

FARLIGHT

A Game for 2-5 Players by Nick Sibicky
60-90 minutes - Ages 12+

In the Spirit of Friendly Competition...

A great era of peace and prosperity between nations has bloomed into a period of unprecedented scientific advancement and exploration. You are one of the world's greatest aerospace engineers and a budding entrepreneur. You have founded an organization dedicated to exploring space, and have secured prime location for your business at Farlight Station, Earth's great hub for extraterrestrial enterprise. You have tasked your organization with designing spacecraft that will help support interplanetary explorations, colonizations, and research initiatives. New discoveries and lucrative opportunities await you among these uncharted stars. However, other like-minded entrepreneurs have been enticed by these opportunities and are also gearing up for these distant missions, so in order to stake your claim, you need to beat them to the punch.

The race to forge the future is on!

GAME OVERVIEW

The object of Farlight is to score the most points played over a series of rounds. Points are primarily earned by building spacecraft and launching them on missions. Each round consists of three phases, Bidding, Assembly, and Launching. During the Bidding phase, players will take turns placing out their secret bidding tokens on various spacecraft modules and missions. During the Assembly phase, the winning bidders are determined, spacecraft modules are collected and attached, and various resources are collected. During the Launch phase points are awarded to players who both bid on and met the requirements for any of the available missions.

The game ends at the end of any round when any one of two conditions are met:

- ✧ A **CLIMACTIC MISSION** is completed.
- ✧ There are not enough modules to fill the bidding area.

After the final round, bonus points are awarded for the "Industry Award" tiles and leftover resources before the winner is determined.

COMPONENTS

All game resources are intended to be infinite, and dice are to be shared between players during the Launch Phase.



20 engine dice



51 Module cards



6 Primary Core cards



23 Mission cards



7 Industry Award tokens



30 bidding tokens



1 First Player marker



37 Crew tokens
251-CREW TOKENS
12 5-CREW TOKENS



5 score markers



37 Science tokens
251-SCIENCE TOKENS
12 5-SCIENCE TOKENS

1 game board



SETUP

Give each player a set of Bidding Tokens as well as a “Core” and 3 crew. The corresponding Score markers should be placed on the scoring track at 0. Select a player to go first and give them the 1st player marker.

Next, shuffle (mix-face down on the table) the 7 Industry Award tiles. Flip 3 of them face up and return the rest to the box.

1. Shuffle the **Climactic Missions** and deal out 3 of them. Each of these will be the last mission in a mission stack.
2. Shuffle the standard **Missions deck** and deal out two standard missions on each of the mission stacks in 2-3 player games; or deal out 3 standard missions on each of the mission stacks in a 4-5 player game. This will make 3 stacks of 3 cards each or 3 stacks of 4 cards each, respectively.
3. The stacks must be ordered to make sure that the lowest point value mission is on top, and the highest point value mission is on the bottom. When there are two missions of the same point value in the same stack, those missions should be ordered alphabetically. (“*Colonist Training*” would be placed on top of “*Mars Elevator*”). Stacks should then be splayed such that all players can see the pertinent requirements for all missions in each stack.

4. All mission cards not placed in a Mission Stack are returned to the game box. They will not be used this game.

Finally, shuffle the **Spacecraft module deck** and reveal a number of them equal to the chart below:

- ✧ **2 PLAYERS:** 7 Modules
- ✧ **3 PLAYERS:** 9 Modules
- ✧ **4 PLAYERS:** 10 Modules
- ✧ **5 PLAYERS:** 12 Modules

Leave the remaining stack of spacecraft modules nearby on the table, As they will replenish the collected parts each round.

Count up how many revealed Booster Engine die (●) icons there are available. Have the youngest player at the table grab that many Engine dice and roll them. Then, find the highest Engine number available on the revealed Engine parts and place the highest-rolled die on that icon. Then find the 2nd highest Engine number and match it with the 2nd highest rolled die. Then find the 3rd highest Engine and so on until all of the ● icons each have an engine die placed on them.

You are now ready to begin playing Farlight!

PLAYING THE GAME

Each round of a game of Farlight is split into three phases:

- ▶ **BIDDING PHASE**
- ▶▶ **ASSEMBLY PHASE**
- ▶▶▶ **LAUNCH PHASE**

▶ **Bidding Phase**

During the Bidding Phase, players will take turns bidding on various Spacecraft modules, Missions, or the Permanent Bidding cards. Starting with the first player, each player in clockwise turn **MUST** take two of his bidding tokens (the ones numbered 0-4) and place them facedown on one or two available Spacecraft module/Mission/Permanent Ability cards. The total of the token's numbers represent the value of that player's bid. Because these are placed facedown, other players will know which cards and abilities the active player is bidding on but will not know the values of those bids.

ONE SMALL STEP Players can only bid on the top mission on each of the three stacks each round. Missions below the top-most missions cannot be bid on until the prior mission is completed.

After each player places exactly two bidding tokens, all players are required to place two more in turn sequence. Finally, each player will place their final bidding token during their respective 3rd turn during the Bidding Phase (this pattern of placing two bidding tokens, then two more, then your final one is identical from round to round), and the Bidding Phase is over.

Whenever a player places a bidding token, they may add one of their crew to that token. This has the effect of increasing that bid's value by one when it is revealed during the Assembly phase. A player may never place more than one crew on a Bidding token, nor may they add crew to a token placed on a previous turn. However, if a player does place more than one token on a single card, they may add one crew for each token they place.

WE DID THE MATH Since players each have 5 bidding tokens totaling 10 in value (4+3+2+1+0), and can add at most one crew to increase the value of each of these five tokens by 1, a player can never exceed a maximum total bid of 15.

▶▶ **Assembly Phase**

The Assembly Phase begins as soon as all players have placed their final Bidding Token. Unlike the Bidding phase, there are no turns during the Assembly Phase and all players move through 3 steps of resolution together.

Assembly: Determining Winning Bids

Each Spacecraft Module with Bidding Tokens is examined one at a time. All Bidding Tokens placed on that card are flipped over and revealed to all players. The total value on each card plus extra placed crew is tallied and a winner is determined. If there is a tie for the highest bid, the player with the First Player marker (or closest in turn order to the player with the First Player marker) wins the bid.



EXAMPLE: Three players have placed bidding tokens on a Proton Analyzer card. John flips his tokens over to reveal a "3" and a "2" with one extra placed crew on each for a total of 7. Lisa flips her token over and reveals a "0." Sarah flips her tokens over to reveal a "4" and a "3" for a total of 7. Since there is a tie for the highest bid, the player with the First Player marker (or closest to that player in turn order) breaks the tie and wins the bid. Since Sarah has the First Player marker, she wins the Proton Analyzer.

The winning player takes the corresponding part and moves it in front of them while the rest of the bids are still being determined. Any crew already placed on won parts is immediately added to the winning player's stock (note that players do not need to add this part to the craft to get these crew tokens; see below in the Launch - Round Reset section for more details).

Once a winner of a Spacecraft Module/Permanent Ability has been determined, the player who won takes their Bidding Tokens back to their hand, and any crew that they added to increase their total is spent back to the general stock.

NO FREEBIES: A player may NEVER win a bid by only using their “0” Bidding Token, even if no other players bid on that Part/Mission/Ability. However, a player may use a crew to effectively increase their “0” to a “1” and win a bid that way.

Players who bid on an element but did not win it retrieve all of their bidding tiles and Crew tokens that they placed on that element. In addition, losing players receive one Crew token for each **non-“0”** bidding token they retrieve.



EXAMPLE: Since Sarah had the winning bid for the Proton Analyzer, John retrieves his “2” and “3” bidding tiles as well as the Crew tokens he played with them. John also receives an additional two Crew from the supply since he retrieved two of his bidding tiles and neither one of them was his “0” tile. Thus, John gained a total of 4 Crew (2 that he played with his bids and 2 for each of his retrieved losing non-“0” tiles) from his losing bid.

Lisa retrieves her “0” bidding tile. She does not receive a Crew token for that retrieved non-winning bidding tile since that was her “0” tile. Lisa doesn’t gain any Crew (no Crew token played with her bid, no Crew gained from retrieving the losing bidding tile since it was her “0” tile) from her losing bid.

Thus, gaining Crew in this way can sometimes make it more profitable to bid up a particular valuable part or ability, only to lose it in the end. Do note that these crew recovery rules only apply to Spacecraft module/Permanent Ability cards and DO NOT apply to Missions (see more below).

After all bids for all parts are resolved, the four permanent ability spaces are resolved in the same manner. These abilities provide either a one-time resource or ability to the winning bidder:

 **MODIFY:** Discard any number of modules from your spacecraft.

 **RECRUIT:** Gain three crew.

 **SCIENCE:** Gain one science token.

 **ENGINEER:** Add 1 to one of your engine dice.

Assembly - Adding modules to spacecraft

Once all of the winning bids have been determined, each player with one or more Spacecraft modules will now have the option to add it to their Spacecraft. This is done among all players simultaneously.

Each player starts with a “Core” that has four connectors (up, down, left, right). Each new Spacecraft module will have between 1-4 connectors that each connect to one of these four types. In the bottom left corner of some of the Spacecraft module cards is a crew cost. When a player wishes to add a won Spacecraft module to their craft, they must A) Pay the crew cost and B) have an available open connector on their Spacecraft that matches a corresponding connector on their Spacecraft module (down matches with up, left matches with right, and vice-versa).

Module cards may not be rotated and must match the orientation of the rest of your craft.

Any Spacecraft modules that a player does not wish to place (or can’t afford or have an available connector for) must be now discarded. Discarded parts are removed from the game and may be returned to the game box.

Spacecraft modules that are placed that have a ⚡ symbol in their top right corner trigger an immediate effect once attached



Important!
Module cards may not be rotated and must match the orientation of the rest of your craft.

Once a Spacecraft module has been placed, it may not be moved, re-attached, or rotated in any way. If a player wishes to remove a Spacecraft module from their craft, they must win a bid at the Permanent Ability Card. **This is the only method for players to remove attached parts from their Spacecraft.**

Assembly - Collecting Resources

The final step of the Assembly Phase is the collection of resources. The denotes a resource that is collected every assembly phase. This can be done simultaneously by all players.

Specifically, there are 3 things that are triggered:

- For each Science icon on a player's Spacecraft, that player collects one Science Token from the general stock and put it in your hand.
- Each player collects crew equal to the value depicted by the Recurring Crew icons on their Spacecraft. (Crew with a icon is only collected when first attaching the part.
- For each "+1" a player has on their spacecraft (and/or if their bid won the "+1" Permanent Ability Space) that player may increase one of their Engine dice currently attached to their Spacecraft by 1 pip.

▶▶▶ Launch Phase

Once all players have collected their resources it is time to begin the Launch Phase. Similar to the Assembly phase, there are no turns and all players resolve the phase together at whatever pace they like. There are two parts to the Launch phase; Completing Missions and Round Reset.

Launch - Completing Missions

At this time all of the bidding tokens that were placed on Mission cards are revealed. Starting with the lowest Mission, winning bids are determined. When players choose to increase the value of each of their Mission bidding by using a crew token, tokens spent on Mission cards are NEVER returned to the player, even if they lose a bid. Any extra crew placed on the Mission stacks are always returned to the general stock during the Round Reset. Furthermore, losing bidding tokens on Mission cards do not bring back crew to the losing players hand as it does with losing bids for elements.

Once a winner is determined, that player checks to see if they can complete the mission. Mission cards require up to three different objective types to be met:

- Some missions require Engines () of a certain power and depict one or more dice with specific values. In order to complete a mission with this requirement a player must MATCH OR EXCEED EACH of the dice listed on the Mission card. For instance, if a player has an Engine die with a value of "5," they would NOT meet the requirements for a mission that requires an Engine of a "3" and a "4." If that same player were completing a mission with a requirement of a single "2," their "5" would meet that requirement.

- Some missions require a certain amount of Bio-Tech () in order to be completed. When trying to satisfy this condition, a player will add up the value of all of the icons on their Spacecraft and see if it meets or exceeds the Missions requirement. is never "spent" to meet a Mission requirement, it is only ever totaled to compare against a mission's requirement.

"IMPORTANT: A player may spend 3 Crew to gain one additional, temporary . Temporary gained this way is only used for purposes of meeting Mission requirements during the current round. This temporary bonus can be gained multiple times in a single round (e.g. a player may pay 9 crew to gain 3 temporary for completing missions in a round).

- Some missions require a certain amount of Science () in order to be completed. When completing a mission with this type

of requirement, a player **MUST** pay that many  tokens to the general stock from their hand. If a player does not or can not, this requirement is not met.

If the winning bidder is able to complete all of these requirements, that player earns points on the score track equal to the number in the upper-left of the mission card. This is the primary way of scoring points in Farlight! If a winning bidder is not able to choose not to complete any of these requirements, the second-highest bidder is considered to be the winning bidder.

For players who bid on a Mission but do not win the bid, if they, too, are able to complete the Mission, they will receive half of the number of the points on the Mission card, rounded up.



EXAMPLE: John, Lisa and Sarah all bid on the “Explore Venus” Mission. John wins with a bid of a 4 token, Lisa comes in second with a 2 bidding token and a 1 bidding token totaling 3, and Sarah comes in last with a bid of “0” that she increased by 1 crew. This mission requires 6 Bio-Tech, which all three players meet. It also requires each player to pay 1 Science. John does not have any Science to spend, so he takes back his Bidding Tokens to his hand and alerts the other players that he is not completing it. Lisa pays 1 Science to the supply and scores 8 points, the full value of the Mission. She gets full value even though she wasn’t the highest bid, but because she **completed** it first. Sarah has a Science token available to spend, but since she would only be getting half value (4 points) for completing it, she decides to not pay and simply retrieves her bidding tokens, saving the Science for a future mission.

Once a mission has been completed by at least one player in a round, it is flipped face down and may not be completed again for the rest of the game.

It should be noted that in aggressive games of Farlight, players will often bid on missions that they can’t yet complete and hope to win the last little bit of Bio-Tech or Engine they need in that round’s bidding phase and attach it during Assembly right before the Launch Phase. Of course, this can be very risky because if other players see what you are doing they might try to outbid you on the Spacecraft modules you desperately need!

Launch - Round Reset

After the bids have been resolved for all missions, players should prepare for the next round.

- ✧ All bidding tokens should be returned to their owners.
- ✧ All completed Missions are returned to the game box.
- ✧ Spacecraft modules that were not bid on remain in play but each has one crew token placed on it. This crew is immediately placed into the hand of the player who wins this part during the subsequent round, even if that player does not attach the part. A part that is not bid on two round in a row will acquire a second bonus crew, and so on without limit.
- ✧ After crew has been added to the old parts, new Spacecraft modules are revealed from the deck until there are 7/9/10/12 (for 2/3/4/5 player games, respectively).
- ✧ All of the Engine dice that were left on un-bid Spacecraft modules are collected and re-rolled along with enough new dice for each revealed Engine part. Dice that are attached to the Spacecrafts belonging to individual players are never re-rolled.
- ✧ The first player token is given to the player on that player’s left, in clockwise fashion.

All players are now ready for another round of building and launching their spacecrafts!

GAME END AND SCORING

The game ends at the end of any round when any one of two conditions are met:

- ✘ A **Climactic Mission** is completed.
- ✘ There are not enough modules to fill the bidding area.

Once either of these conditions have been met, proceed to scoring Industry Awards.

Industry Awards

Each Industry award is worth 5 points and can be shared between two or more players in case of a tie (both sharing players receive the full 5 pt value). Only three of them are used in each game and are randomly chosen and revealed during setup.

They include:

EFFICIENCY: Awarded to the player(s) who has the fewest open connectors (mixed connectors count as open for the purposes of this tile)

POTENTIAL: Awarded to the player(s) who has the most open connectors (mixed connectors count as open for the purposes of this tile)

COMMANDER: Awarded to the player(s) who has the most  in hand.

JUGGERNAUT: Awarded to the player(s) who have attached the most number of parts to their Spacecraft (previously discarded/removed parts NEVER count for this award)

ROCKETEER: Awarded to the player(s) who have the most total value in Engine dice pips (Example: John has 4 dice on his spacecraft totaling 13 while Lisa has 3 dice totaling 16. Lisa wins the award)

COLONIST: Awarded to the player(s) who has the most total  on their Spacecrafts

RESEARCHER: Awarded to the player who has the most  in hand.

Final Scoring

After all Awards points have been accounted for on the Scoring Track, players add up the total number of crew and science tokens and divide by 3, rounded down. Each player adds that total to their respective score. The highest score wins Farlight!

CREDITS

Game Design

Nick Sibicky

Design/Development

Nick Sibicky

Art Direction

Dann May

Graphic Design

Dann May, Cody Jones

Artists

Dann May, Zheng Fang

Proofreading / Editor

Renée Snader

Project Manager

Cody Jones

Kickstarter Manager

Chris McMullen

Publisher

Game Salute

Playtesters: David MacKenzie, Richard Bliss, Kelson Kugler, Katrina Sibicky, Pat Burnett, Chuck Mueller, Matt Sledgianowski, Tom Hillman, Eric Hansen, Maldus Alver, Dan Logerstedt, and Evan Grim.

icon reference and player aid