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Game: **SOL: LAST DAYS OF A STAR**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

SOL

SETUP

Lay out the board on its 1-4 player or 5 player side. Place the **instability marker** on space '13' of the **instability spiral**.

Divide the red **energy cubes** into 2 reserve piles and place them in opposite corners of the board.

Each player chooses a color and takes the **hold** and components in that color. On your hold, place **8 sundivers**, **3 energy cubes**, and your **movement marker** on the first space (labeled '3') of the movement track.

Place a **player aid** near your hold. In a reserve near your hold, gather your **5 unbuilt sundivers**, **5 solar gates**, **3 energy nodes**, **3 foundries**, and **3 towers**.

Nodes, foundries and towers are called **stations**. Gates are not stations.

Each player places their **ark** on space 0 of the **momentum track** (stacking order does not matter).

Players place their **motherships** on the main board **equidistantly** on the eyes of the orbital track between *Outer* and *Inner Orbit*. The first player's mothership should be the only one to have a greater gap between it and the mothership ahead of it. The number of spaces between motherships will vary based on the number of players.

Construct the **instability deck** by shuffling together the **solar flares** ☀ with one other suit per player. Place this deck near the momentum track.

Select a number of **instability effect** cards equal to the total number of suits in the instability deck (including the solar flares suit). Lay them out next to the board, and assign each effect a **suit token** corresponding with one of the instability cards suits.

Instability effect titles are color coded: blue and green cards have simple effects; yellow cards have more complex effects; and red cards have attack/negative effects.

For your first game, use the blue titled cards. In later games, choose whatever custom mix of instability effects you prefer (but only use red cards if everyone is happy to play with aggressive and negative effects).

The **first player** is the player who has been closest to the sun most recently. Play proceeds clockwise from that player.

Vestigial Structures

If it is anyone's first game, or if you just want to play a quicker game, do the following after setup:

Each player in turn order places either a single gate into the *Convective* layer from *Inner Orbit*, or a single station in one of the spaces in *Orbit* or the *Convective* layer.

Then, each player places a station if they had previously placed a gate), or a gate (if they had previously played a station), in the same manner Once you place a station, advance your movement marker by one to the '4' space.

If you are not using vestigial structures, add one more suit into the instability deck and choose a new instability effect.

ACTIONS

If you begin your turn with no sundivers in the hold of your mothership or on the board, you must **deconstruct** one of your stations or gates before you take your turn. Add 2 sundivers into your hold from your reserve (or 3 if a tower).

On your turn, you must pick 1 of the following 3 actions:

1. MOVE

You start with 3 movement points (tracked by the movement marker on your hold), **and gain 1 for every layer in which you have built a station.**

You can spend your available movement points to perform any combination of **launch**, **fly** or **hurl**.

Launch

At the cost of 1 movement point, you may **launch** an active sundiver (from your hold) onto the board in any of the 4 spaces adjacent to your mothership. You cannot exceed a maximum of 5 of your own sundivers in any single space on the board at any time.

Fly

At the cost of 1 movement point per space, a sundiver on the board may **fly** from one space to an adjacent space. Sundivers can fly forward or backward and up and down, but can only fly through one of the barriers between the 3 layers of the sun by using a solar gate.

If you move across someone else's gate they gain 1 energy cube from a reserve pile. If you use multiple player's gates in one turn they each get 1 energy.

The maximum reward per player per turn is 1 energy, regardless of how many of their gates you use. You do not get the energy bonus for using your own gates.

Hurl

At the cost of 1 movement point, you may **hurl** a sundiver in the *Core* layer into the heart of the Sun.

It is vaporized (removed from the game permanently), but you may capture the shockwave as **momentum** – **advance your ark 2 spaces on the momentum track for each sundiver hurled**.

Draw 1 instability card for each sundiver you hurled, and if that card is a **solar flare**, you gain 1 more momentum.

2. CONVERT

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

When you convert sundivers, place the station or gate on the board and **sacrifice** the sundivers (return them to your reserve, *not* to your hold). They are now unbuilt and you will have to rebuild them if you want to launch and fly them around the board again.

You are allowed only 1 conversion per turn.

There can only be 1 station in total per space and only 1 gate spanning 2 spaces.

After conversion, draw a number of instability cards based on the layer you converted into.

Gates: cross the barriers between the layers of the sun
The pattern is 2 sundivers, one above the other. The new **gate** crosses the barrier below the lower sundiver used in the pattern. Cards are drawn based on the lowest layer the gate touches.

Energy nodes: harvest energy from the sun
The pattern is 2 sundivers in the same layer with a gap in between them. The new **node** is placed in the space between where the sundivers used to be.

Sundiver foundries: build new sundivers from reserve
The pattern is 2 sundivers next to each other on the same layer. The new **foundry** can be placed in either space.

Transmit towers: transmit energy to your ark on the momentum track
The pattern is 3 sundivers on the adjacent spaces crossing 3 different layers. The new **tower** is placed in the space where the deepest sundiver used to be.

3. ACTIVATE

To **activate** stations (nodes, foundries and towers), you must have sundivers in the spaces containing those stations at the start of your turn.

When you choose the activate action, recall your sundiver to your hold (it remains in play) and receive that station's reward:

Energy nodes yield new **energy cubes** (see below)

Sundiver foundries use energy to rebuild **sundivers** (1 energy = 1 sundiver)

Transmit towers use energy to boost your **momentum** (1 energy = 1 point)

The amount you receive for each activation depends on who owns it. **Anyone who activates a station gets the base amount. Then, the owner has the option to take the bonus amount.**

If the owner declines the bonus, the activator still has the option to take the bonus.

If the activator is the owner, they get the base amount *and* the option to take the bonus as well.

The amount you receive for each activation depends which layer the station is on:

	Base	Bonus
Outer Orbit	1	0
Inner Orbit	1	1
Convective	2	1
Radiation	3	2
Core	5	3

Station rewards are all or nothing; you can never receive partial amounts of either the base or bonus. If you do not have the full amount required you cannot choose the action or gain the reward. If you do not have enough sundivers in your reserve to complete the full foundry activation reward you cannot take that action/bonus.

You can activate as many of a single type of station as you have sundivers on those stations, no matter who owns the stations. Each individual station can only activate once per turn however.

You cannot activate different types of stations on the same turn.

After activation, draw a number of instability cards for each station activated based on the layer the station was on.

END OF TURN

Once you have completed your actions and drawn any instability effect cards, **advance your mothership 1 space counterclockwise** (following the arrows) **on the orbital track**.

This indicates that your turn is over and the next player's turn can begin.

INSTABILITY CARDS

Instability cards track time and allow players the opportunity to use the unique set of **instability effects** they selected at the beginning of the game.

Drawing instability and solar flare cards

When you take **CONVERT** and **ACTIVATE** actions in any of the 3 layers of the sun, or hurl sundivers into the sun, you must draw instability cards. For multiple activations, cards are drawn for each station activated in a single turn.

Draw the following number of cards for each station according to the layer:

Convective layer: Draw 1 card.

Radiative layer: Draw 2 cards.

Core layer: Draw 3 cards.

Hurling into the heart of the Sun: Draw 1 card per sundiver in a single turn.

For each solar flare card drawn:

1. The instability marker descends on the instability spiral, counting down to the players' collective demise;

2. All players with 13 or more energy cubes lose half their supply (round loss down).

3. All stations in *Outer Orbit* (not *Inner*) may be activated by their owner (the owner does not need to have a sundiver present at the station, but foundries still require 1 energy to build a sundiver);

Choosing a card to keep

You can only keep 1 card in your hold to use on a future turn.

If you have a card on your board and draw more, you may choose to keep the old card or one of the new cards. Discard the card(s) you do not keep.

Once you have drawn the cards and revealed any solar flare cards, advance your mothership; 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 picks one at random for you to keep.

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 card selected at the beginning of the game.

Instability effects each have a symbol indicating the action that can be used with them:

▶▶▶ Move

⚛ Convert

⚡ Activate

✊ Draw

⧗ Playable at any point during your turn

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

DECONSTRUCTING

If you begin your turn with no sundivers in the hold of your mothership or on the board, you must **deconstruct** one of your stations *or* one of your gates before you take your turn.

Stations

Remove the station from the board and return it to your reserve. Then move 2-3 sundivers from your reserve onto your hold (2 if you deconstructed an energy node or sundiver foundry; 3 if you deconstructed a transmit tower).

Reduce your movement points on your hold by 1.

Gates

Remove the gate from the board and return it to your reserve. Then move 2 sundivers from your reserve onto your hold.

END OF GAME

When the thirteenth red solar flare card is drawn, the game is immediately over. **The player farthest along the momentum track wins the game.**

VARIANTS

LONGER GAME

Do not set up with vestigal structures, and add an extra suit to the instability deck (choosing a corresponding instablity effect to go with it).

TRIGGER EVENTS

At setup, shuffle the some or all of the 5 **trigger flare** cards into the instability deck (4 is recommended), and choose 1 **trigger event** to place faceup near the board.

When a trigger flare is drawn, immediately resolve the trigger event, then remove the card from the game and immediately draw another trigger event to place faceup near the board.

SOLO VARIANT

To play a solo game, 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.

Each solo scenario has a special setup which governs how many suits you use, which instability effects are in play, what 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 which trigger event is used. There is also a momentum threshold required to win.

COOPERATIVE VARIANT

To play *Sol* cooperatively, use all the rules from the solo variant, except the final score for everyone is equal to the score of the player with the least momentum.

When constructing the instability deck, use the solar flares + one suit per player + one extra.

In addition to using one of the scenarios, you can play a straight cooperative game: pick 3 instability effects, and assign suit tokens to them as evenly as possible (some may have more than 1 token). You collectively win if the lowest scoring player has at least 13 momentum. To increase the difficulty, raise this number in increments of 3.