

# SOLARii

Another Galaxy ... An Other Time ...

**Time Mark 10487:** The discovery of the Stellarium and its tremendous energetic properties plunges the solar system Solarii into a turmoil. Long haul space travel is finally possible.

**Time Mark 10495:** Using this new technology, probes are sent throughout the Galaxy seeking new worlds. The powerfull Environmental Leagues request that the upcoming expansion doesn't interfere with the Peace Agreements amongst Solarii's Nations. They also underscore the respect of any new form of life or ecosystems encountered.

**Time Mark 10499:** The first probes are back into Solarii. The conquest of the newly discovered worlds is starting ...

## GOAL

Each player represents one of the Nations of SOLARii. At the beginning of a game, each player gets a Goal Card. This card defines the kind of worlds the player will have to conquer. **The winner is the first player who achieve his goal.**



## DESCRIPTION OF A GAME

At the beginning the game area just contains the first solar system, Home of the players. The board expands progressively with the discovery of new systems by the probes. Players start settlements on these new worlds according to their goal. In order to get the energy required to feed their expansion, players must also build Stellarium factories.

Basic rules are completed by a system of cards simulating random factors involved in the stellar conquest. For instance, you might discover a Civilization revealed on a world you initially thought uninhabited. Or you can penalize a player polluting his worlds with his factories, start a guerrilla war on a world where you are overwhelmed by other players, etc.

## MATERIAL

### The Markers

They represent the People of each player. They come in 6 colors allowing games up to 6 players. They have 2 uses, on a side they represent the people and on the other side the power Plants (stellarium Factories).

Population



Plants



### The Stones

They represent the energy used by players to perform their actions during the game. The energy comes from the power Plants. The white stones equal 1 Unit of Energy and the red ones 5 Units of Energy.

1 Unit



5 Units



### 2 Help Cards

They remind you the succession of phases during a round. The Leader of the round keeps one of these cards in front of him. The Leader deals the cards and start playing for each phase of the turn.

