

SOLARQUEST®

The Space-Age Real Estate Game

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PART I - BEGINNING YOUR SPACE VOYAGE

YOUR MISSION

Travel through the solar system, buying properties, charging rent, and building monopolies within individual planetary systems. If you build the greatest financial empire and survive the perils of space travel to become the last player on the board, you win.

CONTENTS

Gameboard, 6 Playing Pieces, 50 Metallic Fuel Stations, 36 Red Shift Cards, 54 Deed Cards, 2 Dice, Fuel Card, Federons (interplanetary currency)



GETTING READY TO PLAY

1. Each player selects a spaceship playing piece and places it on Earth.
2. One player will be the Federation Banker. The Banker gives each player 3 of each Federon denomination (3-\$5s, 3-\$10s, etc.). The Banker will also hand out Fuel Stations and Deed Cards as they are purchased during the game.
3. Each player is given 3 metallic Fuel Stations.
4. The Red Shift Cards are shuffled and placed in a pile, facedown on the gameboard.
5. Another player is the Fuel Card Monitor. The Monitor keeps track of everyone's fuel supply throughout the game. Before you begin play you must set up the Fuel Card (it's the card with 6 columns, labeled FUEL TANK HYDRONS).
 - Each player is assigned a column on the Fuel Card that matches the color of that player's spaceship playing piece.
 - Extra Fuel Stations are used as markers. One marker per player is placed along the row marked FULL.
 - The Fuel Card Monitor will move the markers up and down the columns as players move around the gameboard using fuel and refueling.
6. Each player rolls the dice. The highest roller will begin play. Play will then pass to the left.

A BRIEFING—HOW THE GAME IS PLAYED

1. Each player in turn rolls the dice and blasts off from Earth, moving along the blue flight path toward Mercury. Red arrows indicate the direction of travel.
2. When a player lands on an unowned planet, moon, Space Dock, or Research Lab that player may buy it. Federation Stations are already owned by the Federation League and cannot be purchased.
3. When a player lands on a property owned by another player, that player must pay rent or a fee listed on the deed card. This charge is based on the number of properties the player owns within the property group.
4. Fuel is used whenever a player leaves a planet or moon. Fuel is not used when leaving a blue dot or man-made satellite (Federation Station, Research Lab, or Space Dock).
5. Additional fuel may be purchased on properties that contain Fuel Stations or on Space Docks for the price indicated on the deed card.
6. A player is out of the game if the player is:
 - Declared bankrupt
 - Stranded on a moon or planet
 - Forced to travel with insufficient fuel (Red Shift Card)
 - Destroyed by laser fire (Advanced Play version)
7. The winner is the last player on the board, or if a time limit is set, the player with the most assets.

WHAT HAPPENS IF I ROLL ?

If you roll   then you must take a Red Shift Card and follow the directions given. The represented number '13' symbolizes the Apollo 13 Mission.

If the Red Shift Card directs you to another location, move immediately and use the amount of fuel indicated on the card. If the card indicates that you have won or lost a dispute, **YOU** may decide which property to take or give up. The card is then placed on the bottom of the pile.

WHAT IF I ROLL DOUBLES?

When doubles are rolled you collect \$100 Federons and have the chance to move and roll again. When the ship is moved you have the option of landing on the last space the move places you on or bypassing it.

- A. If you choose to land on the space, all requirements of regular game play apply before the dice may be rolled again.
- B. If you choose to bypass the location, the spaceship is placed to the side of the space, and you roll again and move. No fuel is expended. You may not bypass a black dot. Lasers may be fired while bypassing a location (Advanced Play).

WHAT HAPPENS IF I LAND ON:

Black Dots



Although they count as spaces, you **cannot land on black dots**. The black dots represent the gravitational pull of a planet. This pull must be overcome before you may leave a planetary system.

- If the number you roll will not take you beyond the dots, you must continue to orbit the planet. **You must leave orbit if you are able to do so.**
- Earth and Venus do not have orbit patterns. If you cannot move beyond the black dot next to the planet, you must go back one space and land on the planet itself.

Blue Dots



You are now drifting in space. No action is taken.

Planets or Moons

You may buy the property, if it is unowned, for the amount on the deed card. The more properties you own within a planetary group, the higher the rent.

Space Docks



You may buy the property, if it is unowned, for the amount on the deed card. The five Space Docks form one property group. The more docks you own, the higher the fee.

Research Labs



You may buy the property, if it is unowned, for the amount on the deed card. The six Research Labs form one property group. The more labs you own, the higher the fee.

Federation Stations



Federation Stations are **not** for sale because they are already owned by the Federation League. When landing you may collect a fee which is noted on the gameboard, and buy additional Fuel Stations for \$500 Federons apiece.

Earth

Each time you pass Earth you collect \$500 Federons from the bank. If you land on Earth you collect an extra \$500 Federons for a total of \$1000. If you land on Earth you may also refuel for free as a welcome home gift from the Federation.

Sinope

You should not land on Sinope unless you have enough fuel to take you beyond the black dots on your next turn. If you do not have enough fuel or cannot refuel on Sinope, you should not land, but continue to orbit Jupiter.

PART II – SPACE-AGE REAL ESTATE

HOW DO I BUY PROPERTY?

1. If you land on an unowned planet, moon, Research Lab or Space Dock, you may buy it for the price on the deed card (see below). The money is paid to the bank.
2. All deed cards are color-coded by property group (for example, all properties within the Jupiter system have orange color bands on the deed cards). The more properties you own within a group, the higher the rent.
3. Research Labs and Space Docks form their own property groups and do not belong to specific planetary systems.

HOW AND WHEN DO I PAY RENT (Or other landing fees)?

Any player who lands on a property owned by another player must pay the owner rent or a special fee. The amount is determined as follows:

1. The owner adds up the number of properties he/she owns within that property group and finds the number under the PROPERTIES OWNED column of the deed card.
2. The owner then checks the figure directly to the right (Col. 2) to determine the rent. For example, if you land on Ganymede and the owner also owns Io and Sinope, that's three total properties within Jupiter. Rent would be \$280 Federons. If only Ganymede was owned, the charge would be \$140 Federons.
3. Rent is not paid if the property is unowned.

| GANYMEDE | | |
|------------------------------|------|------|
| \$360 | | |
| NATURAL SATELLITE OF JUPITER | | |
| PROPERTIES OWNED | RENT | FUEL |
| 1 | 140 | 15 |
| 2 | 200 | 20 |
| 3 | 280 | 20 |
| 4 | 400 | 25 |
| 5 | 565 | 30 |
| 6 | 800 | 40 |
| 7 | 1140 | 45 |
| 8 | 1600 | 55 |
| 9 | 2300 | 65 |
| 10 | 3260 | 80 |
| 11 | 4630 | 95 |

DEED CARD

MAY I SELL OR TRADE PROPERTY?

1. You may sell or trade property to other players at any time and for any price you wish during the game. Placed Fuel Stations must be sold or traded along with the deed cards.
2. You may sell property to the Federation League at any time for the deed price plus \$500 Federons for a placed Fuel Station.
3. Unplaced Fuel Stations may be sold back to the Federation League at any time for \$500 Federons apiece. You may not sell or trade an unplaced Fuel Station to another player.
4. When buying a property that has been sold back to the Federation League, the amount is the deed price plus \$500 Federons for a placed Fuel Station.

PART III – EVERYTHING YOU EVER WANTED TO KNOW ABOUT FUEL

For a simpler game, younger players may wish to omit this section and play the game without monitoring fuel and using Fuel Stations.

WHEN DO I USE FUEL?

As you move around the gameboard you will use fuel and need to refuel.

1. Fuel is used when you leave a planet or a moon. Fuel is needed to help you escape the planet or moon's gravitational pull.
2. Fuel is also used when a RED SHIFT CARD directs you to another gameboard location. The amount of fuel used is indicated on the card, regardless of what space you leave from.
3. Fuel is **NOT** used when leaving a blue dot or any man-made satellite (Space Dock, Research Lab, or Federation Station).

HOW DO I KEEP TRACK OF MY FUEL SUPPLY?

1. The player who is monitoring the Fuel Card will keep track of when you use fuel or refuel.
2. After you roll the dice, one hydron of fuel is subtracted for every pip on the dice. For example, if you start play on Earth and roll an 8, your Fuel Card marker will be moved from FULL to 17 ($25 - 8 = 17$).

WHAT ARE FUEL STATIONS AND HOW DO I USE THEM?

1. At the beginning of play you're given 3 metallic pieces called Fuel Stations. When placed on a planet or moon they offer you and your opponents an opportunity to refuel.
2. Additional Fuel Stations may be purchased for \$500 Federons apiece when landing on a Federation Station. It is wise to buy several as soon as you can. When all Fuel Stations have been purchased, the supply is exhausted and there are no more for sale.
3. Only **ONE** Fuel Station is placed per location at the time of purchase or during a future turn.
4. **NEVER** place a Fuel Station on a Space Dock, Research Lab, or Earth.
5. **NEVER** remove a Fuel Station once it has been placed on the gameboard, even if the property is sold.

WHERE CAN I REFUEL AND HOW MUCH WILL IT COST?

1. **REFUELING ON A PLANET OR MOON THAT *YOU* OWN**
 - A. **Without Fuel Station**—You CANNOT refuel unless you place a Fuel Station on the property; then you can refuel free of charge.

B. With Fuel Station—You may refuel free of charge.

2. **REFUELING ON A PLANET OR MOON OWNED BY AN OPPONENT**

A. Without Fuel Station—You CANNOT refuel. However, if you have **11 or less** Hydrons in your tank after landing, you may buy that property for the deed price and the owner **MUST** sell. Since the owner did not place a Fuel Station on the property, the owner is considered negligent for not offering refueling capabilities. You **still** cannot refuel unless you place one of your Fuel Stations on the property; then you may refuel free of charge.

B. With Fuel Station—You may refuel for the price per hydron based on the number of properties that the opponent owns within that planetary system.

For Example: If you land on Ganymede (moon of Jupiter) and the owner also owns two other moons of Jupiter, the owner would look under the PROPERTIES OWNED column on the deed card and find the number 3. Moving across the card to the Fuel column, the owner would find the number 20 which is the price PER HYDRON. 6 Hydrons would cost you \$120 Federons ($6 \times 20 = 120$). Your fuel card marker would be moved up 6 spaces.

| GANYMEDE | | |
|------------------------------|------|------|
| \$360 | | |
| NATURAL SATELLITE OF JUPITER | | |
| PROPERTIES OWNED | RENT | FUEL |
| 1 | 140 | 15 |
| 2 | 200 | 20 |
| 3 | 280 | 20 |
| 4 | 400 | 25 |
| 5 | 565 | 30 |
| 6 | 800 | 40 |

3. **REFUELING ON AN UNOWNED PLANET OR MOON**

A. Without Fuel Station—You CANNOT refuel unless you purchase the property and place a Fuel Station on it.

B. With Fuel Station—You CANNOT refuel unless you purchase the property from the Federation for the deed price plus \$500 Federons for the Fuel Station left by the previous owner.

4. **REFUELING ON A SPACE DOCK**

A. If you own it, you may refuel free of charge.

B. If an opponent owns it, the fuel price per hydron is determined by how many SPACE DOCKS that player owns.

C. If it is unowned, you CANNOT refuel.

5. **REFUELING ON EARTH**

If you land on Earth you can refuel free.

6. **REFUELING ON RESEARCH LABS AND FEDERATION STATIONS**

Since these are not equipped for refueling, you CANNOT refuel.

DO I ALWAYS HAVE TO REFUEL TO FULL?

You are **not** required to refuel to full each time you add fuel. You may want to limit your fuel in order to remain in orbit and buy more moons within a planetary system.

WHAT IF MY FUEL IS IN THE GRAY ZONE?

If your fuel is in the gray zone, it is possible to roll a number greater than your fuel supply. Please observe the following situations:

1. If You Have 0 Or 1 Hydron In Your Tank.

- A. If you are on a blue dot or man-made satellite you will roll the dice and move because you do not use any fuel when leaving.
- B. If you are on an unowned planet or moon, or one that you own, you **MUST** refuel your tank to 2 or more hydrons immediately. If the property does not have a Fuel Station, you must buy the property if unowned, and place a Fuel Station, if possible. If you are unable to do so, you will be stranded and **OUT OF THE GAME**.
- C. If you are on a planet or moon owned by another player, you must buy fuel from the owner and refuel to at least 2 hydrons. If the owner does not have a Fuel Station on the property, you may buy the property for the deed price and the owner **MUST** sell. Since the owner did not place a Fuel Station on the property, the owner is considered negligent for not offering refueling capabilities. You still cannot refuel unless you place one of your Fuel Stations on the property; then you may refuel free of charge.

2. If You Have 2 to 11 Hydrons In Your Tank.


- A. If you are on a blue dot or man-made satellite you will roll the dice and move because you do not use any fuel when leaving.
- B. If you are on an unowned planet or moon, or one that you own, you may attempt a takeoff by rolling the dice. If you roll a number greater than your fuel supply you must remain on the planet or moon for another turn. If possible, you may purchase an unowned planet or moon and set up a Fuel Station to refuel.
- C. If you are on a planet or moon owned by another player, you may attempt a takeoff by rolling the dice. If you roll a number greater than your fuel supply, you must remain on the planet or moon for another turn and pay the owner the appropriate rent. If the owner does not have a Fuel Station on the property, you may buy the property for the deed price and the owner **MUST** sell. Since the owner did not place a Fuel Station on the property, the owner is considered negligent for not offering refueling capabilities. You still cannot refuel unless you place one of your Fuel Stations on the property; then you may refuel free of charge.

3. Red Shift Cards

If you must pick a Red Shift Card and you have 0 to 5 Hydrons in your tank you may not have enough fuel to continue. If the Red Shift Card requires that you use more fuel than you have, you will run out of fuel and be **OUT OF THE GAME**.

PART IV – WINNING AND LOSING IN SPACE

HOW DO I LOSE THE GAME?

1. **Bankruptcy** – If you cannot pay a debt with cash on hand you must raise money by selling your property. If you still cannot raise enough money, you are out of the game.
2. **Becoming Stranded** – If you are on a planet or moon with only 1 or 0 hydrons in your tank, and cannot refuel, you are stranded and out of the game. All of your property is returned to the Federation. Any placed Fuel Stations remain where they are.
3. **Traveling on Insufficient Fuel** – If you draw a Red Shift Card and are directed to make a move that requires more fuel than you have, you are out of the game. All of your property is returned to the Federation. Any placed Fuel Stations remain where they are.
4. **Destroyed By Laser Fire** (Advanced Play) – If an opponent fires a laser at your ship and rolls , your ship is completely destroyed and you are out of the game. Your attacker wins all of your money and property.

HOW DO I WIN THE GAME?

If you are the last player on the board, you win the game. If there is a time limit the player who has the most assets wins. Assets include Federons, the face value of deed cards and any placed and unplaced Fuel Stations (worth \$500 Federons each).


PART V – LASER BATTLES - ADVANCED PLAY VERSION

LASER BATTLES

When a player's ship is within two spaces of an opponent, lasers may be fired at that opponent. A player may fire at more than one opponent at any time, as long as the opponents are at the same location. Lasers may be fired at any time during a player's turn, but must be fired **BEFORE** refueling at the location being fired from and **BEFORE** paying rent. Lasers use fuel, and a player may discharge as many lasers as fuel permits. Firing at more than one opponent simultaneously requires no additional fuel expenditure. The amount of fuel expended depends upon the distance of the target.

| DISTANCE | HYDRONS USED PER SHOT |
|------------|-----------------------|
| Same space | 4 |
| 1 | 8 |
| 2 | 12 |

To fire a laser beam, the player rolls the dice and the Fuel Tank Monitor subtracts the required number of hydrons from the player's fuel tank. No lasers may be fired on Earth.

1. If the player rolls doubles, the laser has broken through the opposing force field(s) and damaged the ship(s). The opponent(s) pays the player 100 Federons times the number rolled for repairs.
2. If the player rolls a 12 () the laser has completely destroyed the opposing ship(s) and the loser(s) is/are out of the game. The victorious player who rolled the 12 takes over all money and property held by the loser(s).
3. If doubles are not rolled, the laser has not done any damage, and play continues.