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Rules – Rough Draft 01

SOLARIUS MISSION 2nd Edition

A game by Michael Keller and Andreas Odendahl for 2-4 players

CONTENTS

- 1.0 Introduction
- 2.0 Game Components
- 3.0 Aim of the Game
- 4.0 Game Preparations
- 5.0 Player Mat
- 6.0 Action Dice and Tech Dice
- 7.0 Resources
- 8.0 Space Waste
- 9.0 Sequence of Play
- 10.0 Turn End
- 11.0 Endgame Scoring

1.0 INTRODUCTION

Your planet is becoming overpopulated. Precious resources are dwindling and it's only a matter of time before the world is plunged into the throes of total annihilation. Top tech corporations from around the globe have been both working together as well as racing to be the first to send manned expeditions into the galaxy in a global project called the *Solarius Mission*. The objective - build space stations, find new worlds on which to establish colonies, and ultimately to save your race from extinction.

You are the captain of one of these expeditionary forces. It's up to you to eXplore, eXpand and eXploit the planets you find in our nearby solar systems. But you only have a short amount of time in which to do this. Equip your ships with more powerful engines, gather the resources needed to accomplish your objectives, and become the hero of **Solarius Mission**.

2.0 GAME COMPONENTS

Each Solarius Mission copy includes:

- 7 space tiles
- 1 dice holding wheel “bridge”

- 4 player mats
- 20 action dice
- 1 bag for action dice
- 16 tech dice
- 8 colony discs (12 each in the player colors)
- 16 space stations (octagons, 4 each in the player colors)
- 24 mission marker cubes (6 each in player colors)
- 4 fuel point markers (small black discs)
- 4 SpaceBucks markers (small yellow discs)
- 70 resource cubes (pink)
- 50 space waste cubes (gray)
- 24 outpost markers (6 each in player colors)
- 4 plastic space ships (1 each in player colors)
- 36 cardboard planet discs
- 4 cardboard player drive markers (1 in each player color)
- 16 cardboard common drive markers
- 6 cardboard commercial hubs (letters A to F)
- 32 progress cards
- 2 holders for progress cards and commercial hubs (each consisting of 2 parts)
- 24 space station cards (4 identical player sets of 6 cards each)
- 4 game stat cards
- 1 starting player token
- 4 play aids (back printed, English-Spanish)
- 1 scoring pad
- 1 rulebook
- 1 glossary

2.1 THE SPACE TILES

In ***Solaris Mission***, space consists of a center and six outer tiles that are placed next to the center in any alignment the players choose.

The *center* contains the home planet in the middle; it is the starting space for all players' space ships. The center also has four planet spaces.

The outer space tiles have spaces for planets, portals (for space jumps), and commercial hubs to be built.

2.2 THE BRIDGE

The *bridge* holds the action dice. The spaces of the bridge align with the spinner arm to also show player bonuses and penalties.

2.3 THE PLAYER MATS AND THE TECH DICE

The player mat and each player's four technology (tech) dice are the engines that drive a **Solarius Mission** game. The four tech dice should be placed one per row on the mat according to their colors. They will shift to the right and grow in value during the game. The player mat and rules surrounding the tech dice are explained further in sections 5.0 - 8.0 in this booklet.

2.4 THE ACTION DICE

Players draw each of the twenty action dice from the bag during a game phase and place them on the bridge, one at a time. Each player then has the choice of drafting among four dice each turn.

2.5 ADDITIONAL PLAYER MATERIALS

In addition to the player mat and tech dice, each player has one fuel marker and one SpaceBucks marker, a play aid listing important steps in the turn sequence and endgame scoring, plus twelve colonies, four space stations, one space ship, six mission markers and six outpost markers, each in the player's color.

2.6 THE PLAYING CARDS

Solarius Mission contains a total of 60 playing cards – 32 progress cards, 24 space station cards, and 4 game start cards.

At the start of the game, each player receives a random hidden game start card containing the individual starting positions for their dice and resource cubes on their player board.

Moreover, each player has an identical set of 6 space station cards that give advantages during the game.

Players can use the 32 progress cards either as *missions* or *developments*. Both the drawing deck and the discard deck are located on the progress cards cardholder.

2.7 COMMERCIAL HUBS, PLANETS, AND DRIVES

Commercial hubs are Solarius Mission's game timer. There are six hub markers, four of which will be randomly drawn and placed face down on the Commercial Hub holder. The flipside of the commercial hubs are marked with the letters A through F. At the start of each of the four rounds, one of the commercial hubs will be placed on the game board based on these letters. At the start of the game, commercial hubs are put on the commercial hub holder. Players may fulfill missions at commercial hubs.

Players can settle planets to earn victory points at the end of the game.

The Drive Markers allow a player's space ship to increase its range.

2.8 SCORING PAD AND GLOSSARY

The scoring pad is used during endgame scoring and helps players add up their victory points. *If necessary, players may photocopy additional copies of the scoring sheets.*

The glossary has a summary of the progress cards, the space station cards, the outposts, and the planets.

2.9 RESOURCES, SPACE WASTE AND THE STARTING PLAYER TOKEN

Additional components in ***Solarius Mission*** are the starting player token and small cubes representing Resources (pink) and Space Waste (gray). NOTE: All resource cubes are pink – a cube's location on the player mat determines the resource type (see 5.0).

Example: *If a resource cube is in the topmost black row, Marion has a black resource.*

3.0 AIM OF THE GAME

With their space ships, players explore faraway planets, develop new technologies with their tech dice, and send settlers into space. They try to avoid space waste in the process, but certain actions will cause players to collect it. Too much space waste, and players receive negative points at the end of the game.

Solarius Mission is a very strategic game – it is important to think ahead and optimize one's strategy.

4.0 GAME PREPARATIONS

The players put together **the playing area** with the seven interlocking space tiles. They start with the center showing the players' home planet in the middle. The other six tiles are placed circularly around the center in any alignment. In this way, the board is different in each game.

One player shuffles the **planet** tiles. They then sort out planets according to the number of players – remaining tiles are put back into the game box without looking at them.

- In a 4-player game, the player removes **one** planet per color.
- In a 3-player game, the player removes **two** planets per color.
- In a 2-player game, the player removes **four** planets per color.

Now the players put one planet tile per planet space on the game board according to the number of players.

- **Center:** The home planet is the starting space for all players and never has a planet tile placed on it. In addition, the center has four planet spaces. Spaces showing a “3” are only used in a 3-player game. In a 2 or 4-player game, these two spaces are *not* occupied.
- **Outer space tiles:** Players always put hidden planet tiles on planet spaces without numbers; planet spaces with the number “3” are used only in 3 or 4-player games, planet spaces with the number “4” are used only in 4-player games.

Players pool **resources** and **space waste** markers next to the space.

One player places the **commercial hub holder** next to the space and shuffles the six **commercial hub** markers face down. Place four of the markers on the Commercial Hub holder without looking at the underside, then place the remaining two markers back in the box.

Each player receives:

- One **player mat**, which the player places in front of them. *The mats depict a color marking at the base (lower right engine spot).*
- Four **tech dice**, one in each color, which the player puts on the spaces of column I according to their color, “1” side up.
- The **player materials in their respective colors:** 4 space stations, 12 colonies, 1 space ship, 6 mission markers, 6 outposts, and 1 drive. The space ship is placed on/next to the home planet in the center of space. The space stations are placed on their four spots on the left side of the mat, and the drive at the bottom in the notch of the same color.
- Two **discs**, one yellow and one black: These are placed on space 2 of the fuel/SpaceBucks track at the top of the mat. Each player starts with two fuel points and two SpaceBucks (the currency in *Solaris Mission*).
- One set of six **space station cards**.
- One **player aid**.

One player shuffles the **game start cards** and gives one to each player. Start cards depict the individual starting position of a player:

- The player shifts one tech die one space to the right to column II.
- The player upgrades another tech die to two points.
- The player receives two resources each in the other two colors which they then place on the depicted empty storage spaces.
- The cards also show the numbers of two progress cards. The player receives those two starting progress cards – their initial hand.

Afterwards, all game start cards are put back into the game box.

Example: Marion receives her game start card and adjusts her starting position accordingly. In addition, she receives progress cards 4 and 5 into her hand.

One player places the two cardholders next to space. They shuffle the remaining **progress cards** and place this deck face down onto one cardholder. *With fewer than four players, unused progress starting cards are also shuffled into this deck.*

With **four players**, all action dice are put into the bag. With **three players**, only sixteen dice are used (one die per color is put back into the box). With **two players**, only twelve dice are used (two dice per color are put back into the box).

One player places the **bridge** with the *bonus wheel* next to space so that the arrow of the bonus wheel is pointing to the edge of any space.

A **starting player** is determined randomly. They receive the starting player token.

The starting player draws four **action dice** out of the bag and rolls them. They place the dice according to their values on the *bridge* (see also 6.0). To determine the value of a star symbol, the starting player uses their tech dice of the same color. Afterwards, they place the die or dice with the highest value in the space next to the arrow with value “-1”. A die or dice with the next highest value are placed on the second space with value “0” etc. At the start of the game, several action dice may be put in the same space of the bridge.

(Callout box)

GAME PREPARATIONS WITHOUT GAME START CARDS!

After a few games, the players may play without the game start cards. They begin in this way:

One player shuffles all progress cards and gives each player three. Each player selects two of them to keep and puts the third on the discard pile.

Each player then chooses their starting position themselves. A player shifts one tech die one space to the right to column II and upgrades another tech die to two points. They take two resources in the other two colors. *In this way, each player may select a starting position according to the selected progress cards.*

Now the game may begin!

5.0 PLAYER MAT

The player mat is a central element of ***Solaris Mission***. Each player has their own mat showing the development of their space ship.

At the top (A) there are the reminders for exchange rates. Each player may exchange 2 fuel points and/or SpaceBucks for any resource (left) and/or any 2 resources for 1 fuel point or SpaceBuck (right) in their turn.

Below that is the fuel/SpaceBucks track (B). With a black fuel disc and yellow SpaceBucks disc, the player shows how much fuel and how many SpaceBucks they have. A player may *never* have more than 10 fuel points or SpaceBucks. To the left of this track is the reminder that each player may purchase an additional space ship range for 2 fuel points each in their turn; to the right is the reminder that the player may buy an additional die point for 2 SpaceBucks each. At the end of the game, each player receives 2 victory points for 10 fuel points and 10 SpaceBucks each; 1 victory point each for 5 to 9 fuel points or SpaceBucks each.

At the top of the left side of the mat, there are three spaces for space waste cubes (C) and the reminder that the player loses points for each additional space waste cube next to the mat at the end of the game.

Below this are the spaces for the four space stations with their costs (D) – how many resources of which sort the players need for the space stations. The first space station, for example, costs resources of one kind and a value of 3, as well as resources of *another* kind and a value of 2. A player always has to build their space stations in sequence from top to bottom!

At the end of the game, the player receives victory points for the second to fourth built space station (for building all four space stations, a maximum of 6 victory points). The player places the accompanying space station cards to the left of the mat.

At the right side of the mat there are four spaces for the action dice the player selected (E). Below these spaces is the transformation space(F). Here the player may place *one* action die *per game phase*. This die becomes ‘wild’, taking on any other color and the effects thereof. However, the player must immediately take 1 space waste cube and put it on a legal spot (or next to their mat, if there is no room). The point value of the selected die does not matter.

To the right of the standard dice placement space is the research space (G). If the player places any action die here, they may draw one progress card or play one from their hand. However, as with the transformation space, the player immediately has to take one space waste cube and put it on a legal spot (or next to their mat). The point value of the selected die does not matter.

The player places progress cards to the right of the mat (H)– mission cards at the top, development cards below. The player loses points for unfulfilled missions at the end of the game.

At the bottom left of the mat, the player puts planets that they intend to settle. At the bottom right they put planets that they have successfully settled (I). As reminders, it is listed that planets not settled at the end of the game cost the player victory points (left), and that a player receives 2 victory points per three settled planet colors and 4 victory points for all four planet colors settled (right).

The players mark the speed of their space ship (the range their ship can travel in hexagon spaces in space) at the lower side of the mat (J). Each space ship starts with a drive in the player

color already installed (Range 1) and has room for three further drives that a player may buy with fuel. A player may increase the range of their drives from “1” to “2” by paying in fuel.

The heart of the mat is the four central rows (K). In each of the four rows, there is always one *tech die*.

Pink spaces in all rows always have room for one resource. Resources have, according to the column of the mat, a value of 1, 2, or 3 (shown in Roman numerals). All resource spaces that are to the left of a tech die are storage spaces for a player’s resources. All resource spaces that are to the right of a tech die are “blocked.”

The **black tech die** in the top row brings fuel and black resources.

The **yellow tech die** in the row below brings SpaceBucks and yellow resources.

The **turquoise tech die** in the row below brings turquoise resources and *upgrades the tech die of the player’s choosing* (see the next paragraph).

The **brown tech die** in the bottom row brings brown resources and shifts the tech die of the player’s choosing to spaces in columns further to the right (each column is marked with Roman numerals I-V at the bottom).

When a player uses the turquoise die action they can upgrade (increase the pip count) it or any other tech die to the next higher tech level. “Higher” point values allow a player more extensive actions. Turning a die to the next highest value costs as many action points as the die had pips *before turning* (e.g. turning a die from 1 to 2 costs 1 action point, 2 to 3 will cost 2 action points, etc.).

If a player uses the brown die to shift tech dice to spaces in columns further to the right, they receive, among other things, storage spaces for additional and more valuable resources. Shifting a die costs action points – as shown in the top left of all spaces starting in column II. For example, shifting a die from column II to column III costs 2 action points. If the player manages to shift a die to columns IV and V, they additionally receive the victory points listed in column IV – see 10.0.

6.0 THE ACTION AND TECH DICE

Action dice have sides showing 1, 2 or 3 pips, a star (twice) and a star + 1 pip. The rolled pip count is the number of available action points the player can use for their action. A star brings a player as many action points as the pip value of their tech die in the same color. A star + 1 means that a player gets as many action points as the value of their tech die in the same color *plus one*.

Example: Marion selects a black action die with star + 1. Her black tech die has a value of 2 – therefore she receives 3 action points.

The player increases the values of their tech dice by actions of the turquoise die during the game. Tech dice have the following sides: 1, 2, 3, 4, 4 + 2 victory points and 4 + 4 victory points. *Upgrading above value 4 earns the players victory points at the end but does not bring further advantages during the game.*

7.0 RESOURCES

The players store resources on their player mats like a pyramid.

At the start of the game, the players only have the storage spaces to the left of the tech dice available for resources: in three of the rows only two resources are stored, in one row there is room for three resources.

If a player shifts one of their tech dice - by actions of the brown die - to columns further to the right, they will have additional storage spaces available to the left of the action die.

Resources in column I storage spaces have the value 1, in column II value 2 and in column III value 3.

The player may *only* place resources in a row in column II when they have *more filled storage spaces in column I of the same row.* This means they must have at least two resources in column I before they may place their first resource in column II. If a player would like to place a second resource in column II, they need all three resources in column I. To place the resource in column III, a player must have all three resources in column I and both resources in column II (again, like a pyramid).

Example: Marion has already stored three yellow resources on her mat in earlier turns. She receives two more yellow resources and puts them in her column II storage spaces.

If a player removes resources from their player mat, they do not have to use the system mentioned above! This means they may remove a resource from column I in a completely filled row. As the row gets refilled, the storage space rules above again apply. Resources placed on the mat may not be repositioned on the mat.

In Solarius Mission, all “prices” have two different listings:

- 2 (brown cube graphic), 5 (brown cube graphic) etc: The player needs resources of a certain kind with the total value of 2, 5, etc. This does not necessarily mean 2, 5 or more individual resource cubes; it is only important that the value of these resources is identical to the total value!

- (turquoise graphic), 2(yellow graphic) etc: The player needs resources of a certain color and a certain value; e.g. a resource with the value of 3, two resources with the value of 2 each, etc.

8.0 SPACE WASTE

By conducting various actions, a player receives gray space waste cubes.

Each player has three spaces for space waste in the top left of their mat. If all spaces are filled, the player *must* put additional space waste cubes *next to* their mat.

NOTE: During the game, a player may gain additional spaces for placing space waste by building space stations. Moreover, in specific circumstances, they may remove space waste cubes from spaces again.

Space waste cubes that are next to a player's mat can never be removed. A player will have those cubes until the end of the game – each cube costing the player 1 victory point.

When adding additional space waste storage spots to the board, you may not move previous space waste overflow onto these spaces.

*In the Sequence of Play section we mention **Attention: Space Waste** when a player receives space waste cubes.*

Example: *Marion has taken 5 space waste cubes during the game. Therefore, the 3 spaces on her mat are full and 2 cubes are already next to her mat. After building a space station, she again has room for 2 more space waste cubes. Unfortunately, she may not transfer the 2 cubes next to her mat and will lose 2 victory points at the end of the game for sure!*

9.0 SEQUENCE OF PLAY

Solaris Mission is played over the course of four phases.

At the start of each game phase, a new commercial hub is built in space.

In each phase, players conduct four turns each. Each turn consists of three actions:

- Select an action die and conduct that die action (mandatory)**
- Conduct one supplementary action (voluntary)**
- Refill the bridge with a new action die and hand back to the next player (mandatory)**

Moreover, the players may always perform

d. Any Time actions

during their turn.

When the players have conducted all turns of a game phase and the action dice bag is completely empty, the **end of phase** sequence begins. All players may use their built space stations *now* and must conduct a few administrative tasks.

After four game phases, **Solaris Mission** ends with the **final scoring**. The player who now has the most victory points wins the game!

9.1 START OF A GAME PHASE – COMMERCIAL HUB

At the start of a game phase, the starting player takes the *commercial hub* from the space of the current game phase, turns it and places it on the corresponding hexagon in space. The letter on the flipside (A-F) tells the players where the commercial hub should be placed.

When the fourth commercial hub is placed, the last game phase begins.

Example: *Marion turns over commercial hub B and places it on the corresponding hexagon of one of the outer tiles in space.*

9.2 A PLAYER TURN

The player conducts the three actions of their turn.

A. SELECT ACTION DIE AND CONDUCT DIE ACTION (MANDATORY)

First, the player selects one action die from the bridge and places it on their mat – either on one of the four standard die spaces, on the transformation space, or on the research space. *This die may no longer be selected by another player!*

First, the *die bonus* is determined. The number on the bonus wheel pointing to the space of the action die shows how many fuel points or SpaceBucks the player subtracts or receives on their Fuel/SpaceBucks track. If the player gets a bonus of 2 or 3, they may take any combination of fuel and SpaceBucks. Fuel and SpaceBucks are immediately adjusted on the track of the player's mat.

Example: *Marion selects a black die and places it on her first normal dice space on her mat. Because of the "-1," she pays 1 fuel point.*

With this action die, the player now conducts a die action. They use the action points of the action die. When the action die shows a star, the player uses the value of their tech die of the same color (see 6.0). The action die color determines the kind of action.

Buying additional action points: When a player conducts a die action, they may buy additional action points with their SpaceBucks. Each additional action point costs 2 SpaceBucks. The player must use these purchased action points immediately.

Example: *Marion has taken the black action die that brings her 3 action points. However, she would like to use 4 action points and buys the fourth point with 2 SpaceBucks.*

Attention: Space Waste. Each player taking an action die that brings them *3 or more action points* immediately takes on 1 space waste cube. They do *not* get space waste when the action die points are 3 or more after buying additional points, or by certain development cards.

Transformation Space: Once per game phase, the player may place a selected action die in the transformation space (instead of a “normal” space). The player may change the die on the transformation space to any other color to conduct the action of their choice. If the die shows a star, the player uses their tech die of the new color to determine the action points. The die remains in this space until the end of the game phase; therefore this move may only be used once per phase.

Attention: Space Waste. If the player uses this space, they take on 1 space waste cube.

Research Space: Once per game phase, the player may place a selected action die in the research space instead of a “normal” space. Before the player conducts their normal die action, they draw a progress card from the deck (remember the hand limit of 3 cards!) or they play a progress card they already have in their hand (see below, “playing a progress card”). The die remains in this space until the end of the game phase; therefore this move may only be used once per game phase.

Attention: Space Waste. If the player uses this space, they take on 1 space waste cube.

Some progress cards have a space to place a selected action die in order to trigger certain effects. As above, a die remains in this space until the end of the game phase; therefore this move may only be used once per game phase.

THE PLAYER MAY ALWAYS CHOOSE BETWEEN TWO DIE ACTIONS:

I. Taking resources in the color of the action die

According to the available action points, the player takes a number of resources in the color of the action die and places them in empty warehouse spaces of the same color (see 7.0). If they do not have enough warehouse space, surplus action points are forfeited. If the player receives 3 resources, they take 3 cubes and distribute them on warehouse spaces. The player does not

necessarily receive resources of value 3; according to their placement space their value may be higher.

Example: *Marion places two resources on warehouse spaces in column I, and the third on a warehouse space in column II. These new resources have a value of 4.*

II. Conducting an action in the color of the action die

The color of the action die determines the possible action:

- **Black action die:** The player receives a number of fuel points according to their available action points and adjusts the fuel marker on their track. *The track has a maximum of 10 fuel points; surplus points are forfeited.*
- **Yellow action die:** The player receives a number of SpaceBucks according to their available action points and adjusts the SpaceBucks marker on their track. *The track has a maximum of 10 SpaceBucks; surplus SpaceBucks are forfeited.*
- **Turquoise action die:** The player uses their action points to upgrade any of their four tech dice (see also 6.0). Upgrading an action die costs action points according to the value of the tech die. To upgrade a tech die, the player has to spend as many action points as the tech die had pips *before upgrading*. If the player has more than 1 action point, they may upgrade a die or dice more than once. *Surplus points are forfeited.*

Example: *Marion has 3 turquoise action points and therefore may upgrade the black tech die twice. The first upgrade costs 1 action point, the second one 2 points. Her die now has a value of 3. Instead, Marion could have upgraded three different dice of values 1 to 2.*

- **Brown action die:** The player uses their action points to shift any of their four tech dice columns *farther to the right*. Shifting a die costs different amounts of action points according to the column of the die. The shifting costs are listed in each space of the columns. As long as a player has action points, they may shift one die several columns or shift more than one die with this action. *Surplus points are forfeited.*

Example: *Marion has 3 brown action points – she shifts the black tech die (1 action point) from column I to II, then the yellow tech die (2 action points) from column II to III.*

B: CONDUCT SUPPLEMENTARY ACTION (VOLUNTARY)

After the die action, the acting player may perform an optional supplementary action. The player either upgrades their space ship without space flight, or they decide to perform space flight.

I. Without Space Flight – upgrading the space ship

The player's space ship stays at its hexagon in space with this action. Now the player may upgrade their space ship drive (I.1), draw 2 progress cards (I.2), or play 1 progress card (I.3).

I.1 Upgrading the space ship drive

At the start of the game, each player has one drive marker in their respective colors. This marker has the value 1 and may not be upgraded.

With a supplementary action, the player may purchase up to 3 drive markers for 3 fuel points each. The player subtracts the total costs from their fuel track on their mat.

The drive markers determine the range of the space ship (see "space flight").

Example: *Marion purchases 2 additional drive markers and places them at her mat. She pays 6 fuel points and subtracts them from her fuel track.*

I.2 Drawing progress cards

The player first draws the two topmost cards from the drawing deck and takes them to their hand. Then they put one of their hand cards on the discard stack. If the deck of progress cards is ever empty, the discarded cards are shuffled and form the new drawing deck.

Hand and card limit: Each player may have a maximum of 3 progress cards in their hand. During an action, for example while drawing new cards, a player may temporarily have more than 3 cards. However, the player must immediately discard surplus cards to stay within the limit.

I.3 Playing a progress card

The player plays one progress card from their hand.

Each card gives the player two possibilities. They may play it as a *mission* or, turned by 180 degrees, a *development*.

The player places missions at the top right of their mat; developments are placed below. After placing the card, only the selected function should be visible (half of the card). The order in which cards have been placed does not matter; additional cards are put below cards already played.

If the player plays a card as a mission, they immediately place one of their colored mission markers onto the small square with the green check mark. This shows that the player has *not* completed the mission. Only when the mission is complete does the player remove the cube from the card again. *The player may only have a total of six missions during the course of the game.* Then their supply of mission markers is exhausted.

Example: Marion plays a progress card as a mission and puts it partly below her mat. She puts a mission marker on the square with a green check mark to show that the mission has not been completed yet.

The effects of developments may be immediately used after playing the card. Details on all effects may be found in the glossary.

II. Space Flight

The player first flies into space with their space ship, after which they may *settle a planet* (II.1), *build a space station* (II.2), or *complete a mission* (II.3). Under certain circumstances, the player may *build an outpost* (II.4). All of these actions earn the player victory points at the end of the game. Moreover, the player will get additional points when they place their space stations, colonies and mission markers near commercial hubs *and* in close distance to each other.

Space flight: The player's space ship has a certain range according to its available drives. The player determines their range by adding up the value of all their ship's drives. Each "point of range" allows the space ship to move to an adjacent hexagon in space. A player never has to use the maximum range; i.e. with a range of 3 they may fly between 0 and 3 hexagons. If they do not use their full range, any unused range points are lost for that turn.

Range increase: When a player conducts space flight, they may always buy additional points of range with fuel. Each additional point of range costs 2 fuel points. The player has to use purchased points immediately and adds to their "standard" range.

Portals: A player may activate the portals in space by paying for them with range points. To do this, players remove one drive point when using a portal. A player may then "jump" from one portal hexagon to any other portal hexagon. This jump costs 1 range point.

If a player decides to use a portal, before their flight begins, s/he decides if they want to activate the portals by reducing their range by 1. This is only possible when the player's space ship already has at least one "standard" drive (see 8.3). The drive in the player color always stays with the space ship! To reduce the range of the space ship, the player flips one drive with a value of 2 to its front (value 1) or they remove one drive of value 1 to the marker pool.

If the player has reduced their range, they immediately activate all portals in space until the end of their turn.

Each hexagon in space may only hold one player figure and one player space ship at the end of a space flight sequence. The player may, however, *fly over* any hexagon with their space ship. They may not end their flight in hexagons containing:

- Another player's figures (space ship, space station, mission, or colony)
- Commercial hub

The player may end their space ship's flight on a hexagon with one of their own player figures (space station, mission, colony).

Example: *Marion has activated the portals and removed one of her drives with a value of 1 – her space ship now has a range of 4. She moves the space ship to the first portal, then to the second portal, and then (with her last 2 points) next to the commercial hub.*

Supplementary Actions

At the end of a space flight sequence, the player may conduct one of the following supplementary actions.

II.1 Settle planets

If the player lands on a planet, they may try to settle it.

If the planet is still concealed (on its back), the player turns it and puts it back (open) on its hexagon. This is mandatory!

Each planet has a condition that the player must fulfill in order to settle it. After turning the planet, the player has two options:

- They can decide not to settle it. In this case, the player immediately receives the *explorer bonus* (resources). The explorer bonus is the number of victory points of the planet. A planet bringing 2 victory points allows the player to take any 2 resources. The player must place these resources on any empty warehouse spaces (see 7.0).

Example: *Marion discovers a yellow planet and decides not to settle it. She puts it openly back to its hexagon and takes the explorer bonus of 2 resources instead.*

- The player decides to settle the planet. They do *not* get any explorer bonus; instead, they take the planet and put one of the colony discs in their player color in the planet's spot. *This symbolizes a planet's settlement.* The planet piece is put at the bottom left of the mat. *The planets do not have to be placed in a certain order.* To show that the settling of the planet is not completed, the planet stays on the left side of the mat. If the player fulfills the condition to settle the planet immediately or later, it is transferred to the right side of the mat.

Example: *Marion decides to settle the newly discovered planet. She does not get any explorer bonus. Instead, she places one of her colonies on the planet hexagon and then places the planet at the bottom left next to her mat.*

The player may settle several planets already discovered and turned up (both by other players or themselves) in one turn.

The explorer bonus is only given to the player who turned the planet when they discovered it and if they decide to not settle it immediately.

The player may fulfill the settlement conditions at any time in their turn (see 8.3). The conditions for settling a planet are explained in the glossary. A planet is successfully settled when the player has fulfilled the condition before the game ends. The player moves the planet immediately to the bottom right of their mat. Again, the order of placed planets does not matter.

If the player does not fulfill the settlement condition before the end of the game, they lose, according to the number of unsettled planets next to their mat, an increasing number of victory points. Each successfully settled planet brings the player the victory points listed on the planet at the end of the game.

II.2 Building a space station

If the player ends their space flight on an empty hexagon in space, they may build one of their space stations (the octagon-shaped pieces located on the left side of the their player boards) in that spot. Space stations are represented by cards. Each player has six cards; however, they may only build up to four per player during a game.

To build a space station, the player must pay a certain amount of resources from their mat. The two kinds of resources that the player needs to build the space station are listed on the cards. The value of the resources is listed at a player's mat next to the space station octagons. The player can choose which color they use for a certain value. The player builds their space stations "from top to bottom"; they start with the least expensive space station. After paying the required resources, the player moves their space station octagon from their mat to the hexagon occupied by their space ship.

All space station cards have an immediate effect and a permanent effect. The player uses the immediate effect immediately after building the station. After using the immediate effect, the player places the card on the left below their mat so the immediate effect is covered, but the permanent effect is visible.

Afterwards, the permanent effects of *all* of the player's previously built space stations are triggered, in any order, once. Moreover, the permanent effects are triggered in the *Phase End* stage of each game phase.

All space station effects are explained in the *glossary*.

For building the second, third, and fourth space stations, the player receives victory points at the end of the game.

Example: Marion builds her first space station and pays resources with a value of 3 and 2. She returns a yellow resource with a value of 3 and a brown resource with a value of 2 from her mat. She's missing a brown resource; otherwise she could have paid the other way around. She places the space station in the hexagon of her space ship and conducts her space station's immediate effect before placing the card at her mat.

II.3 Completing Missions

If the player's space ship lands on an empty hexagon in space next to a commercial hub, the player may complete missions.

When completing a mission, it does not matter if the commercial hub hexagon is still empty or if it has already been transferred from the holder to space (and therefore has been built).

To complete a mission, the player must pay the resources listed on the mission card from their mat and then move their mission marker from the mission card to the hexagon where their space ship is located. As a reminder for the completed mission, the green check mark on the mission card is now made visible.

If this is the *first* mission a player completes at a specific commercial hub *and* if the commercial hub is already built, the player may use a *bonus*. A player may receive one bonus per commercial hub, like one of the outpost bonuses (see II.4 and page 3 of the glossary). Each time, the player may freely select any one of six outpost bonuses, no matter if they have already built the corresponding outpost or not.

Completed missions bring the player victory points at the end of the game, non-completed missions lose the player victory points.

Example: Marion's space ship is located adjacent to a commercial hub that has already been built. She completes her mission and places the mission marker on the hexagon of her space ship. It is her first mission at this commercial hub, therefore she receives one of the six outpost bonuses.

If, in very rare circumstances, *all* hexagons adjacent to a commercial hub are occupied, the player may still complete a mission. In this case, the player needs an empty hexagon that is next to another player's figure (space station, colony, mission) next to the commercial hub or connected by an uninterrupted chain of player figures to the commercial hub. If this special case is the first completed mission at the commercial hub, the player does not get a bonus.

If the player has completed a mission adjacent to a commercial hub that has not been built and if that hub is built later, they receive the bonus at that time. If more than one player receives a bonus at the same time, they may choose their bonuses in turn order.

II.4 Building outposts

Each player has six outpost markers: two each with the colony symbol (circular graphic), the space station symbol (octagon graphic), and the mission symbol (square graphic). Moreover, each outpost lists an outpost bonus (see page 3 of the glossary).

The player places the outpost into the hexagon *in addition* to one of their figures (space station, colony, mission). They may build an outpost when they have not built another outpost on the outer space tile (named A to F) where their space ship is located. In addition, the player figure that is supposed to get the outpost must be the *first of its kind* in this outer space tile. The player immediately uses the outpost bonus.

Example: *Marion builds a space station on the outer space tile where her space ship is located. This is the first space station on this space tile. Marion does not have an outpost on this tile; therefore she may place such a marker by her space station. It does not matter if another player already has a colony or a mission marker on this outer tile. She takes a neutral drive as her outpost bonus.*

The second outpost of a kind may only be built after the player has already built one outpost of each kind (space station, colony, mission).

Example: *Marion has built a colony and a space station outpost. To build a second colony outpost she must first build her first mission outpost.*

Each player figure in the same hexagon as an outpost earns double victory points at endgame scoring.

C) REFILL DIE AND PASS THE BAG (MANDATORY)

Finally, the player turns the arrow of the bonus wheel at the bridge by *one position in counter-clockwise order*. Then the player draws one action die from the bag and rolls it. Now they place the action die on the space with the red 1 *behind the arrow* at the bridge.

If, before turning, there is a die on the last space with the white 3 directly *in front* of the arrow, the player shifts it one space with the arrow.

The bag is handed to the next player in clockwise order, who now conducts their turn.

D) CONDUCTING ANY TIME ACTIONS

Solaris Mission is a very flexible game. During their own turn (and only then!) a player may conduct certain actions without having to follow a strict sequence of order.

d.1 Exchanging

At any time during their turn, the player may exchange collected items with the pool. The player transfers a certain amount of their resources/fuel/SpaceBucks to the pool and receives a certain amount of resources/fuel/SpaceBucks in exchange. The player mat shows the terms of trade at the top.

There are the following options:

- Fuel or SpaceBucks into resources at the rate of 2:1
- Resources into fuel or SpaceBucks at the rate of 2:1

Note: The resource value according to the column counts, not the number of cubes.

Example: *Marion has one resource in column I (value of 1) and one resource in column III (value of 3). With these resources and a value of 4, she may either get 2 fuel points, 2 SpaceBucks, or 1 fuel point and 1 SpaceBuck each.*

d.2 Upgrading drive

At any time during their player turn, the player may remove 3 fuel points from their fuel track to turn one of their drive markers from the “1” to “2” side. *The drive marker in player color has a value of “1” on both sides and may not be upgraded.*

d.3 Completing a planet settlement

At any time during their turn, the player may settle a planet and move it from the left side to the right side of the mat if they fulfill the condition listed on the planet.

Fulfilling the condition often happens automatically, however, with black and yellow planets, fuel or SpaceBucks must often be paid. The player pays the resources from the fuel/SpaceBucks track on their mat.

10.0 PHASE END

When the players have used their four dice each and the last die has been placed on the bridge, the action sequence ends. For now, all dice stay where they are.

Now all players may use the permanent effects of all of their space stations in any order once. *All players do this simultaneously.*

On The Last Phase players may complete the settlement of planets if they have needed resources by space station “payments.” *This is only possible with fuel and SpaceBucks.*

Afterwards, the players conduct the following steps together. At the end of the fourth game phase, these steps are omitted.

- The players put their dice from their mats or research cards back into the bag. The action dice at the bridge stay there; they are used in the next game phase.
- The current starting player hands the starting player token to the next player in clockwise order.

If there is still a concealed commercial hub on the holder, the new starting player begins the next turn by entering that hub into play. If all four hubs are already on the outer tiles of space, the game ends with endgame scoring.

11.0 ENDGAME SCORING

After four game phases, the players take one sheet of the scoring pad and add up their victory points. The players move through the various scoring categories from top to bottom and write down their victory points, as explained in detail on the next page.

The player with the most points is the winner and the dominant leader of the galaxy!

If there's a tie, the leading player who has earned more points by settling planets is the overall winner. If there is still a tie, there are two (or more) winners.

SCORING CATEGORIES:

- Each *successfully settled planet* earns the player the listed points. Depending on the number of unsettled planets, the player loses points. For 1, 2, or 3 unsettled planets a player loses 1, 3, or 6 points as listed on the bottom left corner of the player mat.
- The player receives bonus points when they have settled planets of different colors. For each "set" of 4 planets of different colors, they receive 4 bonus points; for each set of 3 planets of different colors, they receive 2 bonus points as listed in the bottom right corner of the player mat. *Each planet may be part of only one set.*
- The second, third, and fourth built **space stations** earn the player the victory points listed on the player mat. The second space station earns 1 victory point, the third 2, and the fourth 3 victory points. The player therefore may score a maximum of 6 points for their space stations.
- *Completed missions* earn the player the victory points listed; uncompleted missions cost the player, as listed in the top right corner, 1 victory point each.
- For each of the player's own figures (colony, space station, mission marker but *not* space ship) next to a *built commercial hub*, they receive 1 victory point.

- Each of a player's **tech dice** that is on its 2 or 4 victory point side brings that number of victory points.
- Each of a player's **tech dice** that is in column IV or V of their mat earns the player 1 victory point each (as listed on the mat).

Example: *Marion has shifted the tech die in the black row to column V and filled the warehouse spaces in column I and II completely. She receives 2 victory points.*

- If the **fuel** and **SpaceBucks** markers are at least in space 5 of the track, the player gets 1 victory point each (as listed below the track on the player mat). If the markers are in space 10, the player gets 2 victory points each.
- For each **space waste** cube that is *next* to the player mat (and not on a waste space), the player loses 1 victory point (as listed in the top left corner of the mat).

Finally, all players compare the number of their *own* player figures (colonies, space stations, mission markers, but *not* space ships – namely, all the wood pieces, not cardboard) that are all *connected within the range of their own space ships*. To be connected, each colony, space station and mission marker must be positioned within travel distance of their space ship.

Example: *(Refer to Figure X)* Marion's ship can travel 5 hexagons. For each colony, space station and/or mission marker in her color that is no more than 5 hexagons away from another colony, space station and/or mission marker in her color, she will receive a point.

Colonies, space stations and/or mission markers in hexagons of outposts count *double*.

The players with the most colonies, space stations and/or mission markers chained together receives 6 victory points, the player with the second most receives 4 victory points, the player with the third most receives 2 points. The fourth players receives none. If there is a tie, the victory points of all tied players are added and then divided by the number of tied players (points are rounded down, if necessary).

Example: Marion has a chain of 9 colonies, space stations and/or mission markers, Mischa and Beth have a chain of 7, and Rick has a chain of 5. Marion scores 6 points, Mischa and Beth are tied for 4 points apiece ($4 + 4 = 8 / 2 = 4$). Rick receives 2 points. If Beth and Mischa had not been tied, but had more points than Rick, Rick would have received 0 points for his chain.

In a three-player game, only 4 and 2 victory points are received; in a two player game only 2 victory points.

Credits (in the credit box to the side of page 19 in the original document)

In 2012, Solarius Mission started as the collaboration of Michael Keller and Andreas Odendahl. **Race for the Galaxy** (Rio Grande Games, 2007), **Roll through the Ages** (Gryphon Games, 2009), and **Quarriors** (WizKids Games, 2011) provided some inspiration.

The placement mechanism of the action dice is a development and refinement of the mechanism used in **La Granja**. The bonus wheel for the action dice is our variant of the “Rosenberg wheel” that was used e.g. in **Ora et Labora** (Lookout Spiele, 2011). We thank the authors, publishers and their games for many inspiring hours!

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