

SOLARIUS

MISSION

Glossary



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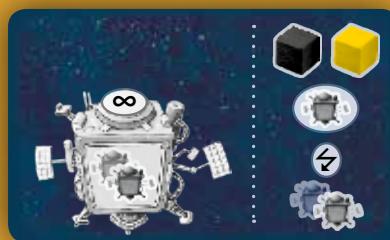
A Game by Michael Keller and Andreas Odendahl
for 2-4 players

THE SPACE STATIONS



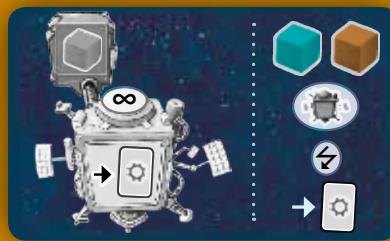
Each player has a set of six space station cards in his player color. A maximum of four space stations may be built by each player.

The space stations have onetime immediate effects that are used by the player after building them plus permanent effects that the player may use several times during a game .



Immediate Effect/ Permanent Effect:

The player copies the permanent effect of any already built space station – this may be one of his own space stations or the one of a different player.



Immediate Effect/ Permanent Effect:

The player may immediately draw 1 progress card from the drawing deck.

Space Contamination: The card has 1 space to place a space contamination cube.



Immediate Effect/ Permanent Effect:

The player receives 1 resource of his choice that he places immediately on an empty warehouse space according to placement rules. If the player does not have an empty space, he does not get the resource.

Space Contamination: The card has 1 space to place a space contamination cube.



Immediate Effect/ Permanent Effect:

The player may put 1 space contamination from his mat or one of his space

stations back into the pool (never any cubes next to his mat).

Space Contamination: The card has 1 space to place a space contamination cube.



Immediate Effect/ Permanent Effect:

The player immediately receives 2 fuel or 1 fuel and updates his track.

Space Contamination: The card has 2 spaces to place space contamination cubes.



Immediate Effect/ Permanent Effect:

The player immediately receives 2 SpaceBucks or 1 SpaceBucks and updates his track.

Space Contamination: The card has 2 spaces to place space contamination cubes.

THE PROGRESS CARDS

Solaris Mission contains 32 progress cards, numbered 1 to 32. Each one has a mission area and a research area.

There are two different kinds of information for mission payments:

- etc.: The player needs resources of a certain kind with



a total value of 2, 5 etc. These are not necessarily 2, 5 or more individual resource cubes - the important thing is that the total value of the resources is correct!.

• etc.: The player needs resources of a certain kind and a certain value; i.e., a resource with a value of 3 or two resources each with a value of 2 etc.



Mission: Paying yellow and brown resources from his mat with a total value of 3 each earns the player 2 victory points.

Research: Here, the player may put 1 turquoise green and 1 black action die each. He increases the number of action points by 1 and then conducts the chosen die action. Per player turn the player may only choose 1 die.

Note: No contamination if the action die value is increased to more than 2.



Mission: Paying yellow and turquoise green resources from his mat with a total value of 3 each earns the player 2 victory points.

Research: Here, the player may put 1 brown and 1 black action die each. He increases the number of action points by 1 and then conducts the chosen die action. Per player turn the player may only choose 1 die.

Note: No contamination if the action die value is increased to more than 2.



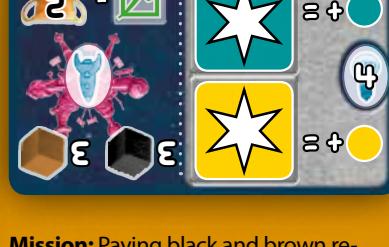
Mission: Paying yellow resources with a total value of 5 and the turquoise green resource from column III from his mat earns the player 5 victory points.

Research: Here, the player may put any action die. He may exchange up to 3 SpaceBucks from his track into the same number action points in the color placed and adds the points to his action point total. He then conducts the chosen die action.



Mission: Paying black and turquoise green resources from his mat with a total value of 3 each earns the player 2 victory points.

Research: Here, the player may put 1 brown and 1 yellow action die each. He increases the number of action points by 1 and then conducts the chosen die action. Per player turn the player may only choose 1 die.



Mission: Paying black and brown resources from his mat with a total value of 3 each earns the player 2 victory points.

Research: Here, the player may put turquoise green and 1 yellow action die each. He increases the number of action points by 1 and then conducts the chosen die action. Per player turn the player may only choose 1 die.

Note: No contamination if the action die value is increased to more than 2.



Mission: Paying black resources with a total value of 5 and the brown resource from column III from his mat earns the player 5 victory points.

Research: The drive purchase costs (by supplementary action) and the costs to turn existing drive markers are permanently reduced to 2 fuel for the player.

Note: No contamination if the action die value is increased to more than 2.





Mission: Paying brown resources with a total value of 5 and the yellow resource from column III from his mat earns the player 5 victory points.

Research: Once per turn, when the player shifts any 1 of his own tech die to the right, he gets 1 resource of his choice. It is immediately placed on an empty "legal" warehouse space on his mat.



Mission: Paying turquoise green resources with a total value of 5 and the black resource from column III from his mat earns the player 5 victory points.

Research: Once per turn, when the player "upgrades" any 1 of his own tech dice, he gets 1 resource of his choice. It is immediately placed on an empty "legal" warehouse space on his mat.



Mission: Paying yellow resources with a total value of 4 and both turquoise green resources from column II from his mat earns the player 4 victory points.

Research: If the player places any action die here, he does not get space contamination for the die. If he does not get space contamination for the die anyway, he may instead remove 1 space contamination from his mat or from one of his own space stations

back into the pool (never any cubes next to the mat). He then conducts the chosen die action.



Mission: Paying black resources with a total value of 5 and the turquoise green resource from column III from his mat earns the player 5 victory points.

Research: If the player places any action die here, he receives 1 additional action point in the color of the action die and then conducts the chosen die action.



Mission: Paying yellow resources with a total value of 3 and a black resource from column II from his mat earns the player 3 victory points.

Research: Each time when the player gets space contamination for any reason, he gets either 1 fuel or 1 Space-Bucks that he marks on his track.



Mission: Paying brown resources with a total value of 3 and a turquoise green resource from column II from his mat earns the player 3 victory points.

Research: Each time when the player gets space contamination for any reason, he gets either 1 resource of his choice that he immediately places on an empty "legal" warehouse space on his mat.



Mission: Paying black and turquoise green resources from his mat with a total value of 3 each earns the player 2 victory points.

Research: If the player places any action die here, he copies the permanent effect of any already built space station – this may be one of his stations or a station of another player. He then conducts the chosen die action.



Mission: Paying black and yellow resources from his mat with a total value of 3 each earns the player 2 victory points.

Research: Each time when the player places a colony in space, he gets 1 resource of his choice that he immediately places on an empty "legal" warehouse space on his mat.



Mission: Paying black resources with a total value of 3 and a yellow resource from column II from his mat earns the player 3 victory points.

Research: Each time when the player completes a mission he may substitute one of the necessary resource kinds to complete it by turquoise green resources.



Mission: Paying black resources with a total value of 4 and both yellow resources from column II from his mat earns the player 4 victory points.

Research: Each time when the player completes a mission he may substitute one of the necessary resource kinds to complete it by brown resources.



Mission: Paying turquoise green resources with a total value of 4 and both brown resources from column II from his mat earns the player 4 victory points.

Research: Each time when the player completes a mission he may substitute one of the necessary resource kinds to complete it by black resources.



Mission: Paying turquoise green resources with a total value of 3 and a brown resource from column II from his mat earns the player 3 victory points.

Research: If the player places any action die here, he may exchange any number of resource points into fuel or SpaceBucks. He can either get fuel or SpaceBucks in a single turn. He then conducts the chosen die action.



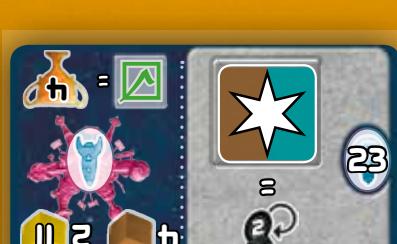
Mission: Paying brown resources with a total value of 5 and the black resource from column III from his mat earns the player 5 victory points.

Research: Each time when the player completes a mission he may substitute one of the necessary resource kinds to complete it by yellow resources.



Mission: Paying yellow resources with a total value of 4 and both black resources from column II from his mat earns the player 4 victory points.

Research: The player has a "virtual" drive with a value of 1. He does not take a drive from the pool and he cannot "turn this virtual marker" to value 2, nor can he discard this to activate the portals.



Mission: Paying brown resources with a total value of 4 and both yellow resources from column II from his mat earns the player 4 victory points.

Research: If the player places a brown or turquoise green action die here, he may immediately turn one of his drives from value 1 to 2. He then conducts the chosen die action.



Mission: Paying turquoise green resources with a total value of 3 and a black resource from column II from his mat earns the player 3 victory points.

Research: If the player places any action die here, he may buy 1 action point each in the color of his choice by paying 2 SpaceBucks each from his track. Purchased action points are added to the die points. The player then conducts the chosen die action.



Mission: Paying brown resources with a total value of 3 and a yellow resource from column II from his mat earns the player 3 victory points.

Research: If the player places any action die here, he may freely divide his action points between the die actions taking resources and any "color" action.



Mission: Paying yellow resources with a total value of 5 and the brown resource from column III from his mat earns the player 5 victory points.

Research: If the player has this research he receives, when he uses the transformation space, 1 resource of his choice instead of the space contamination. He must place that resource immediately and then conducts the chosen die action.



Mission: Paying yellow resources with a total value of 3 and a turquoise green resource from column II from his mat earns the player 3 victory points.

Research: Each time when the player builds a space station or completes a mission he needs one resource of value 1 less.



Mission: Paying black resources with a total value of 3 and a brown resource from column II from his mat earns the player 3 victory points.

Research: If the player places a brown or yellow action die here, he gets the bonus that is listed for the die on the bridge twice. He then conducts the chosen die action.



Mission: Paying yellow and brown resources from his mat with a total value of 3 each earns the player 2 victory points.

Research: If the player places any action die here, all of the portals are active in his player turn without having him to reduce his spaceship range. He then conducts the chosen die action.



Mission: Paying brown and turquoise green resources from his mat with a total value of 3 each earns the player 2 victory points.

Research: If the player places a black or yellow action die here, he may draw a progress card. He then conducts the chosen die action.



Mission: Paying turquoise green resources with a total value of 5 and the yellow resource from column III from his mat earns the player 5 victory points.

Research: If the player places a black or turquoise green action die here, he may use the bonus that is listed for the die on the bridge not only exchange into fuel or SpaceBucks but also into resources.



Mission: Paying black resources with a total value of 4 and both brown resources from column II from his mat earns the player 4 victory points.

Research: The player may, before he conducts a supplementary action with "space flight", take any one planet in space and take a look at it (without showing it to the other players). Afterwards he places it back on its place (facedown).



Mission: Paying turquoise green resources with a total value of 4 and both black resources from column II from his mat earns the player 4 victory points.

Research: If the player has this research he receives, when he uses the research space, 1 fuel or 1 SapceBucks instead of the space contamination. He marks this on his track and then conducts the chosen die action.



Mission: Paying brown resources with a total value of 4 and both turquoise green resources from column II from his mat earns the player 4 victory points.

Research: The player now has a hand limit of 5 progress cards.

THE OUTPOSTS

The six outposts of a player belong to three categories (planet, space station, mission) and have these bonuses. The player immediately uses the bonus when he places the matching outpost.



Mission: The player either receives 4 fuel or 4 SpaceBucks and updates his track.



Mission: The player either draws a progress card from the drawing deck or plays a progress card from his hand.



Planet: The player receives three resources of his choice and places them on empty, "legal" warehouse spaces. If there are not enough empty spaces, surplus resources are forfeited.



Space Station: The player may upgrade one of his tech die by one level or shift one tech die one column to the right.



Space Station: The player takes a drive marker from the pool and places it on his mat (value of 1) or turns a drive already at his mat from 1 to value 2.



Planet: The player may return 3 space contamination from his mat or his space stations into the pool (never any cubes next to his mat). If he has less than 3 space contamination, the remaining bonus is forfeited.

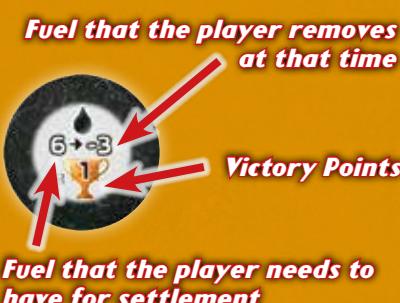
DIE PLANETEN

Solarius Mission contains 36 planets; nine black, yellow, turquoise green and brown ones each – please take a look at the planet flip sides.

If the player decides to settle a planet, he places it to the left of his mat. Planets have different preconditions to successfully settle them.

If the player fulfills the precondition, he shifts the planet from the left to the right side of his mat.

Black planets:



Each planet shows how much fuel the player needs to have on his track and how much of it he has to remove for settlement.

Yellow planets:

Space Bucks that the player removes at that time



Each planet shows how many SpaceBucks the player needs to have on his track and how many of them he has to remove for settlement.

Turquoise green planets:

Number of dice that the player at least needs to have with that value for settlement



Each planet shows how many of his tech dice the player at least has to have with the listed value on his mat for settlement.

Braune Planeten:

Number of dice that the player at least must have in the listed column for settlement



Each planet shows how many of his tech dice the player at least has to have in the listed column of his mat for settlement.

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