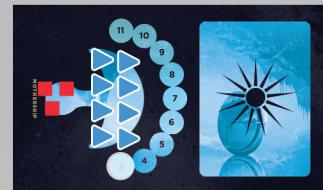
RESERVE



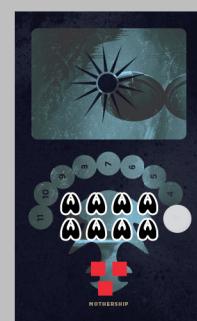
RESERVE



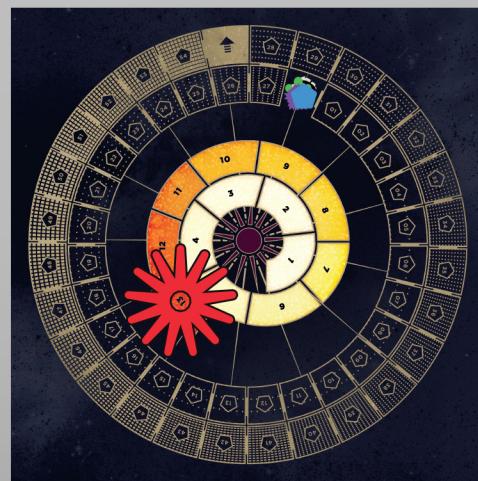
RESERVE



RESERVE



RESERVE



# QUICK OVERVIEW

Object of the game: Harness momentum points via Hurling sundivers into the core of the sun or by transmitting energy to your Ark. 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.



BLUE PLAYER BOARD

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 board and fly them around.
2. Once your Sundivers are in certain patterns you can convert them into Bridges or Stations,
3. or Sundivers on Stations can activate them to harvest energy, spend energy to build new Sundivers or transmit energy back to your Ark.

Note: You can use anyone's Bridges 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 for activating them, but also trigger greater instability (represented by drawing cards from the Instability Deck).

You draw Instability Cards every time you either Convert or Activate within the three layers of the sun. Each suit of the Instability Cards 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 spiral of doom until you draw the 13th solar flare card—when 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

During set up, the Motherships are placed equidistantly on the crosshairs between Upper and Lower Orbit. The current player's Mothership will always be the only one to have a greater gap between it and the next Mothership.

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

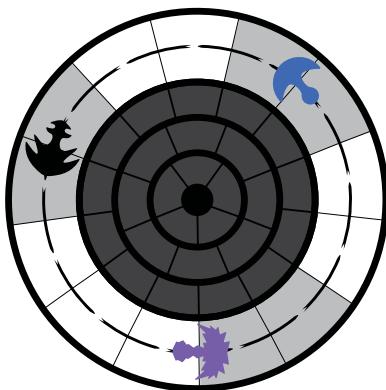
The turn order rotates in the opposite direction from the Motherships.

## ORBITING YOUR MOTHERSHIP

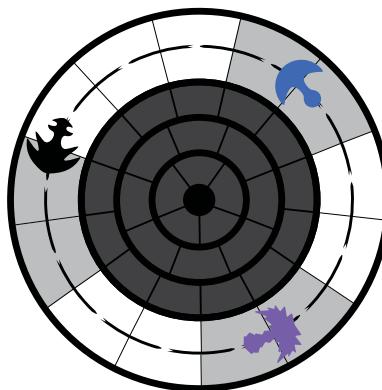
Orbiting signals the end of a player's turn. Once you've completed your actions, advance your Mothership one space along the arrows on the Orbital Track, creating a larger gap behind you. This indicates it is the next player's turn.

Orbiting Motherships will always resolve on the crosshairs exactly one space farther than their location at the start of the turn.

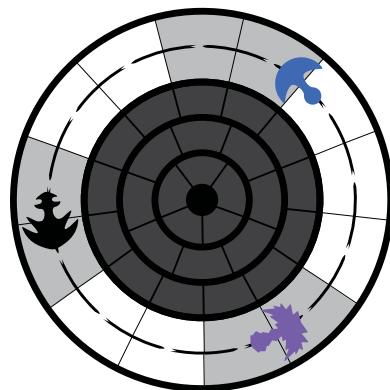
Because your Sundivers are launched onto the board from wherever your Mothership happens to be, as you orbit you will be launching Sundivers in different places around the board.



PURPLE MOTHERSHIP'S TURN



BLACK MOTHERSHIP'S TURN



BLUE MOTHERSHIP'S TURN

## ACTIONS

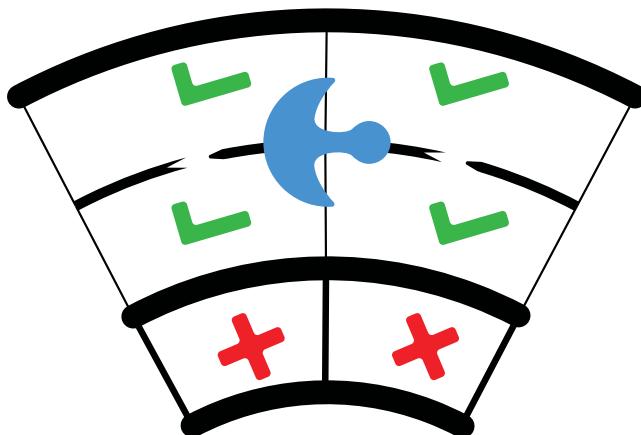
On your turn, you must pick one of three actions. In addition, you may choose to use an Instability Card you earned on a prior turn (see “USING YOUR INSTABILITY CARDS” below). The three options for actions are:

### 1. MOVE

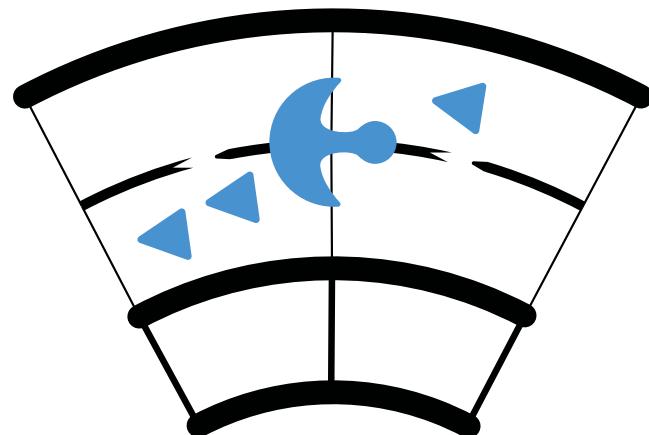
You start with three movement points (tracked by the movement marker on your player board), and gain one for every station you own. You can spend your available movement points to do any combination of launching, flying or hurling.

#### 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 are allowed to have a maximum of 6 of your own sundivers in any single space on the board at the end of your turn.



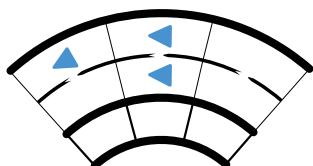
CURRENT MOTHERSHIP ORBIT LOCATION



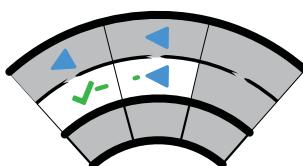
SUNDIVER LAUNCH LOCATIONS

#### 1b. FLY

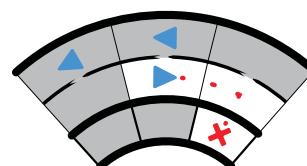
Once sundivers are on the board you can fly them from space to space for one movement per space. You cannot fly through the thick black lines between the three layers of the Sun without using a solar bridge. Sundivers can fly forward or backward, up and down, providing solar bridges are present where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



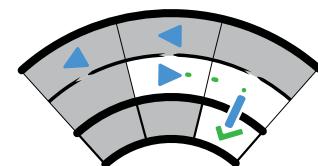
SUNDIVERS IN ORBIT



SUNDIVERS MOVED ONE SPACE



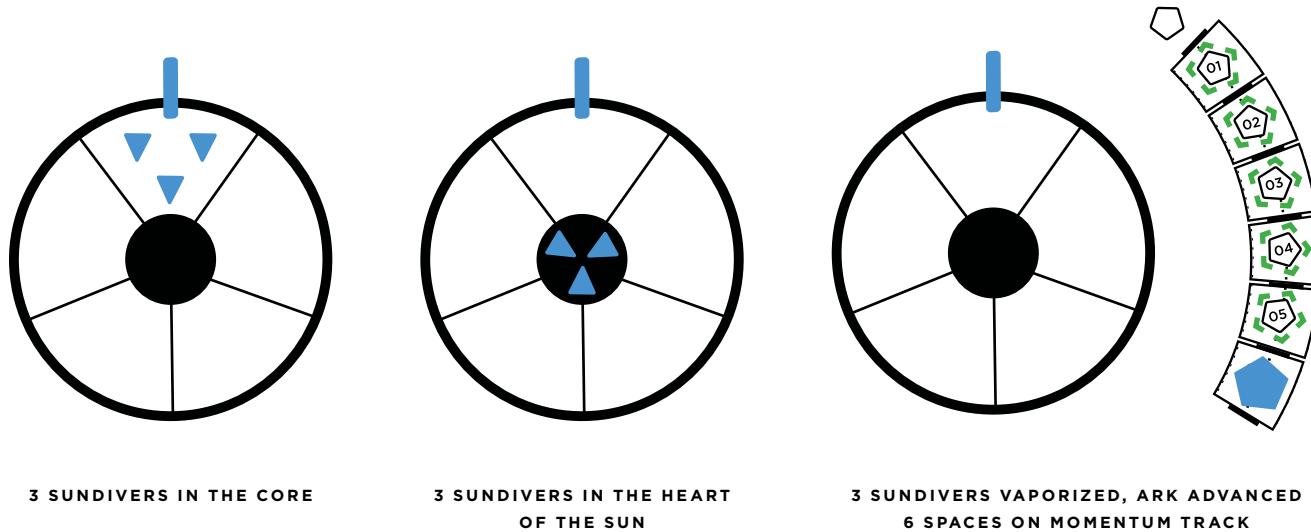
SUNDIVERS CAN'T MOVE ACROSS THICK BLACK LINE



SUNDIVERS CAN MOVE ACROSS BRIDGES

### 1c. HURL

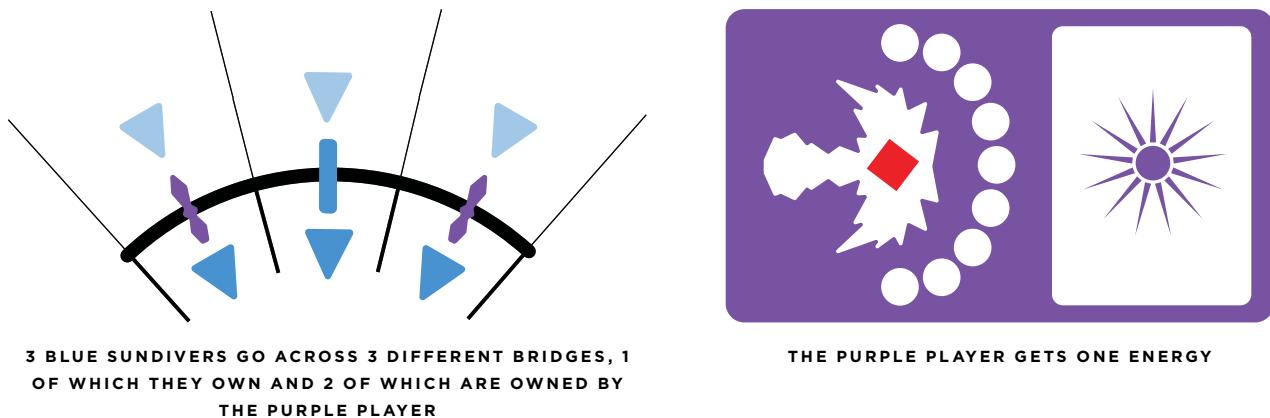
Sundivers in the Core can be hurled into the heart of the sun. They are vaporized (removed from the game permanently) but you are able to capture the shockwave as momentum, advancing your Ark two spaces on the momentum track for each sundiver hurled.



### MOVEMENT AND BRIDGES:

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

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



## 2. CONVERT

Sundivers in various patterns can be converted into Stations or Bridges. When you convert Sundivers, place the Station or Bridge on the board 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.

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

Pattern is two Sundivers, one above the other, and they point down to where the Bridge will appear.

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

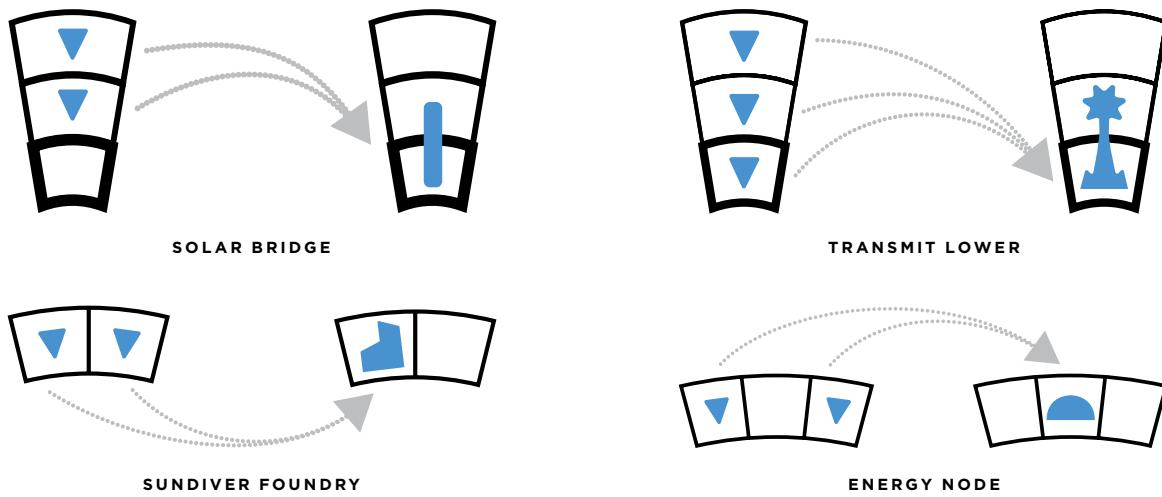
Pattern is two Sundivers in the same layer with a gap in between them, and the node appears in between where the two Sundivers used to be.

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

Pattern is two Sundivers next to each other on the same layer, the foundry can appear 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 appears in the space where the deepest Sundiver was.



OF NOTE: There can only be one station of any color per space and only one bridge spanning any two spaces.

### 3. ACTIVATE

To activate Stations, 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.

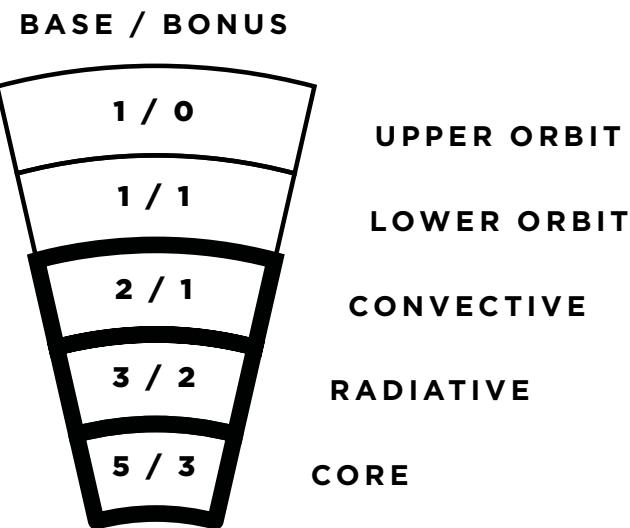
- Energy Nodes yield new energy cubes
- Sundiver Foundries use energy to rebuild sundivers (one energy = one sundiver)
- Transmit Towers use energy to boost your momentum (one energy = one point)

#### ACTIVATION REWARDS BY OWNER AND LAYER

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

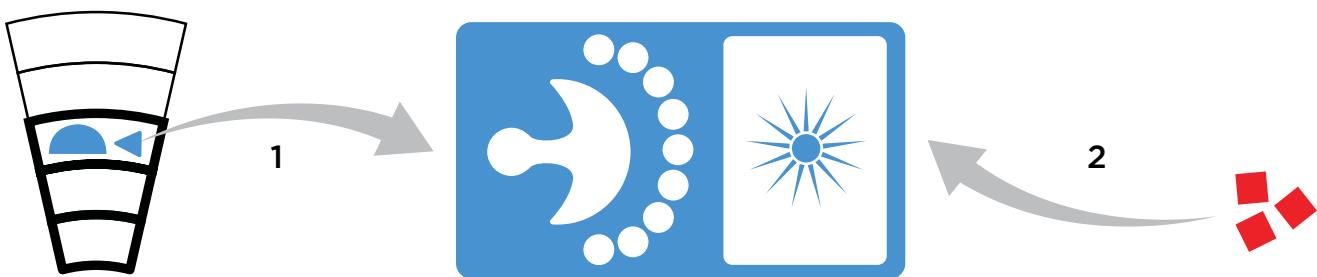
- Anyone who activates a Station gets the base amount.
- The owner then has the option to take the bonus.
- If the owner declines the bonus (either because they don’t want it or can’t pay the full amount of energy for it), then the activator has the option to take the bonus.
- If the activator is the owner, then they get the base 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:

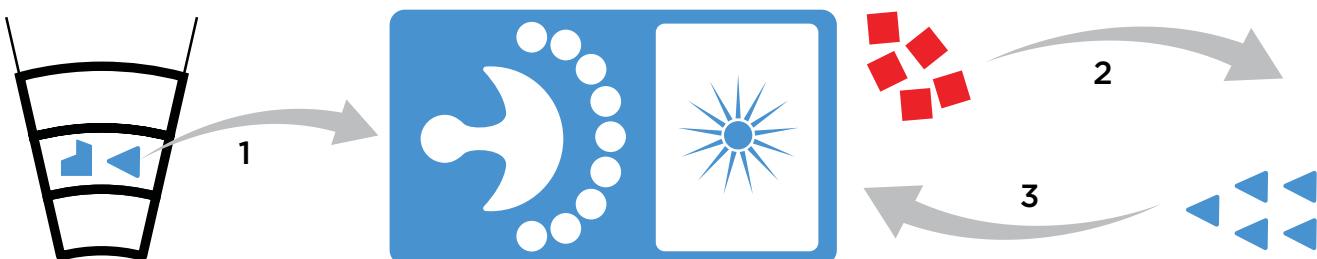


OF NOTE: you can never do partial amounts of either the Base or Bonus. If you do not have the full amount you cannot do the action/gain the reward. Again, one energy is required per new/reactivated sundiver and one energy is required for each momentum point transmitted.

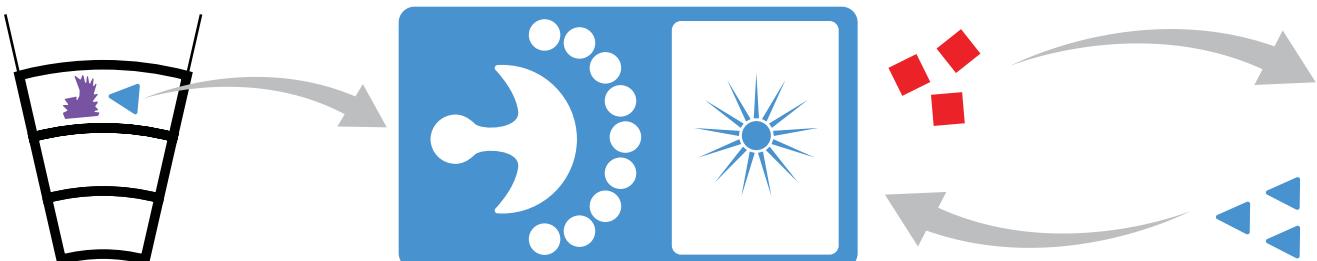
SOL: LAST DAYS OF A STAR



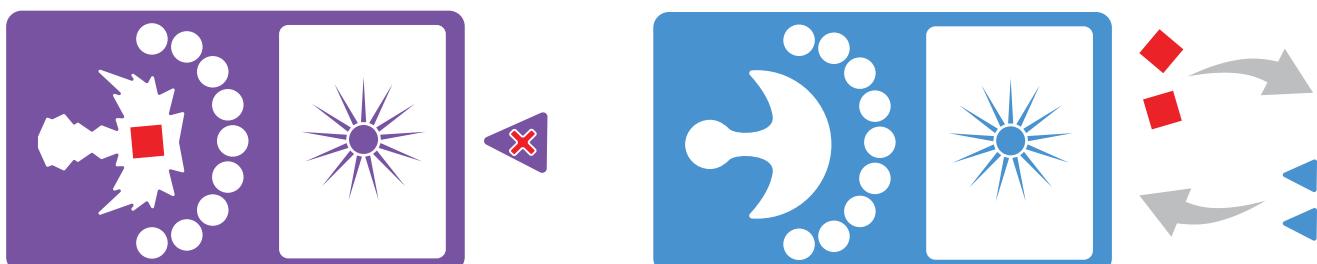
PLAYER ACTIVATES ENERGY NODE IN THE CONVECTIVE LAYER, THEIR SUNDIVER IS RETURNED TO THEIR PLAYER BOARD AND THEY ADD 3 ENERGY TO THEIR PLAYER BOARD



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 CONVECTIVE LAYER, ACTIVATES FOUNDRY AND PAYS 3 ENERGY TO BUILD NEW SUNDIVERS

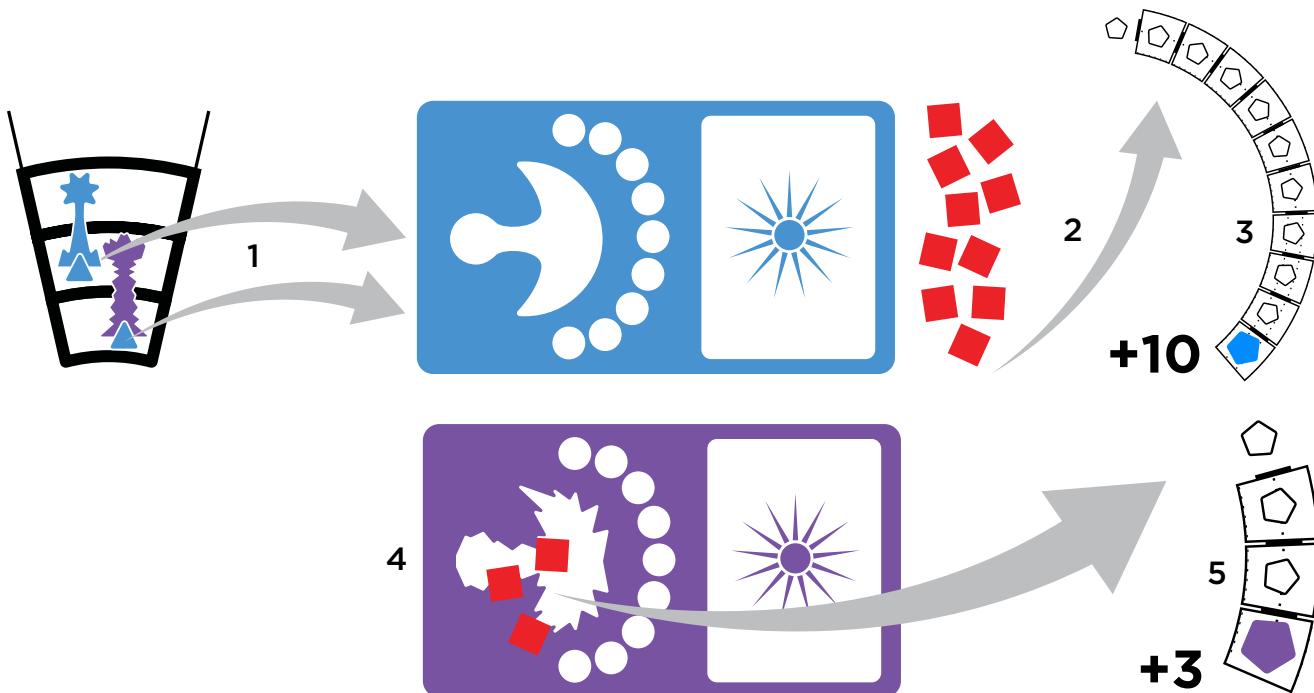


OWNER ONLY HAS 1 ENERGY AND MUST DECLINE THE BONUS; ACTIVATOR PAYS 2 MORE ENERGY AND BUILDS 2 MORE SUNDIVERS

**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 TRANSMITTER TOWER IN RADIATIVE LAYER AND ACTIVATES PURPLE'S TOWER IN THE CORE IN THE SAME TURN. BOTH BLUE SUNDIVERS RETURN TO HIS MOTHERBOARD. 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 reward received, return the Sundiver back to your Player Board. This is an important difference between converting and activating: When converting, the Sundivers are lost and need to be rebuilt, but when activating the Sundivers just return to the Mothership where they can be launched again another day. Do not mix these up!

## 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

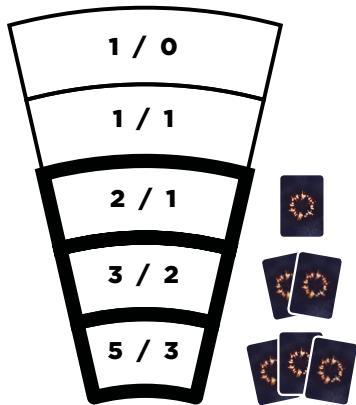
Convert & Activate actions have an impact on solar integrity.

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.

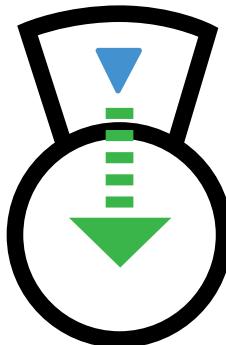
Number of Cards per Layer:

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

#### BASE / BONUS



#### MOMENTUM



#### CARD DRAW



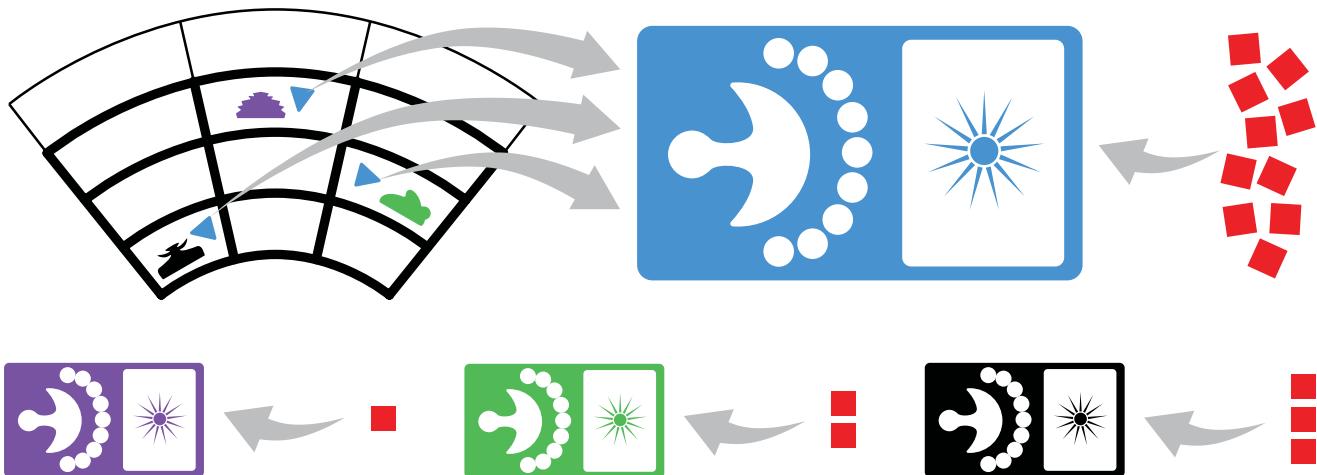
When you draw the red Explosion Suit, a solar flare occurs and three things happen:

- The Instability Marker advances on the Spiral of Doom, counting down to our collective demise
- All Stations in Upper Orbit 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 every action in the sun.
- Multiple Activations: draw cards for each individual Station involved.
- You 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 or one of the new.
- Discard the others.
- IMPORTANT NOTE: Orbit your Mothership once you have drawn the cards. The next player can begin their turn while you decide. You must decide before your next turn begins or you discard ALL the cards - you keep none.



**BLUE SUNDIVERS ARE ON THREE OTHER PLAYER'S ENERGY NODES, ONE EACH IN CONVECTIVE , RADIATIVE AND CORE. ALL THREE ARE ACTIVATED, BLUE PLAYER GETS 10 ENERGY AND EACH OTHER PLAYER GETS 1, 2 AND 3 ENERGY RESPECTIVELY**



**THEN, SIX CARDS ARE DRAWN BY BLUE. 2 ARE SOLAR FLARES  
BLUE KEEPS ONE CARD AND PLACES IT ON THEIR PLAYER BOARD**

### 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 Effect cards 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
- Acceptable at any point in 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.

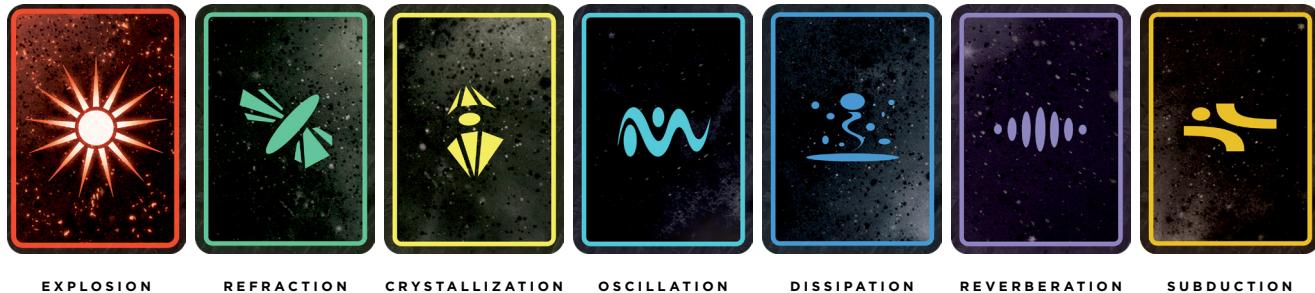
## END OF GAME

When the 13th solar flare occurs, 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



EXPLOSION    REFRACTION    CRYSTALLIZATION    OSCILLATION    DISSIPATION    REVERBERATION    SUBDUCTION

### 3. SUIT EFFECT CARDS (alphabetical)

#### ANNEX

Take the bonus for activating someone else's station

Clarification: the owner does NOT get the bonus

#### AUGMENT

When activating 1 station, each extra sundiver (yours) present increases the base reward (by depth: 1/1/1/2/3)

#### 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. 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 up to 3 times in a turn; sundivers in bonus conversions return to Player Board

#### CATAPULT

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

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

#### 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, gain 1 momentum; return alternating sundivers to your Player Board

Clarification: momentum points are free, no energy required. "Alternating sundivers" means you will return ~half the sundivers from the chain in question, rounding down.

#### CLUSTER

Once 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

## SOL: LAST DAYS OF A STAR

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)

After activating 1 station you own, 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 (pay the full energy cost)

Clarification: Duplication is all or nothing. No partials.

### EXTERMINATE

All spaces where you outnumber ALL other players, their sundivers are sent to their Player Boards

### 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

(limit: 2 energy)

Spend 1 energy to add 5 temporary movement points

### GALLOP

(limit: once per bridge)

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

Clarification: The bridge 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.

Clarification: vaporize means they leave the game permanently

### INVERT

Convert another player's sundivers into your station; return their sundivers to a space adjacent to their Mothership.

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

## SOL: LAST DAYS OF A STAR

### 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 bridge)

Pay 1 energy and transmit one momentum when you cross your own bridge

### PERSIST

After converting, one sundiver stays on the game board

### PILLAR

When activating more than 1 station, leave 1 of the sundivers used on the board

### PORTAL

Fly into 1 mothership and fly out another for 1 movement point

### 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 bridge)

Move a sundiver through a barrier for one movement point; decommission the sundiver and leave a bridge 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 transmit sundivers from your pool for 2 momentum each

Clarification: sundivers are taken from your Player Board and 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

## SOL: LAST DAYS OF A STAR

### TELEPORT

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

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

### VORTEX

Hurling your sundivers through the core transmits 3 energy per sundiver

### ZAP

Spend 1 energy per sundiver to move across one barrier without using a bridge