

Sol

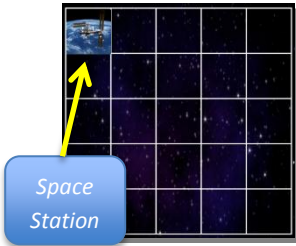
By David Mines

Mission Objective

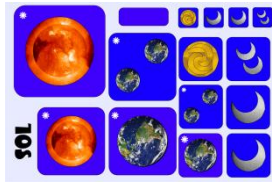
Since mankind discovered that the stars are actually suns not much unlike our own, we have wondered what mysterious worlds might orbit these distant balls of light. In **Sol**, two players compete to control these distant suns by claiming the planets around them. The player who controls the most suns at the end of the game is the winner!

Game Components

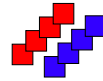
16 galaxy tiles



2 player consoles



8 moon boosters
(wood cubes)



8 sun tiles



16 planet tiles



32 moon tiles



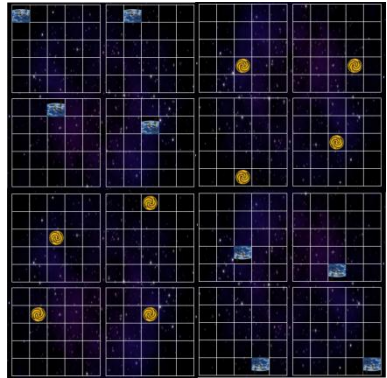
*Sun and planet tiles are double sided.
The star ☀ shows who takes the piece
at the start of the game. Planets and
suns can be flipped during the game.*

4 black hole tiles



Setup

First, assemble the galaxy by shuffling the galaxy tiles and randomly placing them face up in a square four tiles on a side. The orientation of each tile should also be random (we recommend that you turn all the tiles face down and mix them up).



Each galaxy tile shows a 5 by 5 grid of squares, so the entire game board will create a grid of squares 20 by 20.

The sun and planet tiles are double sided, with red on one side and blue on the other. Each tile has a small white starburst in the top right corner of one side or the other, called the “placement star.” Separate the tiles with the placement star on the red side from those with the star on the blue side.

One player takes all the tiles with the placement star on the red side, along with all of the moon tiles with the red background. The other player takes the blue pieces. Each player also takes 1 large (2 by 2) and one small (1 by 1) black hole tile.

Finally, each player takes a player console. It has spaces to help sort all of your playing pieces during the game. All tiles must be in full view of both players during the game.

Take the four moon booster wood cubes in your color and place them on your player console and place it near the game board.

Game Overview

Choose a starting player randomly. The players alternate taking turns. During his turn, a player **must** do *one* of the following:

1. Place a sun tile on the board;
2. Place a planet tile next to a sun tile that is already on the board; or
3. Place a moon tile next to a planet tile that is already on the board.

When any tile is placed on the board, the players must determine if control of any suns or planets have changed (see “Taking Control”).

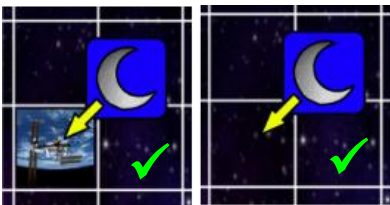
After placing a sun, planet, or moon tile, the player **may** also place a black hole tile (see “Black Holes”).

Placing Tiles

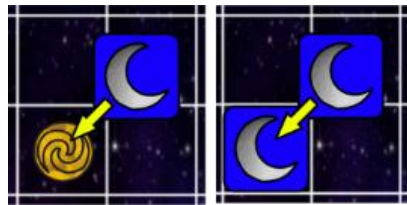
Tiles can only be placed on empty spaces. A tile **can never** cover any part of a black hole or any other tile. However, any tile **may** cover a space station (shown on the galaxy tiles).

On his turn, a player **must** play one tile—unless he has no tiles left or if all of his remaining tiles cannot be legally placed on the game board.

When a player places a sun or planet tile on the board, he must always place it so the side with his color (and the white placement star) is showing.



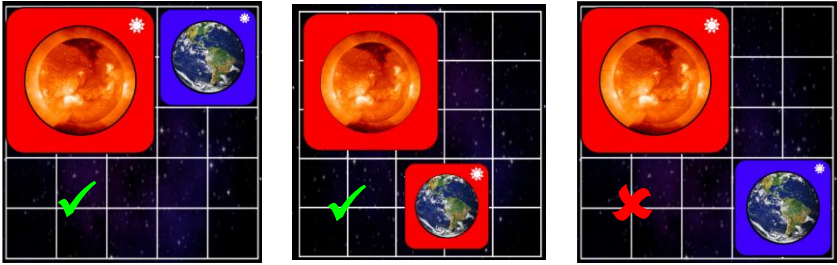
These are legal placements
for this moon tile.



The moon tile cannot be
placed on another tile!

Suns and Planets

Planet tiles must always be placed adjacent to at least one sun tile. A sun and a planet are adjacent if all or part of their tile edge touch. If a planet touches a sun only at a corner and not along an edge, they are **not** adjacent.

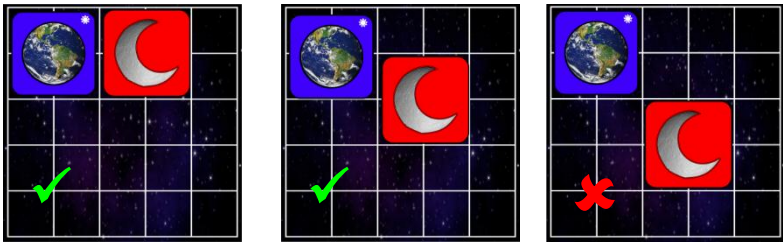


The planet in the right picture is not adjacent to any sun.

A planet may be adjacent to any number of tiles of any type, including additional suns, but must always be adjacent to at least one sun tile.

Planets and Moons

Moon tiles must always be placed adjacent to at least one planet tile. A moon and a planet are adjacent if they share all or part of an edge. If a moon touches a planet only at a corner and not along an edge, they are **not** adjacent.



The moon in the right picture is not adjacent to any planet.

A moon may be adjacent to any number of tiles of any type, including additional planets, but must always be adjacent to at least one planet tile.

Long Orbit Moons: There is one exception to this adjacent rule: if a moon has a ✧ symbol, it is called a “Long orbit moon.” These moons **are** adjacent to a planet if they touch only at the corner (or along the edge, as normal):



A long orbit moon is next to a planet if they share an edge or a corner.

Black Holes

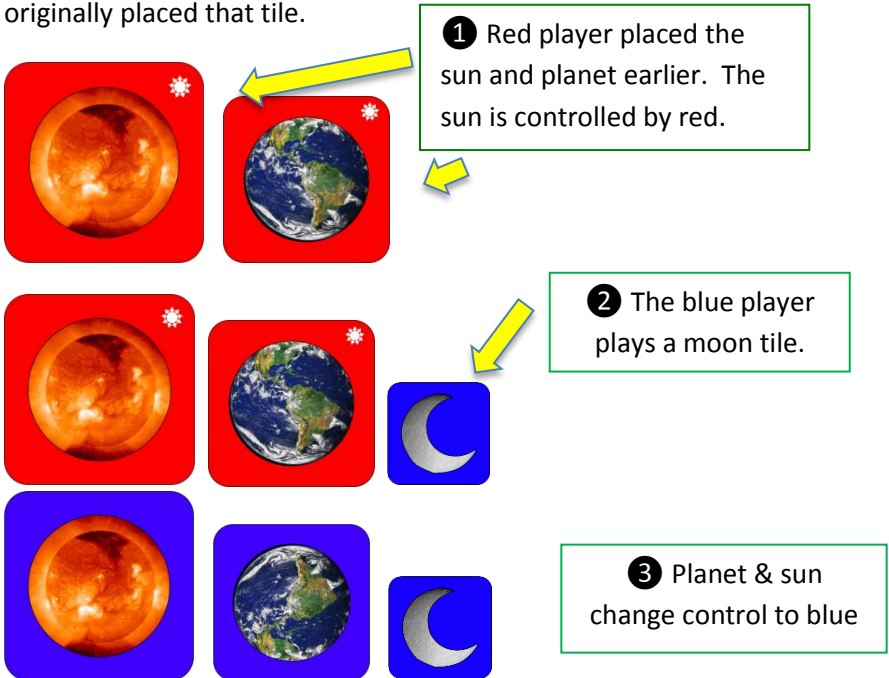


After placing a sun, planet, or moon tile, the player **may** also choose to place a black hole tile during his turn. Like other tiles, black holes cannot be placed on top of any other tile, but may cover a space station (which wipes out that station). A player is **never** required to play a black hole tile, even if he is out of tiles or if all of his other tiles are unplayable.

Black hole tiles are not controlled by either player, and do not affect any sun, planet, or moon tiles on the board. Black hole tiles are used to block spaces on the game board—no tile may ever be placed on top of a black hole.

Taking Control

Each sun, planet, and moon tile has a color that shows which player controls that tile. If the control of a sun or planet tile changes, the tile is flipped over to the other side, which shows the other player's color. The tile may also show the white placement star—this shows which player originally placed that tile.



Changing Control

Control of most tiles can change during the game. When a tile is placed on the board, the players should immediately determine if control of any nearby planets or suns have changed. When control of a tile changes, flip the tile so it shows the color of the new owner. Moon tiles do not change control.

Controlling Moons

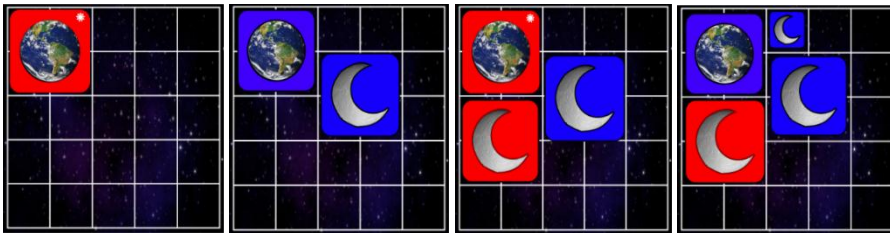
A moon tile is **always** controlled by the player who placed that moon. It cannot be taken away, changed or moved.

Controlling Planets

A planet tile is controlled by the player who controls the most moons adjacent to that planet. Flip the planet tile so it shows the color of the player who currently controls it.

If there is a tie (both players control the same number of moons next to that planet), then the player who originally placed that planet controls it. Flip the planet tile so the white placement star is showing. The color of the tile will show which player controls it.

Often, a planet will be placed on the board with no moons adjacent to it. This will create a tie for control of that planet (since both players control the same number of adjacent moons—zero). So, the player who placed the planet wins the tie and controls the planet.



1 Red controls this planet.

(Red and blue both have 0 moons next to the planet. Since red originally placed it, she wins the tie.)

2 Blue takes control of the planet by placing his moon next to it.

(Blue now has 1 moon, which is more than red.)

3 Red takes it back by placing her moon.

(Red and blue both have 1 moon next to the planet. Red wins the tie since she placed the planet.)

4 Blue takes control again!

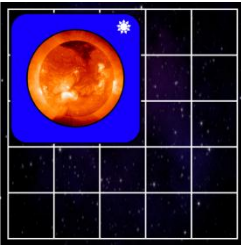
(Blue controls the planet since he has 2 moons to red's 1 moon.)

Controlling Suns

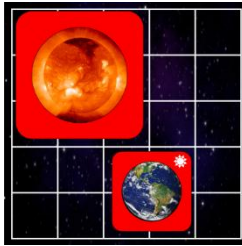
A sun tile is controlled by the player who controls the most planets adjacent to that sun. Flip the sun tile so it shows the color of the player who currently controls it.

If there is a tie (both players control the same number of planets next to that sun), then the player who originally placed that sun controls it. Flip the sun tile so the white placement star is showing. The color of the tile will show which player controls it.

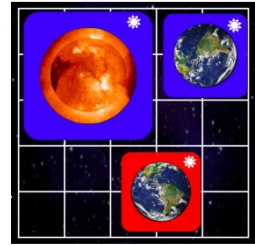
Often, a sun will be placed on the board with no planets adjacent to it. This will create a tie for control of that sun (since both players control the same number of adjacent planets—zero). So, the player who placed the sun wins the tie and controls the sun.



① Blue controls this sun. (Red and blue both control 0 planets next to the sun. Since blue originally placed it, he wins the tie.)



② Red takes control of the sun by placing her planet next to it. (Red now has 1 planet, which is more than blue.)



③ Blue takes the sun back! (Both players have 1 planet next to the sun, so the player who originally placed it on the board controls it.)

Double Planets and Double Moons

Some planet tiles show two planets. These are called “double planets” and they count as two planets for control of all adjacent suns.



Likewise, some moon tiles show two moons. These “double moons” count as two moons for control of adjacent planets.



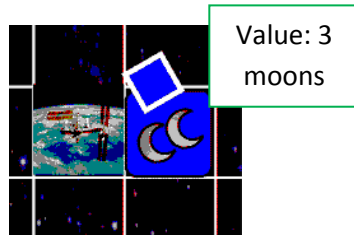
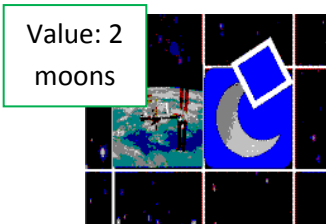
Space Stations

Some of the squares on the galaxy tiles show a space station:



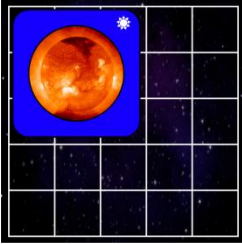
These strategic outposts increase the value of any moon tile placed on that space. If a player places his moon tile on a space station space, it is worth one extra moon towards control of all adjacent planets. So, a regular moon tile becomes a double moon, and a double moon becomes a triple moon!

When a player places a moon tile on a space station space, put a moon booster (wood cube) showing the moon’s new value on the tile:



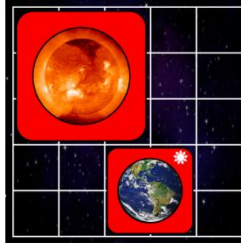
If a sun, planet, or black hole tile is placed on top of a space station, there is no special effect. The space station is simply ignored.

Example of Play



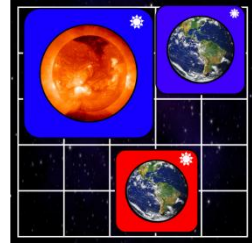
Turn 1: Blue places a sun.

Since red and blue both have 0 planets next to the sun, blue controls it.



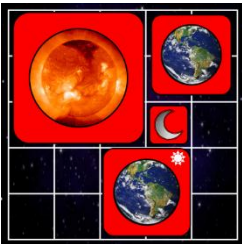
Turn 2: Red places a planet next to the sun.

Red controls the planet since she played it. Red now controls the sun, because she controls more adjacent planets (1) than blue does (0).



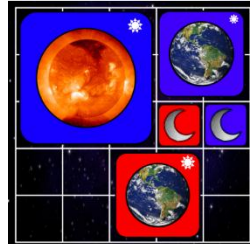
Turn 3: Blue places a planet next to the sun.

Blue controls the new planet, since he played it. He takes control of the sun again, since both players are tied with 1 planet each, and he originally played the sun tile.



Turn 4: Red places a moon between the two planets.

Red controls the moon because she placed it. She now controls both planets: Red has 1 moon next to each planet, and blue has 0 moons. Red also controls the sun, since she controls 2 adjacent planets and blue controls 0.



Turn 5: Blue places a moon.

Blue controls the moon because he placed it. He regains control of the top planet, since he and red are now tied at 1 moon apiece and he originally placed that planet. His moon does not affect control of the bottom planet because it is not adjacent (diagonal does

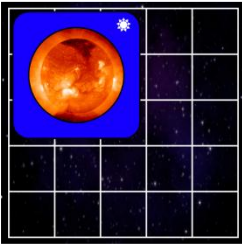
not count!).

The moon blue played has made control of the planets near this sun even again, so blue takes over control of the sun (both red and blue each control 1 adjacent planet, and blue originally placed the sun tile).

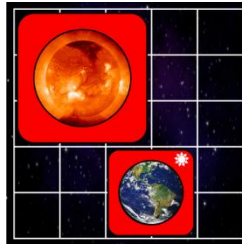
Special Rules For the First Three Turns

To help get the game going, both players must observe these special restrictions during their first three turns:

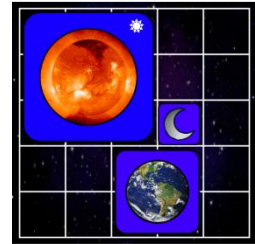
- On his first turn, each player must play a sun tile on the board.
- On his second turn, each player must play a planet tile next to the sun his **opponent** played on the first turn.
- On his third turn, each player must play a moon tile next to the planet his **opponent** played on the second turn.



On his first turn of the game, each player must place a sun tile.



On his second turn of the game, each player must place a planet next to his opponent's sun. (More than likely, this will cause control of the sun to change.)



On his third turn of the game, each player must place a moon next to his opponent's planet. (More than likely, this will cause control of the planet and the adjacent sun to change.)

End of the Game

The game ends when **both** players have played all of their sun, planet, and moon tiles, or when all of their remaining tiles cannot be legally played.

A Stellar Victory!

The player who controls the most sun tiles wins the game!

If both players control the same number of sun tiles, use these tie-breakers in this order:

1. The player who controls the most planets (double planets count as 2 planets);
2. The player who controls the most moons (double moons count as 2 moons);
3. The player who placed the **fewest** black hole tiles;
4. The player who controls the most **large** suns (the 4 x 4 sun tiles);
5. The player who controls the most **large** planets (the 3 x 3 planet tiles);
6. The player who controls the most **large** moons (the 2 x 2 moon tiles).

If they are still tied, the players share the victory!



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