

# SOL: Last Days of a Star



Rulebook

# 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 hurl 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.

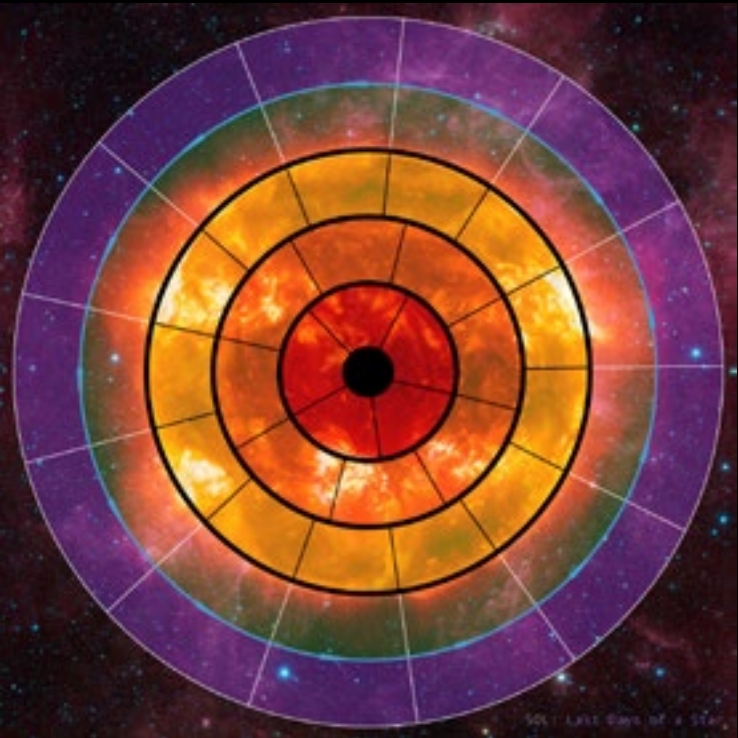
It is the only way.

# Goal

Each player takes the role of one of the planetary efforts to escape from the solar system before the imminent solar nova. The goal of the game is to be the player to transmit the most momentum to their ark before the Sun explodes. In order to do this they must launch sundivers from their mothership onto the board, move these sundivers into patterns to convert into stations, and then activate those stations to harvest energy, build new sundivers and transmit momentum back to their ark. The player with the most momentum at the end of the game escapes just ahead of the oncoming nova, whereas the other players are engulfed in fiery doom. The Sun goes nova (and the game ends) when the 13th instability card of the red explosion suit is drawn from the instability deck.

There are only two ways to transmit energy back to your ark: either by activating a transmit station and supplying it with energy, or hurling a sundiver into the very heart of the Sun.

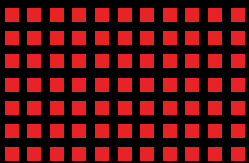
# Components



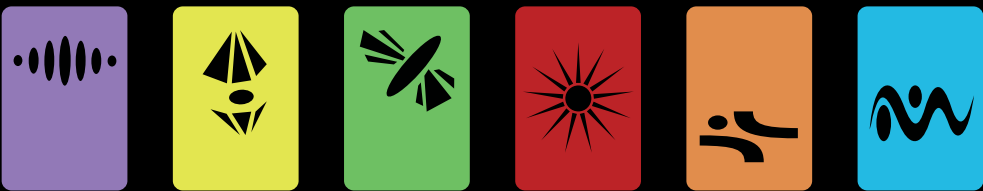
1 Game Board



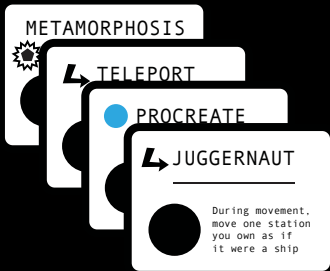
1 Momentum Track and Instability Countdown (with Instability Marker)



89 Energy Cubes



Instability Cards in 6 Suits  
- 14 red explosions  
- 15 of each other



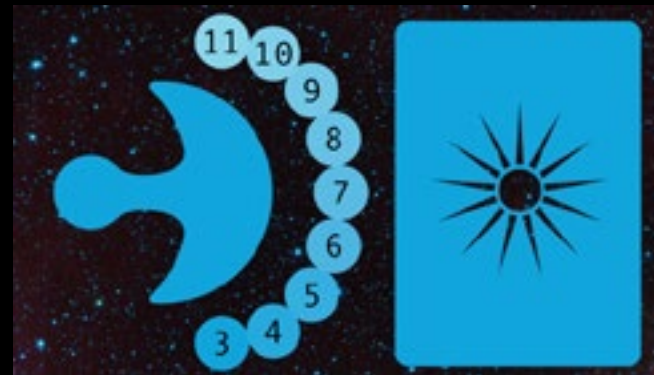
21 Suit Effect Cards



6 Suit Tokens

# Player Components

## In Four Player Colors



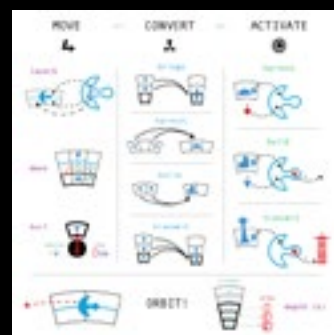
1 Player Board  
- Pool  
- Movement Track  
(with Movement Marker)  
- Card Mat



13 Sundivers



8 Solar Bridges



1 Reference Sheet



1 Mothership



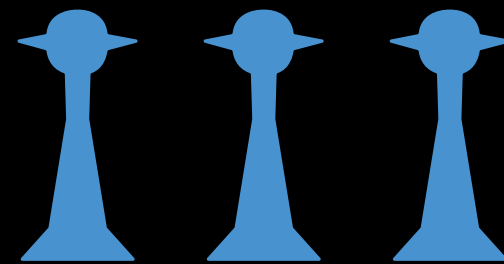
1 Ark



3 Energy Nodes



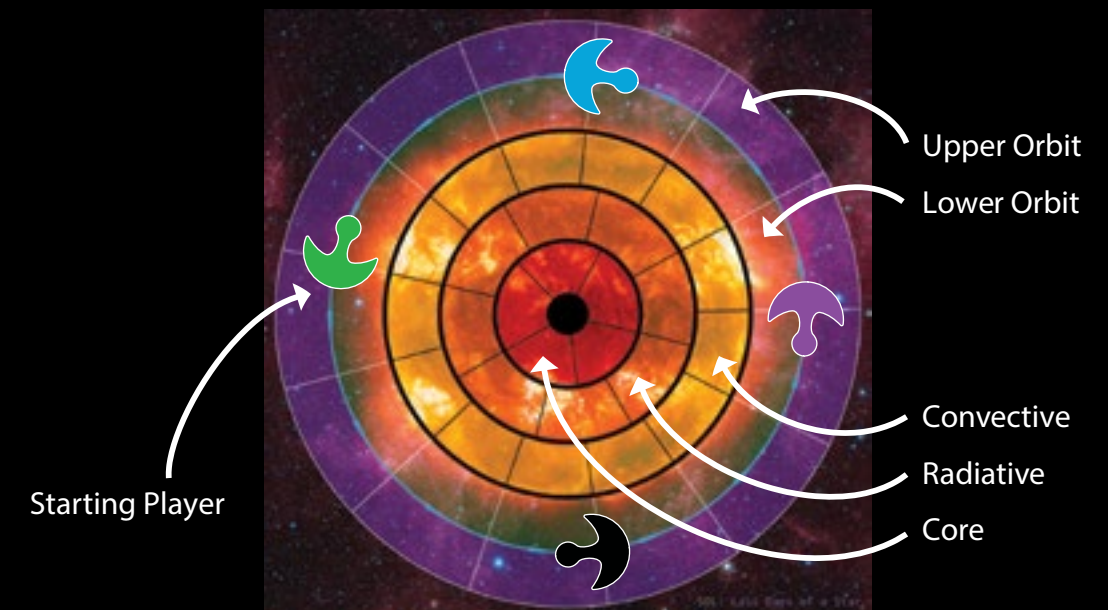
3 Sundiver Foundries



3 Transmit Towers

# Setup

- Layout the game board in the middle of the table.
- Place the instability marker on the first space of the instability countdown (marked '13').
- Build the instability deck by choosing suits based on the number of players: always use the red explosion suit, plus one more than the number of players of the other suits. (Example: for 3 players, use the explosion suit plus 4 more). Shuffle these cards together and place the deck face down by the instability track.
- Choose a suit effect card for each suit in play. If this is your first game, use these:
- 2 player: Catapult, Procreate, Ceremony, Persist
- 3 player: + Juggernaut
- 4 player: + Cascade
- Take the suit token for each suit in play and place one on each suit effect card covering the black circle in the lower left of the card.
- Pile the energy next to the board to create a shared energy supply. Energy is unlimited, so if the supply runs out for any reason track the extra energy using another method.



## Player Setup

- Each player selects their color and takes the corresponding pieces, player board and reference sheet.
- Place each player's ark on the zero space on the momentum track.
- Place each player's mothership on the blue arrowed line between upper and lower orbit on the intersection of four spaces, evenly spaced from one another. There will be a gap between two sundivers which is wider than the others. The player with the larger gap in front of their sundiver is the Starting Player.
- Each player places 8 sundivers and 3 energy cubes into their pool (the outline of the player's mothership) on their player board. Place the movement marker on the first space on the movement track (marked '3').
- Players place their remaining pieces above their player board, creating their Reserve.
- All player pieces are hard limits. If an action would cause a player to create more pieces than are available in their reserve, they cannot take that action.

# Gameplay

The game consists of a series of player turns. The player with the larger gap between their mothership and the one in front of them is the active player.

On a player's turn, they choose between one of three possible actions:



MOVE

Launch sundivers from their mothership, fly the ships around and/or hurl them into the heart of the Sun.



CONVERT

Convert sundivers making specific patterns on the board into nodes, foundries, towers or bridges.

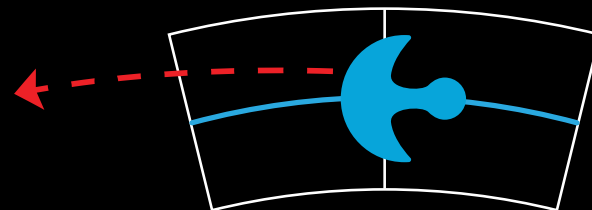


ACTIVATE

Use sundivers on stations (nodes, foundries or towers) to activate those stations and receive energy, sundivers or momentum.

Once they have chosen and performed one of these actions, they finish their turn by Orbiting. To orbit, they advance their mothership along the blue orbital track one space in the direction of the arrows (counterclockwise). Play continues to the next player clockwise (as they will now have the larger gap in front of their mothership).

ORBIT!

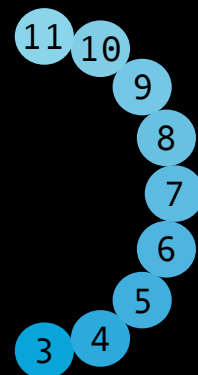


Move

Players move sundivers in order to make the patterns required for conversion or to prepare for activating stations already on the board.

Each player begins the game with 3 movement points, then adds 1 movement point for each bridge they own. Their total movement points are shown by the position of the movement marker on their movement track.

Players may do any combination of **launch**, **fly** and/or **hurl** during their movement action.

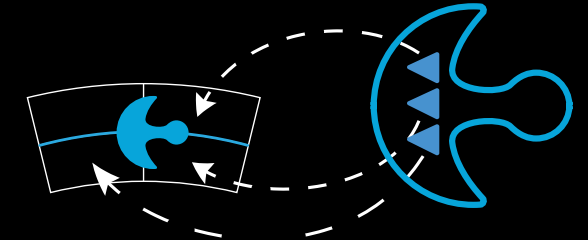


Movement Track

# Launch

The active player can launch a sundiver out of their mothership onto the board into one of the four spaces surrounding the mothership for one movement point each.

There is a limit of 5 sundivers of one color on a space.

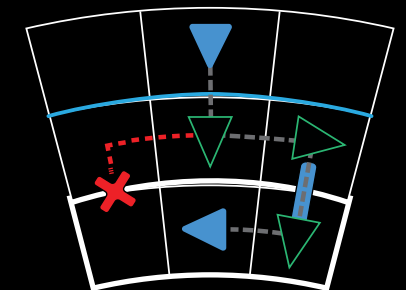


# Fly

The active player can move any sundiver already on the board to an adjacent space for one movement point each space. This is called flying.

Sundivers may fly freely within a layer or between upper and lower orbit, but cannot cross a membrane separating the layers of the Sun (the thick black lines) without traveling across an existing bridge.

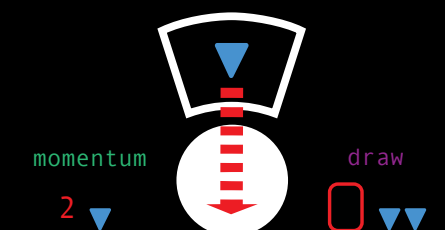
If a player flies any sundivers across any of another players' bridges, the owners of those bridges receive one energy. Each bridge owner receives a maximum of one energy during another player's turn this way. It is mandatory and must be accepted. The energy comes out of the shared energy supply.



# Hurl

If a player has a sundiver in the core, they can spend one movement point to hurl it into the heart of the Sun, advancing their ark two momentum along the momentum track.

Instability cards are drawn for this action, one for every two sundivers hurled this turn (rounded down).





# ⚡ Convert

Sundivers can be converted into stations (nodes, foundries and towers) or bridges. Players can later activate stations to gain various benefits, and bridges provide access deeper layers of the Sun.

## Making Patterns

Each structure requires a certain pattern of sundivers to be present on the board. Once a player has moved their sundivers into a given pattern during a previous move action, they are able to convert those sundivers into the structure corresponding to that pattern. These sundivers are returned to the player's reserve (NOT their pool) and the new structure is placed on the board as shown.

A player can only make ONE conversion when taking the convert action. Each space on the board may only contain one station, and there can only be one bridge connecting any two spaces.

If the player converts sundivers into a bridge, they advance their movement marker one space on the movement track of their player board.

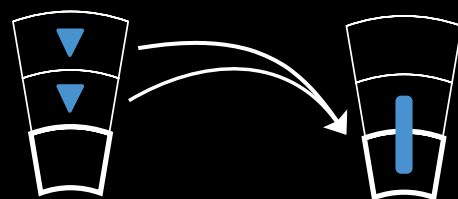
## Drawing Cards

If a conversion takes place in one of the layers of the Sun, the converting player draws instability cards depending on the depth (see Instability). A bridge triggers instability based on the deepest space it connects to.

## Deconverting

A player may also use this action to deconvert one of their own stations or bridges. The structure is removed from the board and the number of sundivers originally converted into the station are returned to the player's pool. If a bridge is deconverted, the player also moves their movement marker down one space on their movement track.

solar bridge



energy node



sundiver foundry



transmit tower



# ☀️ Activate

To activate a station, a player must have a sundiver in the same space as that station. A player may activate as many of one TYPE of station (node, foundry or tower) as they have sundivers present on those stations, including stations owned by other players! However, each individual station can only be activated ONCE per activate action, no matter how many sundivers a player has on that station. When each station is activated, the player pays whatever costs (nodes are free, but foundries and towers cost energy), receives the reward, and then returns one sundiver from that station back to their pool. The cost and reward for activating a station increases the deeper in the Sun that station is.

## What do you get?

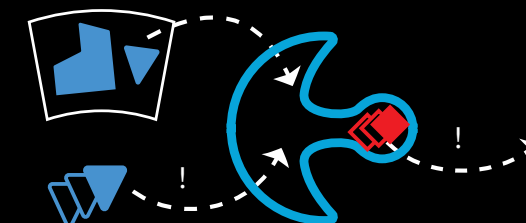
### Harvest Energy

Activating an energy node, the player takes energy from the energy supply and places it into their pool.



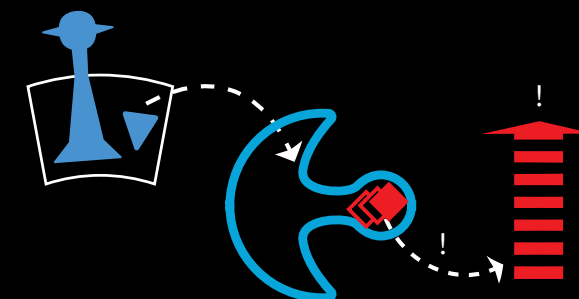
### Build Sundivers

Activating a sundiver foundry, the player builds one sundiver per energy spent, and transfers the new sundivers from their reserve to their pool.



### Transmit Momentum

Activating a transmit tower, the player advances their ark 1 space along the momentum track for each energy spent.



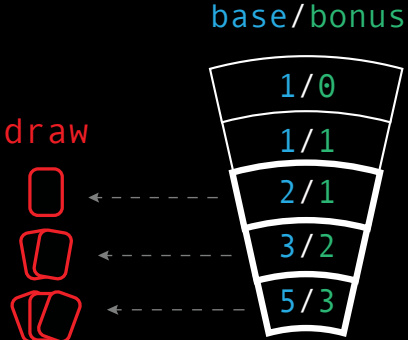
## How much do you get?

Anyone who activates a station receives a base amount, and the owner of the station has the option to receive the bonus. The base and bonus both increase the deeper the station is located.

Layer	Base	Bonus
Upper Orbit	1	0
Lower Orbit	1	1
Convective	2	1
Radiative	3	2
Core	5	3

base/bonus

draw



## Activator and Owners

The activator always pays the base cost and receives the base amount, even if the activated station is owned by another player. If they activate a station they own, they decide if they want the bonus. If they activate a station owned by another player, then the owner has the option to take the bonus. If the owner declines, the activator may then take the bonus. This happens for each station activated.

Both the foundries and the towers require a player to spend the full energy for the chosen yield (base and/or bonus). Players cannot spend more or less.

## Draw Cards!

Finally, the activator draws instability cards based on the depth of all the stations activated (see: Instability). Cards are not drawn for activating stations in upper or lower orbit.

## Instability

Every convert or activate action taken in any of the three layers of the Sun triggers further instability in the Sun, represented by drawing instability cards. The number of cards drawn depends on the depth of the activation or conversion. If multiple stations are activated, cards are drawn for each of them. Converting bridges triggers instability based on the deepest space it connects to.

Convective	1 instability card
Radiative	2 instability cards
Core	3 instability cards

1 instability card is also drawn for every two sundivers hurled into the heart of the Sun (rounding down).

## Solar Flare

Every time an instability card showing the red explosion suit is drawn a solar flare is triggered with three effects:

- The instability marker is advanced by one space on the instability countdown.
- All players who have 13 or more energy lose half (loss rounded down).
- All stations in upper orbit are automatically activated, without requiring a ship to be present. The owner may pay the cost to receive the reward for each station in upper orbit.



## Choosing Cards






The active player chooses to keep one of the cards drawn, or to retain a card they may already have, then discard the unchosen cards. The chosen card is placed on their player board face up. No player may ever have more than one card in their possession.

**IMPORTANT:** The next player may take their turn while the previous player is deciding which card to keep!

# Suit Effects

Each suit effect card has a token which corresponds to one of the suits of instability cards in play (including the red explosion suit).

All suit effect cards have a symbol which corresponds to when they can be played:

-  Move action
-  Convert action
-  Activate action
-  Any time during a player's turn
-  After drawing

On their turn, the active player may discard the instability card they kept from a previous turn to trigger the suit effect containing the suit token of that card. Follow the instructions on the triggered suit effect card to resolve the suit effect. Once used, the player discards the instability card prior to drawing any additional instability cards they may have earned.

# Suits

The suits represent the different kinds of instability that may arise from disturbing the natural processes within the Sun.

- |   |   |
|---|---|
|  Explosion     |  Subduction      |
|  Refraction    |  Oscillation     |
|  Reverberation |  Crystallization |

# Game End

The game ends immediately when the instability marker reaches the explosion in the center of the instability countdown spiral. Each player who has not taken a turn this round gets one last chance to transmit energy in the face of the oncoming annihilation.

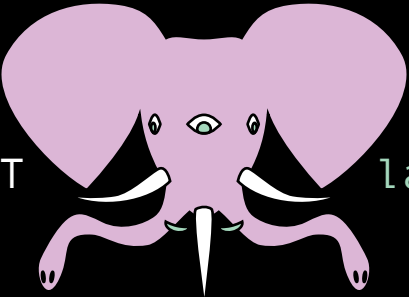
The Sun has gone nova.

The player who transmitted the most Energy back to their Ark on the momentum track escapes the solar system ahead of the wake of solar destruction and wins the game!





ELEPHANT



laboratories