



RULES OF PLAY

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 go supernova 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 of our worlds 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. Devastatingly, 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.

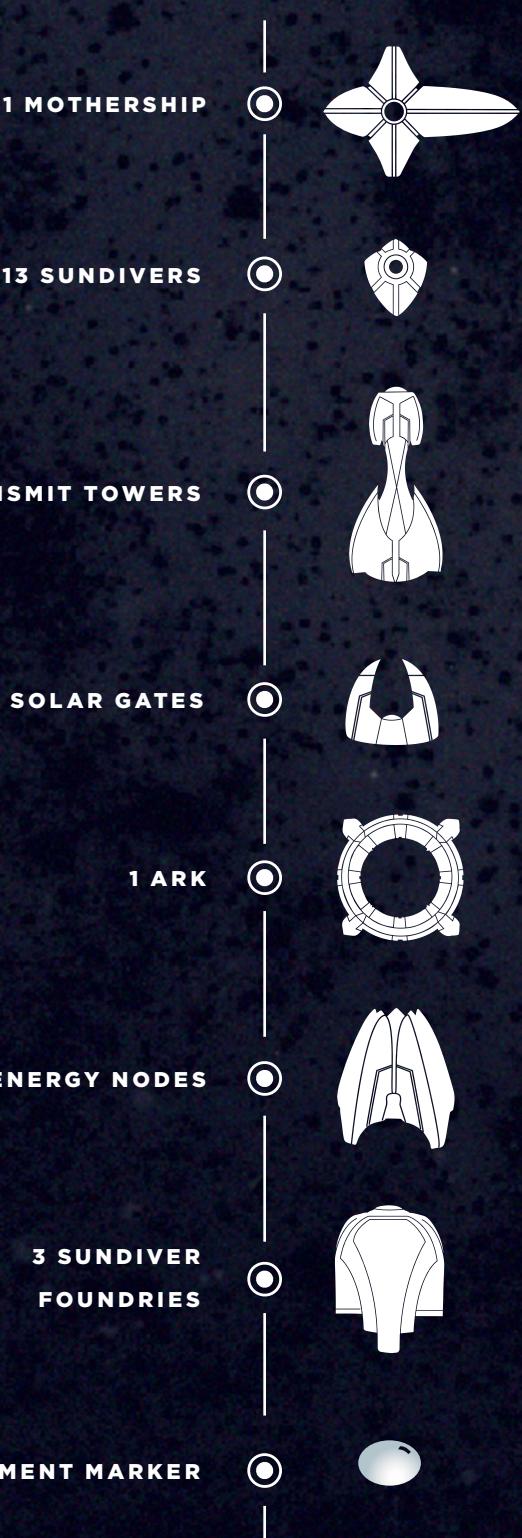
This is our only hope.



COMPONENT LIST



PLAYER PIECES



GAME SETUP

1 Lay out the **game board** (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**

Players select a **world** and take that world's **player aid** and:

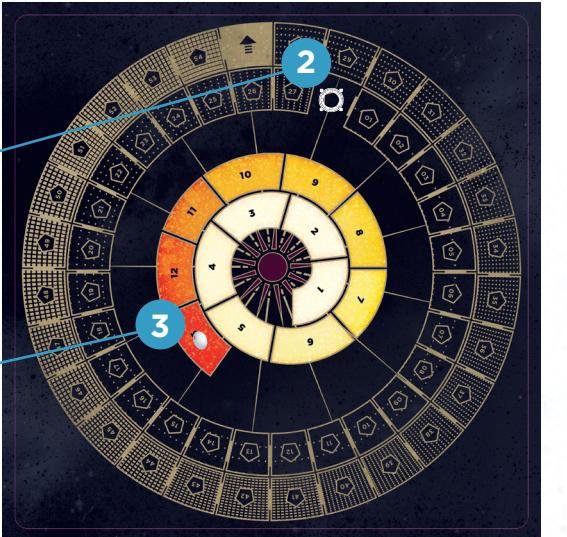
5 **Player holds**

- 8 active **sundivers**
- 3 **energy cubes**
- **Movement marker** on **movement track**, space 3

6 **Reserve**

- 5 **sundivers**
- 5 **solar gates**
- 3 **energy nodes**
- 3 **sundiver foundries**
- 3 **transmit towers**

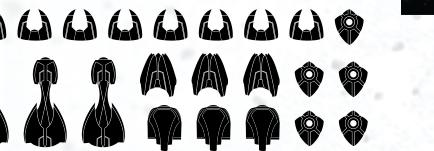
Sacrificing to the Reserve vs Recalling to the Hold - You have both a **reserve** and a **hold**. The **reserve** is where your unbuilt things live when they are out of play. This includes **sundivers** but also **nodes**, **foundries**, **towers** and **gates** that have not yet been converted on the board. Your **hold** is where your active **sundivers** reside, as well as any **energy** you currently possess. From the **hold** you can launch **sundivers** onto the board and fly them around. After converting, **sundivers** are sacrificed to the **reserve**, while after activating **sundivers** are recalled to your **hold**.



INSTABILITY DECK



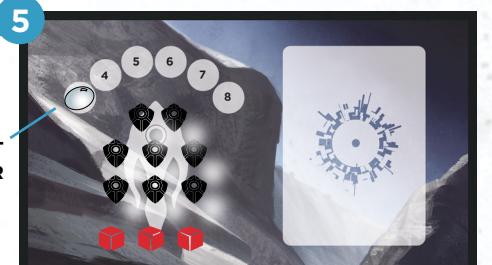
RESERVE



PLAYER SETUP

HOLD

MOVEMENT MARKER



7 Whomever has been closest to the Sun most recently is the first player.

8 Place each player's **mothership** on the board on the eyes between **outer** and **inner orbit**. Space them equidistantly but leave a gap between the first and last player. The amount of spaces between **motherships** will vary based on the number of players.

9 Construct the **instability deck** by adding the **solar flares** plus one other **suit** per player and shuffle the **deck**. Place the **instability deck** near the **momentum track**.

- 2 players = **solar flares** + 2 other **suits**
- 3 players = **solar flares** + 3 other **suits**
- 4 players = **solar flares** + 4 other **suits**
- 5 players = **solar flares** + 5 other **suits**

10 Select **instability effect cards** (same number as **suits** above) and assign each **instability effect** a **suit token** to correspond to one of the **instability suits** (**solar flares** also have an associated **instability effect**).

11 **Instability effect** titles are color coded:

- blue and green cards have simple **effects**
- yellow cards have more complex **effects**
- red cards have attack/negative **effects**

12 Each player in turn order places either a single **gate** or a single **station** (**node**, **foundry**, or **tower**), in any layer currently accessible by **gates** (there can only be one station per space and one gate connecting any two spaces). Then, each player places a **station** if they had previously placed a **gate**, or a **gate** if they had previously played a **station**, in any layer currently accessible by **gates**. After placing a **station**, each player advances their **movement track** to 4.

13 YOU ARE NOW READY TO PLAY!

NOTE: For your first game, we suggest using the blue titled cards. Once you know how to play, feel free to mix in other **instability effect** colors to create a custom mix for each game.

Warning: Only use red cards if everyone agrees they are okay with being targeted and attacked!

QUICK OVERVIEW

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

The image to the right is your **hold** (at least, if you are purple). It represents the inside of your **mothership** and will house your **energy**, active **sundivers**, **movement marker** and space for one **instability card**. Every turn you will perform one action, then advance your **mothership** one space forward along the **orbital track**.

You have three actions to choose from:

>>> MOVE

Launch active **sundivers** from your **mothership** onto the **game board** and fly them around the board and through **solar gates**.

(see MOVE, page 12)

CONVERT

Once your **sundivers** are in certain patterns you can convert them into **gates** or **stations** (**nodes**, **foundries** or **towers**)

(see CONVERT, page 14)

ACTIVATE

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. 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 converting and when activating.

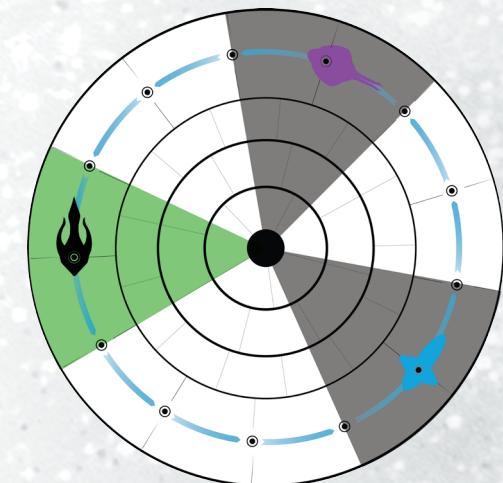


PURPLE PLAYER HOLD

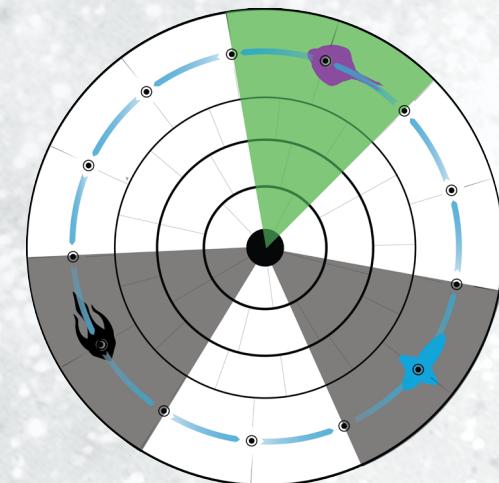
TURN ORDER & ORBITING YOUR MOTHERSHIP

The **motherships** are placed equidistantly on the eyes between **outer** and **inner 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.

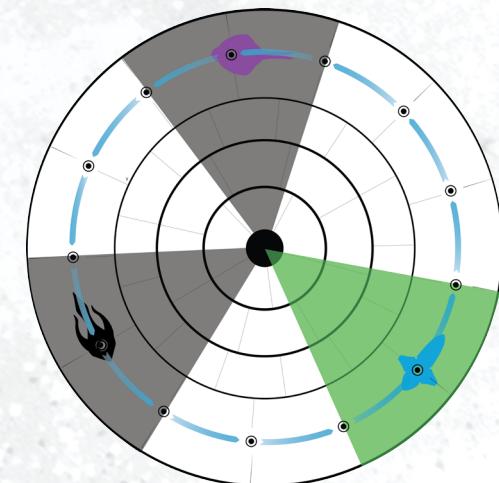
Orbiting signals the end of a player's turn. Once you've completed your action, advance your **mothership** one space along the arrows on the **orbital track**, closing the gap in front of you and creating a larger gap behind you. This indicates it is the next player's turn.



BLACK'S TURN



PURPLE'S TURN



BLUE'S TURN

EACH TURN
CHOOSE ONE

>>> MOVE

CONVERT

ACTIVATE

ACTIONS

>>> MOVE

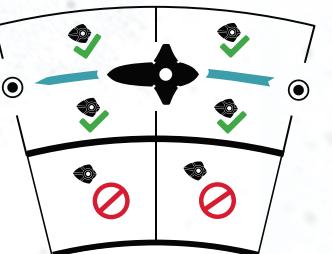


You start with three movement points (tracked by the **movement marker** on your **hold**), and gain one for each layer in which you own a **station**. You can spend your available movement points to do any combination of **launching, flying or hurling**.



LAUNCH

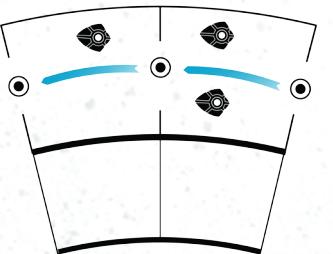
For one movement point you can launch an active **sundiver** from your **hold** onto the **game board** into any of the four spaces adjacent to your **mothership**. You cannot exceed a maximum of 5 of your own **sundivers** in any single space on the **game board** at any time during play.



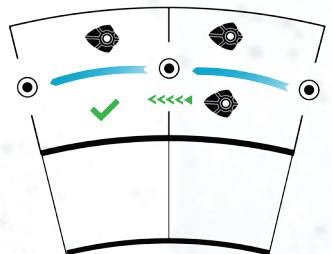
LAUNCH SUNDIVERS

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



SUNDIVER MOVES ONE SPACE



SUNDIVER MOVES ACROSS GATE

HURL

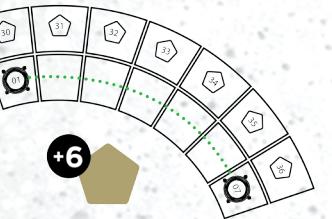
Sundivers in the **core** can spend one movement point and hurl themselves into the **heart of the Sun**. They are vaporized (removed from the game permanently) but you are able to capture the shockwave as **momentum**, advancing your **ark** two spaces on the **momentum track** for each **sundiver** hurled. You also draw one **instability card** per **sundiver** hurled and if that card happens to be a **solar flare**, you gain 1 more **momentum!** (all other **instability card** rules still apply, see INSTABILITY CARDS page 13)



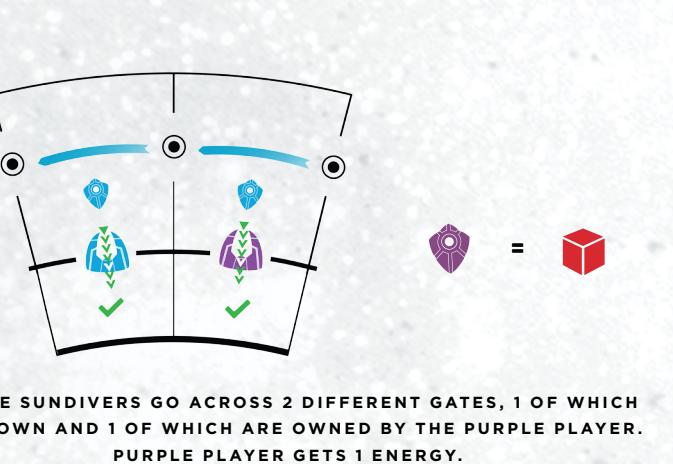
3 SUNDIVERS MOVE INTO HEART OF SUN



3 SUNDIVERS ARE VAPORIZED



ARK ADVANCES 6 SPACES ON MOMENTUM TRACK, 3 INSTABILITY CARDS ARE DRAWN



2 BLUE SUNDIVERS GO ACROSS 2 DIFFERENT GATES, 1 OF WHICH THEY OWN AND 1 OF WHICH ARE OWNED BY THE PURPLE PLAYER.
PURPLE PLAYER GETS 1 ENERGY.

ACTIONS



CONVERT



Sundivers in various patterns can be converted into **stations** or **gates**.

When you convert, place the **station** or **gate** on the **game board** and sacrifice the **sundivers** (put them back in your **reserve**, NOT your **hold**). You will have to rebuild them if you want to fly around with them again. Then, if you converted a **station** in a layer that did not previously contain one of your **stations**, advance the **movement marker** on your **movement track** one space. You are allowed a total of only one conversion per turn. Draw **instability cards** based on the layer you convert into (See DRAWING INSTABILITY CARDS page 13).

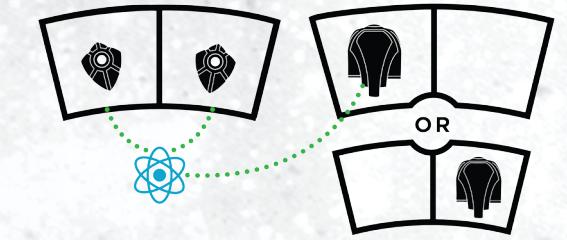


NOTE: If you ever start your turn and discover that you have no **sundivers**, deconstruct one of your **stations** or **gates** and return it to your **reserve**, then add 2 **sundivers** from your **reserve** to your **hold**. You may then proceed with your turn. However, you lose a movement point if you remove a **station** from a layer of the board where you have no other **stations**.



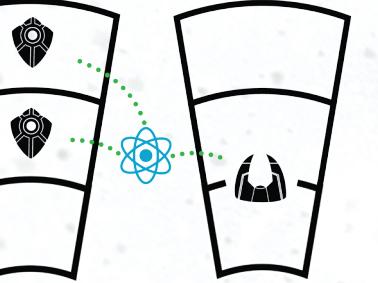
SUNDIVER FOUNDRY

Foundries are used to build **sundivers** from **energy**. Pattern is two **sundivers** in the same layer in adjacent spaces. You can place the new **foundry** in either of the spaces the sacrificed **sundiver** used to be.



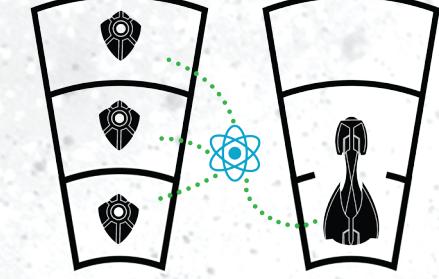
SOLAR GATE

Gates are used to connect the layers of the Sun. Pattern is two **sundivers**, one above the other - the **gate** connects the space of the deeper **sundiver** to an adjacent space in the layer below. Cards are drawn based on the deepest layer the **gate** touches.



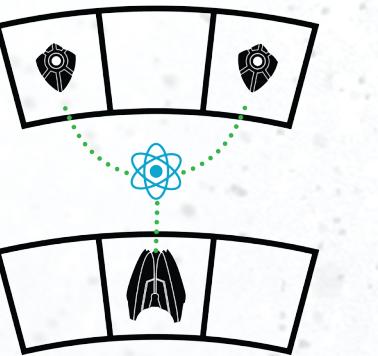
TRANSMIT TOWER

Towers are used to transmit **energy** to your **ark** on the **momentum track**. The pattern is three **sundivers** on three different layers (adjacent spaces) - the **tower** is placed in the space where the deepest **sundiver** was sacrificed.



ENERGY NODE

Nodes are used to harvest **energy** from the Sun. Pattern is two **sundivers** in the same layer with a gap between them - the **node** is placed in the gap between where the two sacrificed **sundivers** used to be.



IMPORTANT: There can only be one **station** in total per space and only one **gate** connecting any two spaces.

ACTIONS

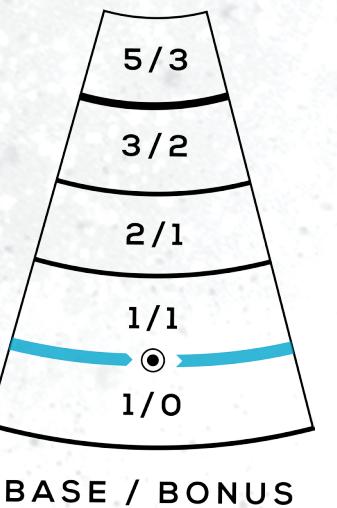


ACTIVATE

ACTIVATE

To activate **stations** (**nodes**, **foundries** or **towers**), you must have **sundivers** in the spaces containing those **stations** at the start of your turn. When you choose the activate action, you recall your **sundiver** back to your **hold** (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 **sundiver** per **energy**)
- **Transmit towers** use **energy** to boost your **momentum** (one **momentum** point per **energy**)



ACTIVATION REWARDS BY OWNER AND LAYER DEPTH

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 the depth of the layer the **station** is on.

IMPORTANT: Station rewards are ALL OR NOTHING - you can never do partial amounts of either the **base** or **bonus**.

For **foundries** and **towers**, if you do not have the full amount of **energy** required you cannot do the action/gain the reward (see examples on page X). Again: one **energy** is required per **sundiver** built at a **foundry** and one **energy** is required for each **momentum** point transmitted from a **tower** to your **ark**.

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

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 be activated once per turn however (so even if you have five **sundivers** on one **station**, you can only activate it once).

You cannot activate different types of **stations** (an **energy node** and a **sundiver foundry** for example) on the same turn, unless something like the **FESTIVAL effect** is in play (see INSTABILITY EFFECTS page 18).



IMPORTANT REMINDER: Once the **energy** has been paid (if any) and the activation reward received, recall the activating **sundiver** back to your **hold**. This is an important difference between converting and activating: when converting, the **sundivers** are sacrificed and placed in their **reserve**, and need to be rebuilt in order to use them again, but when activating **stations** the **sundivers** are recalled to the **hold** where they can be launched again on a subsequent turn. Do not mix these up!

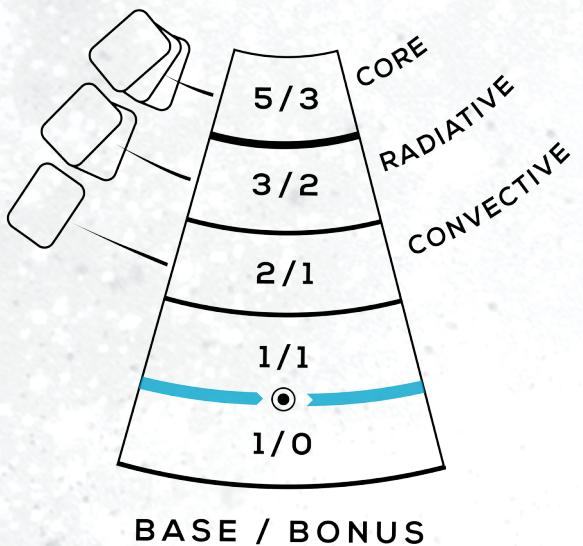
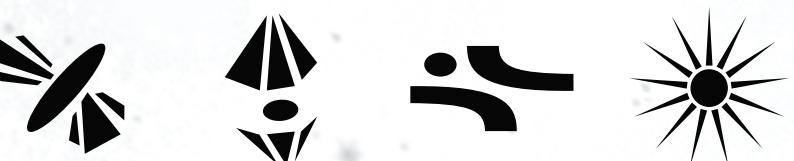
ENDING YOUR TURN

Once you've completed your action and have drawn any **instability cards** (see INSTABILITY CARDS page 13) your turn is complete.

Orbit your **mothership**! Then the next player can take their turn while you decide what card to keep. If someone really cares what card you keep, they can wait for you to pick, but in general play can continue. If it gets around to be your turn again and you still haven't decided which card to keep, the player on your right selects one at random from your choices.

INSTABILITY CARDS & INSTABILITY EFFECTS

Instability cards serve two functions in the game: they are the means for tracking time and they provide opportunity to use the unique set of **instability effects** selected at the beginning of the game.



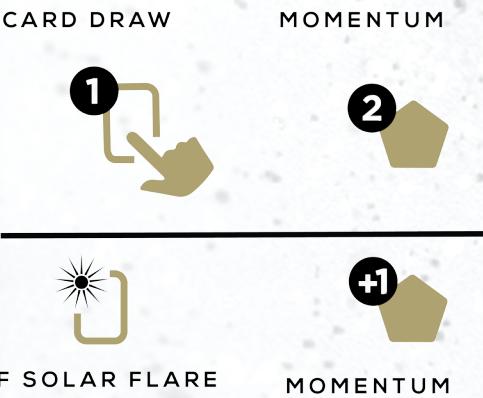
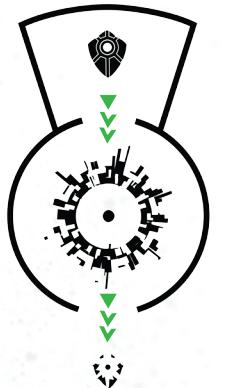
DRAWING INSTABILITY CARDS

The convert and 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 1 card
- **Radiative** = Draw 2 cards
- **Core** = Draw 3 cards
- Hurling into the **heart of the Sun** = Draw 1 card per **sundiver** hurled



SOLAR FLARES

For each **solar flare** drawn, three things happen (in this order):

1 DOWN SPIRAL

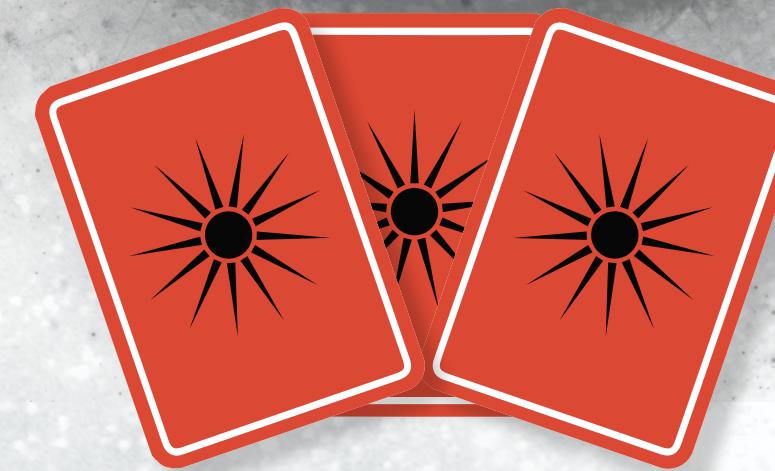
The **instability marker** descends on the **instability spiral**, counting down to our collective demise.

2 UNSTABLE ENERGY

All players with 13 or more **energy cubes** in their **hold** lose half of their supply (round loss down).

3 ORBITAL ACTIVATION

All **stations** in **outer orbit** (not **inner**) are activated for their respective owners. (Owner does not need to have a **sundiver** present at the **station**. **Foundries** and **towers** still require one **energy**).



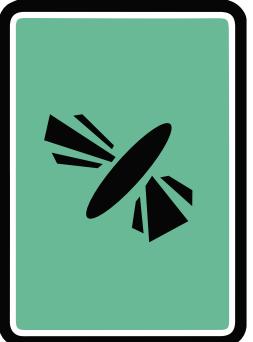
CHOOSING A CARD TO KEEP

- You can only keep ONE card in your **hold** for use on a future turn.
- If you have a card in your **hold** and draw more, you may choose to keep the old card or one of the new cards. Discard the others.

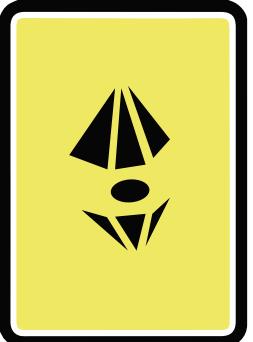


IMPORTANT NOTE: Orbit your **mothership** once you have drawn the cards and revealed any **solar flare**. The next player can begin their turn while you decide which card to keep. You must decide before your next turn begins or the player on your right selects one of the cards at random for you to keep!

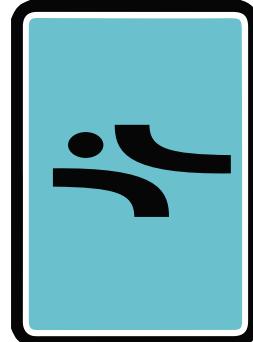
INSTABILITY CARDS & INSTABILITY EFFECTS

**MOVE****CONVERT****ACTIVATE****DRAW****PLAYABLE AT ANY TIME
DURING YOUR TURN**

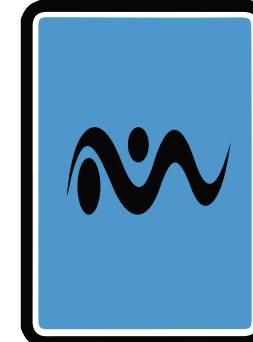
REFRACTION



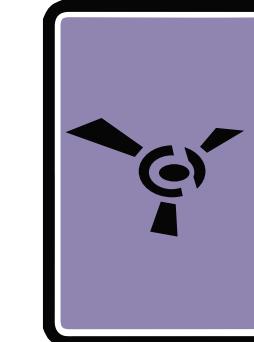
CONDENSATION



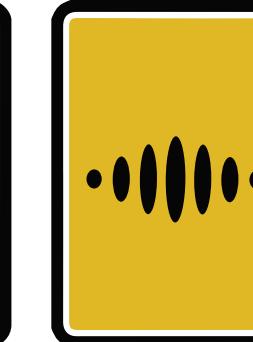
SUBDUCTION



OSCILLATION



DISSIPATION



REVERBERATION



EXPLOSION

USING YOUR INSTABILITY CARD (BASED ON INSTABILITY EFFECTS)

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 **instability effect** selected at the beginning of the game.

Instability effects each have a symbol indicating when they can be played: move, convert, activate, draw, or any time.

Discard the **instability card** immediately after use and before drawing any new cards as a result of your action.

For the full list of possible **effects**, see “INSTABILITY EFFECTS” in the Addendum below.

END OF GAME

When the 13th **solar flare** is drawn, any **towers** in **outer orbit** activate and then the game is immediately over! Whoever's **ark** 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

LONGER GAME

To play a longer game with a more strategic opening, during setup do not do the round of placing a **gate** and **station** for each player, and add an extra **suit** to the **instability deck** (still Ryan's preferred way to play).

TRIGGER FLARES

There are four **solar flares** in the game with a special mark, called **trigger flares**. These **trigger flares** are entirely optional. If used, at setup an event is chosen to occur each time a **trigger flare** is drawn. Some possible **effects** include:

- **ATTRITION:** Everyone loses one **sundiver** of their choice back to their **reserve**.
- **IMPLODE:** All **sundivers** on the board move down one layer, whether a **gate** is present or not. Any **sundivers** in the **core** are hurled.
- **EXPLODE:** All **sundivers** are pushed out one layer, whether a **gate** is present or not. Any **sundivers** in **outer orbit** are “lost in space”, and you must spend one move to fly them back into any space in **outer orbit**.
- **SUNWORM:** All **sundivers** not on a **station** are consumed and sent back to players **reserve**.
- **TELEPORT:** Each player chooses one **sundiver** in play (either on the board or in their **hold**) and places them anywhere on the board.
- **ENERGY GARDEN:** An **energy** is placed on every other space in the Sun.
- **PARASITE:** Each **trigger flare**, one parasite is added to the **core** for each player + 1. Every other **solar flare**, parasites move towards the nearest **station** on their level. If there is no **station** on their level, they move up one level. For each parasite on a **station**, the activation reward is reduced by 1 (first **base**, then **bonus**). If there are enough parasites on a **station** to reduce the **base** plus **bonus** reward to zero, the **station** is destroyed and the parasites are left on the board. You can take an activation action to remove parasites, one parasite per **sundiver** activated in that space. You may activate multiple **sundivers** in a single space to remove parasites, as well as **sundivers** in other spaces containing parasites. You cannot activate any other **stations** while removing parasites, unless you have a Festival card.

SOLO VARIANT

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

- Add one **suit** to the **instability deck** during setup.
- 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 **effects** 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 **instability effects** are in play, what if any **stations** and **gates** are already on the board, how many **sundivers** and **energy** you start with, if there are any restrictions on what **station** types you may build, and what the four **trigger flares** mean. There is also a scale for how well you have done based on what your score is.

SOLO SCENARIOS

Some solo scenarios are provided here. For others, see our website <http://elephantlaboratories.com/sol>

- **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 **instability effects**. > 16 points wins.
- **Chain:** 3 **suits**, one **effect** is Chain. Cannot build **towers**.
- **Exterminate:** 4 **suits**, Three **effects** are Exterminate, others are Bright. Start with a **foundry** in the **core**. Cannot build **towers**.
- **Parasite:** Distribute **effects** between Juggernaut, Procreate, Festival. Use the PARASITE **trigger flares**.
- **Energy Garden:** Distribute **effects** between Hyperdrive, Transcend, and Accelerate. Use the ENERGY GARDEN **trigger flares**.
- **Sunworm:** Distribute **effects** between Puncture, Juggernaut, Motivate. Use the SUNWORM **trigger flares**.
- **Implode:** Quickstart setup.

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**! When constructing the **instability deck**, use the **solar flares** plus one **suit** per player plus one extra.

For straight cooperative play pick two **instability effects** to use in the game and assign **suit tokens** to them as evenly as possible. In general, consider yourselves successful if the lowest scoring player has at least 13 **momentum**. You can also play any of the solo variants as coop!

ADDENDUM



FAQ

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.

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 deepest layer the **gate** touches.

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**.

Speaking of hurling, can I hurl stations for points?

IF the “juggernaut” **instability effect** is in play, you may hurl a **station** as if it were a **sundiver**.

How do I increase my movement points?

Movement points increase for each layer you have a **station** in. So, if you have three **stations**, but two are in the same layer, then your total is increased by 2. **Gates** are not **stations** and do not contribute to your total movement points.

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.

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.

When an solar flare is drawn, who benefits from the activation of all stations in outer orbit?

The owner of the **station** gains the reward, not the player who drew the **solar flare**.

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

No. “All or nothing” applies to all supply requirements.

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.

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!

LEVELS OF SURVIVAL

Instead of everyone perishing in a fiery cataclysm, if players decide they would like a more nuanced view of survival after supernova, you can play with these levels of survival. The following levels show the results of your efforts to save your people. If you were the winner of the game, read the text of the next higher level. (Special thanks to Jonathan C. Osborne for this variant).

0 - 7 momentum: YOU HAVE FAILED YOUR PEOPLE! Your feeble attempts to gather the needed energy was insufficient to power your Ark. All the inhabitants who had counted on you to save them are now doomed to annihilation as the sun goes supernova. At least you’ll get one last chance to look upon your homeworld from the bridge of the Ark before you are finally consumed.

8 - 12 momentum: ADRIFT IN DARKNESS. The energy you gathered was only enough to get away from the destructive path of the supernova’s infernal rage. Unfortunately, you and the few people you were actually able to save from one fate are now marooned in the vastness of empty space. Your home is gone and other habitable worlds are too far away. It is most likely that you saved your people from being consumed in flames only for them to die from suffocation and starvation.

13 - 20 momentum: HOME IN THE VOID. You saved your people from the supernova, but you simply do not have enough energy to get to any nearby planets. With the ingenuity it took to get this far and with the resources you’ve managed to bring with you, it is likely that you’ll be able to maintain a workable system that would allow your population to survive aboard the Ark. It’ll be a hard life, but at least your people will live on.

21 - 29 momentum: THE CHALLENGE AHEAD. You have managed to get your people away from the dying throes of the Sun in time. Your Ark has enough energy to get you safely to a nearby planetary system, but not much further. The planets available to you are not as hospitable as you’d like, but you’ve already overcome one tremendous hardship. Your people have survived an incredible trial and you’re certainly up to the challenge to make one of these unknown worlds your new home!

30 - 39 momentum: HOMeward BOUND. You have gathered more than enough energy from your dying star to save all the people who turned to you for their salvation. Your Ark flies swiftly from the wreckage of the worlds you once knew. Your people prepare themselves to settle a new alien world and build your civilization out of the ashes of the previous. The voices onboard your Ark rise in a song of defiance and hope, looking to the future.

40 - 49 momentum: THE GALAXY IS YOURS. Congratulations! You have saved your people from the threat of certain annihilation. Massive energy surpluses allowed you to make vast improvements to your Ark, transforming life aboard the massive vessel into something resembling your former Utopia. Your sensors are now able to scan farther and more accurately, allowing you more time to consider your final destination. With the entire galaxy before you, you have your pick of the planet you will eventually call home. Not only have you saved your people, but with so many worlds before you, you can rest assured that humankind will be able to spread out among the stars.

50+ momentum: TRANSCENDENCE. Your people captured almost the totality of the bound energy of the star, transforming it into an almost godlike command of spacetime. Your energy surpluses are such that you have enough to spare for other populations of humankind that were also fleeing their dying star. The other Arks are guided to safety under your banner owing their survival to your success. You will be forever remembered in the chronicles of galactic history!

INSTABILITY EFFECTS (ALPHABETICAL)

- ACCELERATE** - Choose a number: advance all **motherships** forward that many spaces along the orbital track.
- 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** - Activate one other player's **mothership** to add 3 **sundivers** from your **reserve** into the owner's **hold**.
(required: your **sundiver** on a space adjacent to another player's **mothership**)
- **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 any of the 3 "blighted" **sundivers** out of the other player's **mothership** onto the **game board**.
- CASCADE** - Perform an additional convert action where the **sundivers** involved are recalled instead of sacrificed.
- **CATAPULT** - Each of your **sundivers** may move across any one **gate** for zero movement.
Clarification: each **sundiver** gets the free move once and it does NOT have to be all over the same **gate**.
- CEREMONY** - Gain 1 **energy** for each **sundiver** you launch into **outer orbit** from your **mothership**.
- CHAIN** - For each **sundiver** in one connected chain with no loops or branches, the owner of that **sundiver** gains 1 free **momentum**. Recall every odd **sundiver**.
Clarification: **momentum** points are free, no **energy** required. "Every odd **sundiver**" means you start from one end of the chain (either is fine) and recall the first, then the third, etc. No loops means: if there is anywhere in the chain where the path could loop back on itself forever, **CHAIN** cannot be used on any of those **sundivers**.
- **CHANNEL** - For each card you draw, spend 1 **energy** to gain 1 **momentum**
- CLUSTER** - Twice this turn you may move all **sundivers** in a space as if they were a single **sundiver**.
Clarification: these moves are entirely separate. In each, move all sundivers in that space to one other space, then continue movement as normal.
- DUPLICATE** - Double the number of **sundivers** you build this turn, extra **sundivers** cost no **energy**.
- FESTIVAL** - Activate all types of **stations** in any order.
- FUEL** - Up to three times this turn, spend one **energy** to add 3 movement points.
- **HYPERDRIVE** - If you move only one **sundiver**, double your movement points and gain one **energy** for every third space moved.
- **INVADE** - Convert any **station** into your own by sacrificing 2 **sundivers** in its space (or 3 for **towers**). The previous owner receives that many **sundivers** from their **reserve** into their **hold**.
- JUGGERNAUT** - One of your **stations** counts as a **sundiver** for movement and hurling this turn.
- METAMORPHOSIS** - After activating a **station** you own, change it to any other **station** type.
- MOTIVATE** - Immediately activate a **station** after converting it (do not draw extra cards).
- PASSAGE** - Choose one sundiver: for each unique gate it crosses this turn, gain 1 free momentum.
- PILLAR** - Choose a **suit**: for each **instability card** of that **suit** you draw, gain 3 free **momentum**.
- PORTAL** - Your **sundivers** may launch out of any **mothership**, and all spaces adjacent to **motherships** are adjacent to each other.
- **PROCREATE** - Place one **sundiver** from your **reserve** into each space containing two or more of your **sundivers**.
- PULSE** - Activate all **stations** in **inner** and **outer orbit**.
- **PUNCTURE** - Move one **sundiver** through a barrier, sacrifice the **sundiver**, and place a **gate** on the **barrier** where it moved through.
- SQUEEZE** - Activate a **station** you own. If you draw a **solar flare**, you receive only the **base** and the **station** is destroyed. Otherwise, double the **base** and **bonus**.
- SWAP** - Swap the location of any two **sundivers** on the **game board**.
- SYNCHRONIZE** - For each **station** you activate, gain 1 free **momentum**.
- **TELEPORT** - Spend three movement points to move a **sundiver** to any space on the board.
- TRANSCEND** - Ignore **barriers** during movement.
- TRIBUTE** - For each **sundiver** on one of your **stations**, the owner gives you one **energy**.