

# SOLAR SPHERE



03

JONNY PAC'S

EXPANSIONS

RULEBOOK

# SOLAR SPHERE

## EXPANSIONS

This expansion contains the Corporation Robots and White Dwarf modules, and additional components to support a 5<sup>th</sup> player.

### COMPONENTS

#### CORPORATION ROBOTS



10 Corporation robots  
(2 in each of 5 player colours)



10 Robot cards  
(2 in each of 5 player colours)

#### WHITE DWARF



1 Location  
card



1 Board



2 survey ships  
(1 silver, 1 gold)

#### 5<sup>TH</sup> PLAYER

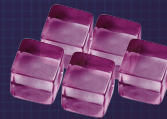
1 player set, comprising:



1 Command Centre board



4 ship dice (3 transparent  
dice, 1 opaque die)



20 drones  
(cubes)



4 Sphere hexes



1 morale  
marker



3 morale  
tokens



1 reputation  
marker



1 turn order  
marker



1 score marker



1 '50/100'  
score tile



9 resources  
(3 ore, 3 gold, 3 crystals)

#### SOLO MODE



3 solo cards

# CORPORATION ROBOTS

## SETUP

Set up the game as normal. Give each player the 2 Corporation robots and 2 Robot cards matching their player colour. Place these beside your Command Centre.

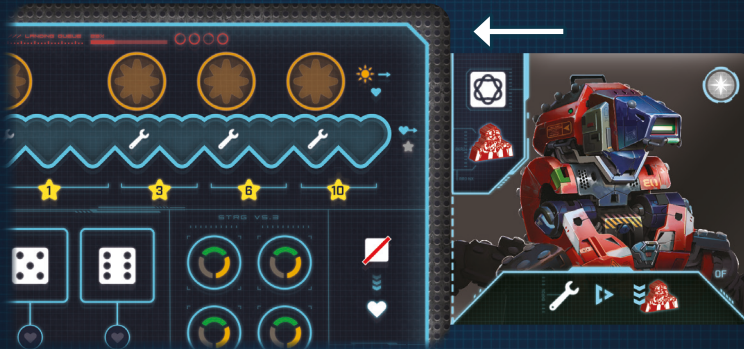
## HOW TO PLAY

There are two additional kickback actions. Each time you take a kickback you may choose one of the regular kickbacks or one of the two robot actions:

- » Initialise 1 Corporation robot
- » Deploy 1 Corporation robot

### INITIALISING A ROBOT

When you initialise a robot, slide one of your Robot cards underneath the edge of your player board, and place one of your Corporation robots on the card, ready to be deployed.



### DEPLOYING A ROBOT

When you deploy a robot, place one of your initialised robots on any Location card, or move one of your robots from one Location to another.

More than one player may deploy robots to the same Location. Ignore robots when considering if you need to exhaust a drone to visit a Location.

### ACTIVATING A ROBOT

You can activate one of your deployed robots by deploying a ship die to one of your initialised Robot cards (the card becomes a new Location you can visit). You can only visit each initialised Robot card **once** during each round.

The value of the ship die must still match the requirement of the Location card with your robot. Each time you deploy a ship die to a Robot card you may activate **either** of your robots.

When you activate one of your robots, take the action of the Location card **including the satellite boost** (even if you do not have a satellite drone at the Location). If you do have a satellite drone to the Location, there is no additional benefit.

### END OF THE GAME

Each initialised Robot card gains you one 'wild' silver Faction icon ●.

# WHITE DWARF

With the construction of Solar Sphere #1 underway, The Corporation has set its sights on the white dwarf in the nearby Mu-Lambda system. You can now choose to survey the white dwarf to gain valuable resources and opportunities.

## SETUP

Set up the game as normal. Place the White Dwarf Location card beside the Sphere, with the board nearby. Randomly place the survey ships on the board by holding them above the middle and dropping them. Place each one in the space nearest to where it lands. If they land in the same space, redrop both ships.

## HOW TO PLAY

You may visit the White Dwarf location by deploying a ship die of any value.

### ACTION

Choose one of the survey ships. You must move it at least 1 space clockwise, but may move it any number of spaces clockwise up to the value of your ship die.

Each space shows a resource (1 ore, 1 gold or 1 crystal) and an action. Either gain the resource or take the action of the space into which you moved the ship.

The two ships **cannot** pass each other or land on the same space. If the two ships are already in adjacent spaces, you must move the one in front.



## SATELLITE BOOST

If you have deployed a satellite drone to the White Dwarf location, move both ships, in either order, and gain the resource **or** take the action of the spaces into which you moved both ships.

Each ship must be moved clockwise at least 1 space up to the value of your ship die. You do not have to move both ships the same number of spaces.

## ACTIONS



Exhaust 1 drone to gain 1 reputation



Pay any 1 resource to score 1 point for each Sphere hex you have built



Fabricate 1 drone



Deploy 2 active drones to a Resistance ship (do not pay a crystal)



Pay any 1 resource to score 1 point for each Resistance card you have claimed



Salvage 2 drones



Pay 1 morale to gain your auxiliary die (following the usual rules)



Pay any 1 resource to score 1 point for each of your current and retired crew members



Gain 1 morale

## 5<sup>TH</sup> PLAYER

Set up and play the game as normal, with the following changes:

- » **Solar Sphere:** When setting up the Sphere, randomly remove 4 of the face-up hexes and add the 4 new 'dual' hexes. Shuffle this stack and then build the Sphere as normal. Each of the dual hexes has space for 2 drones and can be built twice, by different players. A dual hex with a single drone on it is still considered 'built'.
- » **Resources and morale tokens:** Add the extra resources and morale tokens to the supply.
- » **Resistance ships:** Setup the the resistance deck with the following value cards

	VALUE 2	VALUE 3	VALUE 4	VALUE 5
5 players		6	3	3

- » **Crew display:** When filling and refilling the display, reveal enough cards so that there are 3 Crew cards revealed from each deck instead of two.
- » **5<sup>th</sup> player:** The 5<sup>th</sup> player receives a complete player set and sets it up in their play area as normal.

## SOLO MODE (WITH EXPANSIONS)

### SETUP

Set up the game as normal.

If playing with the White Dwarf expansion, remove 3 random cards from the DRANDA deck and add the three additional solo cards to the DRANDA deck during setup

Playing with the Corporation Robots or Launch Crew makes DRANDA easier to beat, play the game as normal.



# HOW TO PLAY



## WHITE DWARF

Place DRANDA's ship die on the White Dwarf Location card. DRANDA always moves both ships the maximum number of spaces and takes the following benefits



Discard 1 drone to gain 1 reputation  
(= VP as per difficulty)



Scores 1 point for each Sphere hex it has built



Recover 1 drone from the discard area



Deploy 2 drones to a Resistance ship (following normal solo rules)



Score 1 point for each Resistance card it has claimed



Recover 1 drone from the discard area



-2 VP and follow the reshuffle action to gain the extra die



Score 1 point for each or each of its crew members



Gain 1 morale  
(= VP as per difficulty)



# CREDITS

**Expansions Designer:** Jonathan 'Jonny Pac' Cantin

**Lead Developers:** Ayden Lowther and Simon Milburn

**Solo Mode Designer:** David Digby

**Illustrations:** Igor Ershov and Elias Stern

**Graphic Designers:** Julián Tunni, Sebastian Koziner, and Magalí Reyes

**Logo:** Rory Mudoon

**Rulebook Editor:** Brett J. Gilbert

**Rulebook Proofreaders:** Pushpendra Rishi, Neil Cooke, Darren Powell, Kevin Smith, Jerad Clark, Miguel Koscianski Vidal, and Carmen Seeba

**Senior Playtesters:** Jonny Foster and Paul Berrow

**Other Playtesters:** William J. Brown, David Digby, David Ellis, Bruce Fletcher, Mubeen Saddique, Nick Shaw, and Wooly.

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