

# Sol: Last Days of a Star

A game for 1-5 players by Ryan Spangler, Sean Spangler, and Jodi Sweetman.  
Complete condensed rules for 2-5 players by Eric Postpischil, <https://edp.org/>.

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## Introduction

Send sundivers from your orbiting mothership to build structures, activate structures, or sacrifice themselves. Use structures to harvest energy, build sundivers, and transfer momentum to your ark, aiding its escape. Building and activating structures accelerates the explosion of the sun, which ends the game and the solar system.

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## Terms

A **station** is any structure other than a solar gate: an energy node, a sundiver foundry, or a transmit tower. The location of a **gate** is considered to be the deeper of the two layers it bridges. Radial is toward or away from the sun. Circular is clockwise or counterclockwise along any orbit or layer. Red instability cards are solar flares.

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## General Rule

Your movement power is always 3 plus the number of levels (0-5) on which you have a station.

- When you construct your first station on a level or deconstruct your last, adjust your movement marker.

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## Setup

Lay out the game board with the 1-2-3-4 dot (in a corner) side or the 5 dot side up, matching the number of players. Place the instability marker on space 13 of the instability spiral (inner track of the secondary board).

Put the players' motherships on the dotted circles on the board, spaced 6/4/3/3 segments apart for 2/3/4/5 players.

- There will be an extra segment before the first ship (counterclockwise from it) and after the last ship.
- The game rules say the player who has been closest to the sun most recently is the first player.

Give each player all other pieces of their color, their homeworld tile, a player aid, and a movement marker.

Give each player 3 energy cubes. Place the rest in two piles by opposite sides of the board.

For each player:

- Put your ark (ring) on space 0 of the momentum track (outer track of the secondary board).
- Put your movement marker (clear bead) on space 3 on your homeworld tile.
- Put 3 energy cubes and 8 sundivers on your homeworld tile.
- Put your remaining pieces aside as a reserve.

Construct the instability deck:

- Take all the solar flare (red) cards.
- Take all the cards of one additional color for each player. (Any colors; the choice has no effect on game play.)
- If not playing Vestigial Structures (accelerated start for new players, below), take all the cards of one more color.
- Shuffle the taken cards and place facedown by the secondary board. Remove the other cards from the game.

Prepare the instability effects:

- Select the tokens (disks) matching the colors used in the instability deck above, including red for the solar flares.
- Select an equal number of instability effect cards. Display them face-up on the table.
  - Select randomly or by player preference. With new players, use only blue cards. Introduce green and then yellow cards with experience. Use red cards (attacks and negative effects) only with player consent.
- Randomly put one token on each instability effect card. These denote what the instability cards do when played.
- Note that each effect card has an icon showing when it can be used: move, convert, activate, draw, anytime.

### **Trigger Events (optional)**

Shuffle some or all of the five trigger flare cards into the instability deck. The authors recommend four.

Choose one of the eight trigger event cards and display it face-up on the table. Remove the others from game.

When a trigger flare card is drawn, immediately perform the trigger event, discard the card, and draw another card.

### **Vestigial Structures (optional)**

For an accelerated start (recommended for new players), use this Vestigial Structures placement.

In turn order, each player places either a gate or a station in outer orbit, inner orbit, or the convective layer.

- These placements do not earn instability cards.

Repeat the above once except that each player must place a station if they previously placed a gate, and vice-versa.

Since each player now has a station in one layer, they set their movement marker to 4.

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## Play

Play turns until the sun explodes (13<sup>th</sup> flare is drawn). The current player's mothership has the larger gap ahead of it.

- If you start your turn with no sundivers in your hold or on the board, deconstruct a station (move it to your reserve) and move 2 sundivers from your reserve to your hold. (Adjust your movement marker if affected.)

On a turn, Move, Convert, or Activate, then draw earned cards, then move your mothership 1 unit counterclockwise. You may discard an instability card from a prior turn to use its effect, in addition to your Move, Convert, or Activate.

- Each instability card color has the effect on the effect card with the same-color token (placed during setup).

### Move

Ensure your movement marker is set to 3 plus the number of levels on which you have stations.

You may have at most 5 of your sundivers in one space at any time. (The total from multiple players may exceed 5.)

For each movement point, you may do any one of the following.

**Launch:** Move a sundiver from your hold to any of the 4 orbital spaces adjacent to your mothership.

**Fly:** Move from a space to an adjacent space. (Multiple players' sundivers may be in a space, but only 5 per player.)

- Radial moves into, within, or out of the sun (across thick black lines) can only be done through a gate.
- Circular moves (thin black lines) and radial moves outside the sun (thick gray/blue lines) do not require a gate.
- Each other player whose gate(s) you use this turn any number of times receives 1 energy cube from the supply.
  - The player receives only 1 cube regardless of how many gates are used or how many times.

**Hurl:** Move from the core of the sun into the heart. (This does not require a gate.)

- This vaporizes the sundiver (removes it from the game) and adds 2 momentum to your ark.
- Earn 1 instability card per sundiver hurled. Each solar flare drawn for these adds 1 momentum to your ark.

### Convert

Convert sundivers in particular patterns to a gate or station. (One per turn.)

- There may be only one station in a space. There may be only one gate connecting any two spaces.

Move the used sundivers to your reserve, and move the built structure from your reserve to the board.

**Solar Gate:** Two sundivers adjacent radially become a gate from their deeper space to the next deeper layer.

- The gate may be built on any segment on the bottom border of the deeper space without an existing gate.

**Energy Node:** Two sundivers on either side circularly of a space become an energy node in that center space.

**Sundiver Foundry:** Two sundivers adjacent circularly become a sundiver foundry in either space.

**Transmit Tower:** Three sundivers in consecutive spaces radially become a transmit tower in their deepest space.

Earn 1/2/3 instability cards for a **station** in the convective/radiative/core layer or for the deeper layer a **gate** bridges.

### Activate

Activate any or all stations (each optionally) of one type where you have a sundiver.

- Each station may be activated at most once per turn.
- Each activated station offers base production to the activator and bonus production to the owner.

The base/bonus production amounts for the activator/owner depend on the level:

- outer orbit 1/0, inner orbit 1/1, convective 2/1, radiative 3/2, core 5/3.

The activator must perform a station's base production in full, or the station is not activated, and there is no bonus.

- For a foundry, you must have the required sundivers. To transmit, you must have the required energy.

Bonus production must be performed in full or declined. If the owner declines, the activator may perform it, in full.

After each station activation, move the used sundiver to your hold.

**Energy Node:** Gain energy from the supply.

**Sundiver Foundry:** Convert energy in your hold to sundivers in your hold (moved from your reserve) at a 1:1 ratio.

**Transmit Tower:** Convert energy in your hold to momentum for your ark (advance on score track) at a 1:1 ratio.

Earn 1/2/3 instability cards for each activated station in the convective/radiative/core layers.

### Draw Cards

Draw and reveal earned instability cards one at a time. Resolve each solar flare before continuing:

- Advance the instability marker (inward, toward lower numbers).
  - Each player with 13 or more energy loses half (rounded down).
  - All stations in outer orbit (not inner) may be activated by their owners, without needing or using a sundiver.
- When a trigger flare card is drawn, immediately perform the trigger effect, discard the card, and draw another card. The player may keep one drawn card (but not a trigger flare) face-up (discarding a previous card if they have one).
- They may take their time deciding. If their next turn arrives, the player on their right picks one randomly.

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## End of Game

When the 13<sup>th</sup> solar flare is drawn, resolve it as usual, affecting players' energy and activating outer orbit stations.

Then the ark with the most momentum escapes and survives. The sun explodes, and the other players do not survive.

(As everything left behind is destroyed, there is no tie breaker.)