


SOLAR

175


LEGACY



COGITO™
ERGO MEEPLE



Congratulations on your purchase of an E-YUKI 8.2 virtual assistant. I will be on hand to help you throughout your career to help ensure the success of your corporation. This booklet will lay out the key information you will need to succeed in the modern marketplace. If you have any specific questions you can refer to the contents page opposite or the iconography index on page 54.



Before we begin you need to be aware that this is a legacy game which means that certain aspects of the game will not emerge straight away. This means you must **NOT** read pages 25 to 46 of this booklet until you are instructed to do so.
Now, with that out of the way...

Welcome to Solar 175!

ACKNOWLEDGEMENTS

There are countless people who have helped us create this epic tabletop experience but we would especially like to mention the following people (in no particular order):

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All of our patient playtesters who gave up their time to test early, unfinished versions of the game and give us invaluable feedback.

We would especially like to thank the 2,079 kind people who supported our campaign on Kickstarter. Without your support games like this simply could never exist!

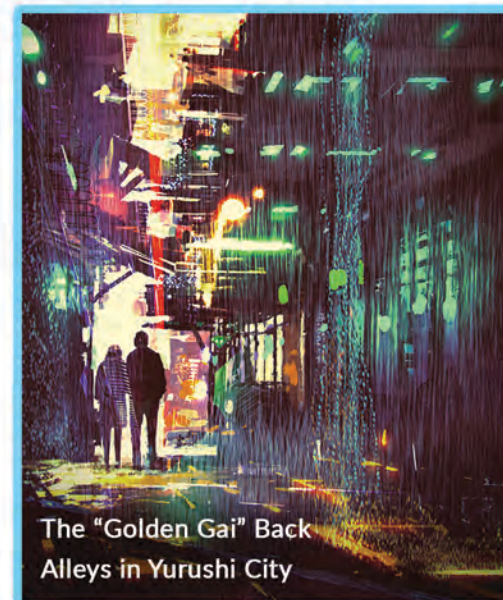
CREDITS

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The "Golden Gai" Back Alleys in Yurushi City

IMPORTANT READ THIS FIRST

Solar 175 is a campaign game with legacy elements. This means that the game will change and adapt as you play it.

It is therefore very important that you do not open up anything until instructed to do so by this rulebook.

This sort of game is at its best when you play the entire campaign with the same group of players. That being said, it is perfectly possible to add in or remove players during the campaign. New players can start a new corporation (if any of the 5 options are still available) or they can take over as CEO of a corporation that has already been established.

If you would prefer to learn the game via video, we have set up a series of tutorials that you can find with this QR code:

OR SEARCH
"COGITO DESIGN"
ON YOUTUBE



03

SOLAR 175

LEGACY

INTRODUCTION

It's been 175 years since the unspeakable war. Since this horrific event humanity has left control of the solar system's vast resources to just one governmental organisation, the United Federation of the Solar System, a giant inter-global governance system set up in the ashes of the destruction.

Since then a new democracy has gradually formed, the previously uncontested centrist party of the United Federalists bowed to decades of pressure and allowed rival parties to stand in 'free and open elections'. From this moment, the corporations have done everything they could to gain influence over these powerful political organisations. There is vast wealth available in the solar system and only the most ruthless will prosper.

This is your moment. As CEO of a newly incorporated company you have begged, stolen and borrowed from everyone you know. You have finally raised enough credits for a small ship and to hire your team. There are billions of credits out there for the taking but beware, you are not alone in your aim to cash in on this opportunity. Your burgeoning business will need to be tactical to out manoeuvre your opponents in this brave new galaxy.



BOX CONTENTS

GAME COMPONENTS



85 NIVEN OUTPOST TOKENS
NOTE: 68 IN THE RETAIL EDITION WITH NO ORANGE TOKENS



100 SCREEN PRINTED WORKER TOKENS
NOTE: 96 IN THE RETAIL EDITION



30 MINING RESOURCE TOKENS

30 MILITARY TOKENS

25 MEGASTRUCTURE FUNDING TOKENS



30 HENSLER BIDDOMES
NOTE: 24 IN THE RETAIL EDITION WITH NO ORANGE BIDDOMES



8 CREDIT CUBES
NOTE: 10 METAL TOKENS IN THE DELUXE EDITION



34 VOTING TOKENS



UFSS HINGED BALLOT BOX



FIRST PLAYER, MEGASTRUCTURE AND ELECTION TOKENS

NOTE: METAL TOKENS AVAILABLE IN THE DELUXE EDITION



DRY ERASE MARKER

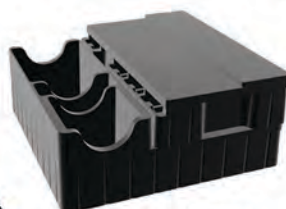


5 DRAWSTRING COTTON BAGS
NOTE: ORANGE BAG ONLY AVAILABLE IN THE DELUXE EDITION

GAME COMPONENTS



GIANT GAME BOX
295 X 295 X 130 MM



DOUBLE LAYER CUSTOM PLASTIC INSERT



LEGACY RULEBOOK



5 UNIQUE DOUBLE LAYER INDENTED PLAYERBOARDS
NOTE: ORANGE BOARD ONLY AVAILABLE IN THE DELUXE EDITION

UNLOCKABLE CONTENT



4 COMPONENT BOXES



20 ENVELOPES

UNLOCKABLE COMPONENTS NOT SHOWN



42 STICKERS

FOR MORE DETAILS VISIT OUR WEBSITE:
WWW.COGITOEORGOMEOPLE.COM



SPACECRAFT MINIATURES



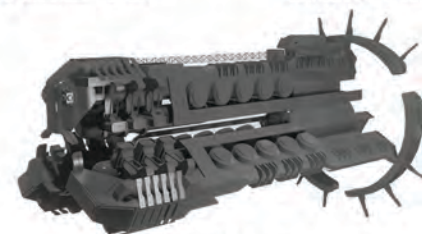
5 DC-XERXES 8050
NOTE: ORANGE SHIP ONLY AVAILABLE IN THE DELUXE EDITION



WS VAGUARD CLASS II



NAUTILUS EV-280



TITANICA ELITE



THE MANCHESTER



THE KRAKEN

GAME CARDS



93 SQUARE CARDS
NOTE: 89 IN RETAIL EDITION



59 MINI CARDS
NOTE: 54 IN RETAIL EDITION

Images for illustrative purposes only. Contents may vary from that shown.

BEFORE YOU SET UP

Solar 175 is a legacy game. This means that the game world and rules will evolve and change as you play depending on the choices you make in the game. The rules from pages 05 to 19 will give you all the rules needed to set up and play your first game of Solar 175.



Throughout the rulebook you will see this symbol. This indicates that there is a new unlockable feature to be added in the game. For your first game these are all ignored but during the campaign you will be checking off these sections as they unlock. So, for rules references after your first game you will need to go to the sections of the rulebook referred to by these icons if they have been checked off.

Note: All these changes are optional so it is fine to miss them out if you wish.



City leave cards (4) each show locations in Yurushi City. After 6 decades of aggressive expansion this Earth-based city most populous in the entire solar system.

05

SETUP

First, set up for each player.

Each player chooses a corporation and takes the items that correspond with that corporation: Take the playerboard (labelled 1 in the image below), worker bag (2) and the four permanent starting worker tokens (3) and place these workers onto the available workers section of your board.

Each player takes their city leave card (4) and places it faceup near their playerboard, also take your corporation's tracker card (12).

Take your starting ship mini (5) and starting ship card (6). Place the ship card next to your player board with the pilot icon face up.

Note: Only the 5 colored ships are used in the first few games (one per player), the remaining ship miniatures are not used until they are unlocked by game events.



Each player takes 17 outpost of their color. Place four of these onto the red spaces in the available workers section of your player board noted by this symbol (7):

Give the first player token (8) to the player who won the last game or to the player who most recently earned some money if this is your first game.

Take two credit cubes of your color and place one onto the '1' space of your credit track, keep the other by the side of your board (9).



Wage Squeeze (page 32)

Take the four bases in your color and place them into the relevant spaces on your player board (10).

Give each player the reference card (this step is optional) (11).



***Note:** The 5th Orange player is only available in the Deluxe Edition of Solar 175

SETTING UP THE SOLAR SYSTEM

The solar system where the game will take place is made up of a series of cards. Set these out in the manner shown on page 9. The solar system is set out into distinct zones. In your first game you will only operate in zones 1 and 2 but as you play the number of zones will expand.

Several of the solar system location cards have two sides, A and B. Initially you will start with all these cards on their A side. However, as the game is played, red stickers will be added to the A side of some cards. When this happens, the card will be flipped to the B side for the rest of the game.



These red stickers will be placed on the A side of cards during the campaign to indicate that you use the B side from now on.

Place a Mining Resource Token (or two if playing with 3+ players) on each of the location cards that have a mining symbol on them. All remaining Mining Tokens (if applicable) will be placed onto the Rio Astro Trade card (pg7).



Mining Resource Tokens are placed onto cards with this symbol in the bottom left.

When you have set up the solar system, place your starting ship miniatures onto the Earth card.

Note: Solar 175 is a big heavy game which takes up a lot of table space. If you are struggling to fit the game onto your table it is perfectly acceptable to not add all of the location cards to any one game. As long as zones 1 and 2 are in play, you can play the game with as few or as many of the other location cards as you wish. We suggest changing the available locations each game if you do decide to take this option.



Zone 3
(page 25)

Setting up the Rows

Each of these rows can be interacted with during the game. Set these up after assembling the solar system (see instructions to the left). Check page 9 for a reference image of the whole set up.

Setting up the Outpost Row

Interacting with this row allows you to build outposts and to assign them to different areas of the solar system.

1. Take the Niven Outpost Corporation card and place it on the table in reach of all players. Place the 13 remaining outpost tokens of your color onto this card.
2. Take the three Outpost cards and place them onto the table next to this card.



Outpost cards are double-sided so choose randomly which side will start face up in each game.



Your 13 remaining outposts start the game on or near this card.



Setting up the Employment Row

This row of cards indicates the workers you can hire during the game. Place each of the hire cards out with the A side face-up and populate them with their relevant workers:

1. The Yurushi Employment Center card is placed in the employment row and populated with all of the white general worker tokens.
2. The Nakamura Flight Academy card is placed in the employment row and populated with all of the blue pilot tokens.
3. The Treppenwitz Engineering Company card is placed in the employment row and populated with all of the grey engineer tokens.
4. The Akins and Van Shoyoc card is placed in the employment row and populated with all of the black lobbyist tokens.
5. The Shepherd AI Systems card is placed face up in the employment row and populated with pink algorithm worker tokens. The number of these is dependent on player count as listed on the card.



Trade Unions (page 31)

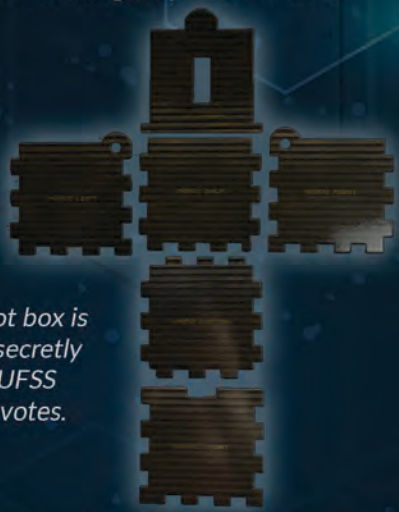


The Shepherd AI Systems Inc card starts with this side face up



ASSEMBLING THE BALLOT BOX

To assemble the ballot box, punch out the 5 sides and the lid from the punchboard. Each side is labelled and you arrange them as shown below. Start with the bottom piece and add the back, front and left sides to this. Slot the top piece into place and finally complete the structure with the right side panel. The lid should now be able to hinge up and down.



The ballot box is used to secretly conceal UFSS election votes.

ASSEMBLING THE GENERAL SUPPLY


Take the Megastructure Funding Tokens and Military Tokens and place them near the board. This forms the general supply. Place unused mining tokens onto the Rio Astro Corp trade card (if applicable).



Setting up the Trade Row

This row of cards indicates the actions you can take when you perform the Trade Action. They are all members of the Inter-planetary Trade Center based in the asteroid belt. Place the following cards into this row:

1. The Hensler card.
2. The Rio Astro Corp card.
3. The Bank of Yurushi card.

-  **15** Yurushi Bank Loans (page 32)
-  **2** Near-Earth Dynamic Systems (page 26)
-  **4** White Star Shipyard (page 27)
-  **19** Wotherby's Auction House (page 33)



Each of the cards in the trade row can be interacted with using the trade action. Hensler allows you to build and buy new bases, Rio Astro Corp allows you to buy and sell mining resources and the Bank of Yurushi will gain you credits and allow you to draw more workers.

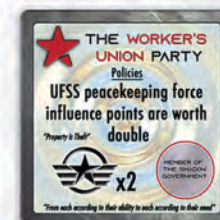
Each of these corporations is a member of the Inter-Planetary Trade Center which requires its members to use this icon:

We are a proud member of the
IPTC
Inter-Planetary Trade Center



Setting up the Political Row

This row indicates the political parties you can assist, to change the scoring of the game.

1. Put out the Workers Union Party card.
2. Put out the United Federalists card.
3. Put out the Brave New Dawn card.
4. Assemble and put out the ballot box. (see instructions to the left.)



5. Place the voting tokens and whiteboard marker onto the table.
6. Place the Election Token on the party that won the election in the last game. Or onto the United Federalists if it is your first game. It must have the UFSS logo face up.

-  **12** Celestial Rebellion (page 30)
-  **6** Political Influence (page 28)



Don't forget to assemble the general supply (see instructions to the left).



MEGASTRUCTURE PROJECTS



*Megastructure Location Token

Choosing a Megastructure Project

The final step before starting the game is to select a Megastructure Project to complete for this game. In the first 4 games this is chosen for you. From game 5 onwards this will change. **Place the Megastructure Location Token* into the location it is being built.** In your first game it is placed on Earth so, after reading the Game 1 Megastructure information below, you can skip ahead to page 9.

Game 1: Type I Megastructure

Megastructure: Sky hooks throughout zones 1 and 2
Location: Earth



Sky hooks are momentum exchange devices, designed to cheapen the cost of space travel. This hook orbits a celestial body and rotates two ends of a hook around its center. Ships are able to latch on to these hooks and use their momentum to safely and cheaply enter and leave the celestial body. Building this infrastructure around zones 1 and 2 will make travel to the further reaches of the solar system much easier, particularly the moons around Saturn.

Game 2: Type I Megastructure

Megastructure: Sky hooks throughout zone 3
Location: Titan



The extension of the skyhook network has made travel to the moons of Uranus considerably easier and cheaper for corporations.

Game 3: Type I Megastructure

Megastructure: DRUM Defence Cannon
Location: Mars



One of the most controversial creations in human history. The UFSS DRUM defence cannon is a weapon. It uses revolutionary void energy technology which ultimately can destroy an entire planet. Shepherd AI has insisted that we must possess this technology as a deterrent against those that might wish to create it themselves.

Game 4: Type I Megastructure

Megastructure: Sky hooks throughout zone 4
Location: Titania



The extension of the skyhook network has made travel to the moons of Neptune considerably easier and cheaper for corporations.

TYPE II MEGASTRUCTURES



After completing game 4 you are able to build Type II Megastructures. These can be built in any order you wish. The winner of the last game decides which megastructure will be built next (or randomly). Choose carefully as building specific megastructures is one of the main ways to unlock new sections and gameplay.



Type II Megastructures
(page 29)

Megastructure: Sky hooks throughout zone 5
Location: Triton



The extension of the skyhook network has made travel to the Kuiper belt considerably easier and cheaper for corporations.

Megastructure: IPTC Internal Upgrade
Location: IPTC



The vast internal structure of the IPTC is the central hub of trade throughout the solar system. It is in need of an upgrade.

Megastructure: Space Elevator on Mars
Location: Mars

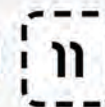


The space elevator at the Yukohama SpacePort on Earth is one of the greatest human accomplishments of all time. This megastructure stretches 35,786 kilometers into space and allows for spaceships to cheaply and cleanly leave the atmosphere. Just think about the boost to trade if Mars also had one of these.

Megastructure: UFSS HQ Security Upgrade
Location: Earth



The UFSS controls all the solar system from its base in Yurushi City. As we settle planets and moons farther and farther away from our ancestral home, more and more threats to this centralised system of power emerge. A comprehensive security upgrade for the UFSS would make us much safer from these potential threats.



Higher Type
Megastructures
(page 29)



Megastructure Funding Token

GAME ONE SETUP

GENERAL SUPPLY



This example is for a 2 player game.

TRADE ROW



OUTPOST ROW



THE SOLAR SYSTEM



EMPLOYMENT ROW



PLAYER 2 SETUP



POLITICAL ROW

PLAYER 1 SETUP



FIRST PLAYER TOKEN

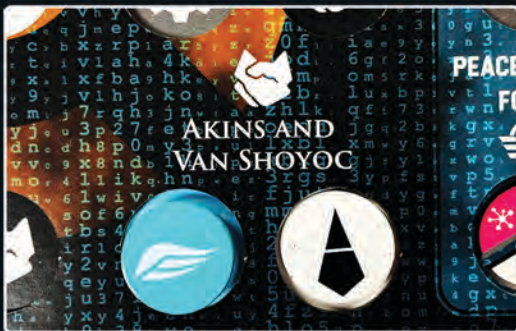


ASSIGNING YOUR WORKERS

Workers are drawn from your bag during the draw phase then assigned to jobs on your player board and ship cards during the assign phase.

To assign workers you must place them into a slot on a job they are able to perform. The pink AI algorithms can go into any slot.

A job is complete when it is full of workers. You can remove these workers in the action phase to complete the action the job relates to. Removed workers are put onto your city leave card.



A pilot and a general worker filling the Akins and Van Shoyoc action.



Building outposts means taking them from this card and placing them near your player board, see page 12 for further details. Note that building outposts does not entail placing them directly onto the solar system cards.

HOW TO PLAY

A Game of Three Phases

In Solar 175 you play as CEO of a new spacefaring corporation, battling it out in the race to exploit an ever changing and expanding solar system.

The aim of each game is to gain the highest amount of influence in the solar system by gaining influence points (IP). You can gain these IP points by conscripting workers to the UFSS Peacekeeping Force, building bases, funding megastructure projects and increasing your presence in the different zones of the solar system. These paths to victory regularly intersect so that pursuing one will often affect the outcome of another.

The game is played in a series of rounds split into three phases (the Draw, Assign and Action Phases) which repeat continuously until an end game trigger is reached. The first player token is passed one space clockwise at the end of each Action Phase.

1st Phase: The Draw Phase

Draw workers from your bag equal to your current available worker allowance. In your first turn this will be 4 workers. This is indicated by the highest number on your player board track not covered by outposts. Place your workers into these spaces.

At the start of each game you are able to draw 4 workers per round but this can be increased by removing X Outposts.



If your bag is empty and you cannot draw your full worker allowance, then you refill your bag with all the workers on your city leave card until you have filled your available worker track or run out of workers.

2nd Phase: Assign Workers

Take your available workers and place them onto available action spaces (jobs) on your player board or ship card. Any workers not placed onto actions on your player board can remain where they are or move straight to your city leave card. Only one worker can go into each available space.

Whenever you place a worker straight onto your city leave card without placing it onto an action, you immediately "build an outpost". You do this by taking an outpost token of your colour from the Niven Outpost Corporation card and placing it near your player board.

These outposts are useful to you and will be explained in the actions phase. You may only build a maximum of 2 outposts per round using this method.

Most workers may only be placed onto spaces that correspond to their colour and icon. The exception to this is the pink algorithm workers who can be placed on any available action space. When a whole action is filled with workers you may perform the action in the next phase, the Action Phase.

Note: You do not need to place all of the required workers onto an action and you can therefore partially fill actions to be completed in future rounds.

Note: The total workers you possess in your bag, on actions and on your city leave card is known as your worker pool.

Note: An available space is one which does not already have a worker on it.

You must wait for all players to complete the Assign Workers phase before moving onto the Action Phase.



There are 5 types of worker in Solar 175: Pilots, General Workers, Lobbyists, Algorithms and Engineers.

TYPES OF ACTION

There are four categories of actions that can be performed on your turn:

- 1. General Actions:** These are the move and outpost actions which help you move around the solar system and build presence. (Pages 11 to 12)
- 2. Trade Actions:** These allow you to interact with the corporation cards in the trade row. (Pages 13 to 14)
- 3. Worker Removal Actions:** Taking these actions mean removing a worker permanently from your worker pool to take a powerful action. (Pages 15 to 16)
- 4. Hiring Actions:** These allow you to add workers to your pool. (Page 17)

SHIP CARDS

Each player starts the game with an identical ship card. Place a pilot onto this card to move your ship.

This section of the card indicates the number of spaces a ship can move during a 'move' action. Starting ships can move up to three spaces.



This section indicates the presence value of this ship (see next page)

ACTIONS

3rd Phase: The Action Phase

This is the phase where the majority of the game occurs. Starting with the player with the first player token and moving clockwise, you each take one action per turn by removing all the workers from fully completed action spaces and placing those workers onto your city leave card. You may then take the action that these worker(s) completed. These actions will allow you to do useful things such as hire new workers and interact with the different corporations in the game.

If there is ever any reason why you can't perform an action that you have the required workers on, you place these workers onto your city leave card without performing the action or building outposts for those workers.

This phase continues until all players have taken all their actions. When this happens you move to the draw phase of the next round. **At the end of the round move the 1st player token one space clockwise.**

The Move Action | General Action



The movement action does not take place on your player board. Instead, you take the action by removing a pilot from your ship card. You may then move your ship miniature the number of spaces indicated by its ship card (see left for details). Ships can move diagonally or orthogonally. If a location already has two or more ships on it then you cannot move to that location (you may still move through it). You also cannot move to non-location cards such as the cards in the employment and political rows. Some special locations give you a benefit for arriving on them. If you move to a location with a Mining Resource Token (or tokens) on it, you take one of these tokens.



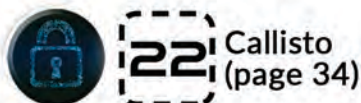
White Star Shipyard (page 27)



Base locations have a build cost indicated in the bottom right corner. In this example bases cost 1 credit and a Mining Resource Token to build.



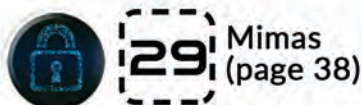
Mining locations have a mine icon indicated in the bottom right corner. Mining Resource Tokens are placed on these locations at the start of each game.



Callisto (page 34)



Uranus (page 38)



Mimas (page 38)



Neptune (page 38)



These red X icons indicate that you cannot move in this direction as you would be entering a non-location card.

PRESENCE

Increasing your presence in different zones is one of the most important paths to victory in games of Solar 175. Each zone will give influence points to the player(s) who has the most presence in it at the end of the game.

Outposts are worth 1 presence in the zone they are placed. Your bases (page 14) are worth 2 presence each and your ships are worth presence equal to the presence score indicated in the bottom right of their ship card (see previous page).

Example: If you have 1 base, 3 outposts and your starting ship in zone one, your total presence for that zone is 7.

DRAWING EXTRA WORKERS



This symbol indicates that you can draw a new worker during the Action Phase. To do this, take one from your worker bag using the usual draw phase rules. You then immediately assign that worker to a job on your player board or ship card. These workers can therefore be used this round.

HUBS

Throughout the solar system you will find several HUBS. These locations have workers placed onto them to affect the end game scoring. (This will be explained in detail on page 15).



This symbol indicates that you can move a worker from one HUB to another HUB.



The Outpost Action | General Action

Remove a general worker and an engineer from this area of your player board during the action phase to take the outpost action. This action allows you to manipulate your outposts and build your presence in the different zones of the solar system using the outpost cards. There are three different outpost cards available. When taking the outpost action you choose one of the cards and perform the action it displays, then flip your chosen card to the other side.

The Build Card - Building outposts means taking outposts of your colour from the Niven Outpost Corporation card and placing them in your player area ready to be assigned.

The Assign Card - Assigning outposts means sending outposts you've built to specific locations in the solar system so that your presence will be increased in that zone.



This side of the card allows you to build two outposts and gain one credit.



This side of the card allows you to build one outpost and gain two credits.



This side of the card allows you to assign up to 2 of your outposts to any locations within two different zones.



This side of the card allows you to assign up to 2 of your outposts to any locations within the same zone.

The Move Card - Moving outposts means moving outposts you or your opponents have assigned from one zone to another zone (it doesn't matter which location in that zone they are on).



This side of the card allows you to move up to two outposts (belonging to you or to another player).



This side of the card allows you to move a worker from one HUB to another HUB and to draw and immediately assign a worker (see left column).

Note: There is no limit to the number of outposts that can be placed in a zone or location (until you run out of course!)



Zone 1



Zone 2



1 Zone 3 (page 25)



8 Zone 5 (page 29)



3 Zone 4 (page 26)



10 Zone 6 (page 29)

The 6 Zones of the Solar System

The 6 different zones of the solar system are indicated by the coloured lines surrounding different areas of the solar system. In your first game only two zones will be in play, however this will quickly expand.



The six zones of the solar system are marked by these symbols and their borders are marked by lines of the corresponding colours

UNIVERSAL CREDITS



Credits are the only universally accepted currency in the solar system. Universal credits use an advanced digital currency based on the technology originally created for the, now illegal, G-Blocks. New credits are minted as resources are extracted from off-earth objects. This minting is overseen and controlled by the Bank of Yurushi and influenced by the major corporations.

Credits are used for several purposes such as building bases. You may never have more than 29 credits.

Credits are measured by this track (see below) on your player boards. When you gain a credit you move your cube up the track. If you reach any multiples of 10 add a second cube to the relevant square:

Examples:



This player has 2 credits



This player has 12 credits



This player has 22 credits



Trade Actions

To take the trade action you need to remove a pilot and a lobbyist from the trade action on your player board during the action phase (pictured to the right).

The trade action allows you to visit **one** card in the trade row and perform a corresponding action. Trade row cards have the Inter-planetary Trade Center icon in their bottom right corner. Each of these cards allows you to perform a different action.



The Trade Action
We are a proud member of the
IPTC
Inter-Planetary Trade Center

Rio Astro Corp | Trade Action

Rio Astro specialise in acquiring and selling resources gained from off-earth mining. If you take this action you may either buy or sell Mining Resource Tokens. This will cost you three credits when buying or gain you three credits when selling. If you sell a Mining Resource Token it goes onto the Rio Astro card and is available to be bought in the future.

Note: If there are no Mining Resource Tokens available on the Rio Astro card then you cannot buy from there but you may still sell to the corporation.



The Corporation Card for RioAstro Corp.

The Bank of Yurushi | Trade Action

Taking this trade action allows you to take one of two actions. You can simply collect one credit (see the information on credits to the left for details).

You can also use this action to draw another worker. To do this, pay one credit then draw a worker from your bag. This works in the same way as the icon explained on page 12, with the addition of costing one credit to perform the action.



This icon indicates that you can draw another worker for a cost of one credit.



This icon indicates that you can take one credit for performing this action.



Unlockable Trade Actions



2

Near-Earth Dynamic Systems (page 26)



4

White Star Shipyard (page 27)



19

Wotherby's Auction House (page 33)



15

Yurushi Bank Loans (page 32)

The Solar System's Most Valuable Corporation

Hensler began life as an on-earth commercial architecture corporation, however with incredible foresight they shifted their operations to developing off-earth habitation systems right at the start of the race to settle the solar system. This put them in a fantastic position and years ahead of any potential competitors. Add to this an intelligent and aggressive acquisition policy and Hensler is currently the most valuable company in existence, and by quite a way.

BUYING BASES

Instead of building a base you can use this action to buy a new one. Pay a cost of two credits then take one of the two bases of your colour from the Hensler card.

You place this new base into any free base slot on the right side of your player board and it can now be built in the usual way. If you have no free slots or there are no bases of your color left on the Hensler card you cannot perform this action.

| | |
|---------------|-------------------|
| ACTION | COST |
| BUILD | SEE LOCATION CARD |
| BUY | |

"Making the Inhospitable home!"
We are a proud member of the **IPTC** Inter-Planetary Trade Center

These vast off-earth cities span the solar system and have made Hensler incredibly wealthy.

Hensler | Trade Action

Taking this trade action allows you to either build a BioDome (base) in a location where you currently have a ship or to buy a new base (see 'buying bases' in the left column). To build a base, you must first check that you have a ship in a location which allows you to build a base as this is not always possible. Locations where you can build a base have prices in the bottom right corner of the location card indicating the cost to build there.

You also cannot build a base in a location where another base has already been built in this game.



These are the prices needed to build a base in this location. The prices will change from zone to zone and will get more expensive as you get further away from Earth. This card from zone 2 requires you to pay 2 credits and 1 mined resource token to build a base there.



This card from zone 3 requires 3 credits and 1 mined resource token to build a base. Note: Zone 3 does not feature in your first game.

Finally, to build a base you must have a base available to build. These are stored in the right hand side of your player board and you can build a maximum of four in any game.

Once you have paid the cost of the base, meaning you have removed the coins from your player board track and placed the Mining Resource Token onto the Rio Astro trade card, you take the base from your player board and place it onto the relevant location card.

Building bases has three benefits, one is immediate and two happen at the end of the game. The immediate benefit is that you will uncover a bonus underneath the base you built. This is one of four possible bonuses, you take advantage of this bonus on the same turn as you build the base.



Bonus Move Action



Bonus Trade Action



Bonus Outpost Action



Two Credit Bonus

These bonuses are indicated by the symbols in the center of the revealed spaces on your player board.

At the end of games the bases themselves are worth influence points, how many is decided by two factors. First, the number of workers conscripted to the Hensler HUB*, and second, the zone number in which the base is built. Bases are worth influence points equal to the Worker Value of the workers on the Hensler HUB card* plus influence points equivalent to the zone number where the base is located.

$$5 + 2 = 7$$

Example: At the end of the game there is a worker value of 5 from the workers sent to the Hensler HUB card and this base is in zone 2, as such it is worth 7 influence points (5 + 2).

The second end game benefit of bases is that Bases also have an impact when calculating your presence in a specific zone. Each base is worth 2 presence in the zone it is built.

*Note: Conscripting workers to the Hensler HUB and calculating Worker Value is explained on the next page.

HUBs

Conscripting workers to the solar system's HUBs has an important impact on how the game is scored. The value of the workers conscripted to a HUB at the end of the game will impact how the path to victory associated with that HUB is scored.

The 'Worker Value' of a HUB is the value of the workers that have been sent to it at the end of the game. Workers have a worker value of 1 each, except for algorithms which are worth 2 each.



Megastructure Funding Tokens are worth influence points (IP) equal to the Worker Value of the workers on this card at the end of the game.



Military Tokens are worth influence points equal to **half** the Worker Value of the workers on this card at the end of the game (rounded down). For example, if the Worker Value on this card is 5, then Military Tokens are worth 2 IP each.



Bases are worth influence points equal to the Worker Value of the workers on this card at the end of the game (plus points equal to their zone number).



The workers on the Zone HUBs indicate how many influence points the player with the most presence in that zone will earn. Each zone is worth influence points equal to the Worker Value of the workers on that zone's HUB card at the end of the game.

The influence points awarded to players for having the most presence in each zone will be decided by the Worker Value of the workers sent to the ZONE HUB of that particular zone. The Earth is the Zone HUB for Zone 1 and Jupiter is the Zone HUB for Zone 2. The player with the most presence in a zone at the end of the game will get points equal to the Worker Value of this Zone HUB. **In games of 3 or more players the player in second place gets half this amount rounded up to the nearest whole number.**

Example:

At the end of the game there are 3 general workers and an algorithm on the UFSS and there are 2 lobbyists and an engineer on Jupiter. This means that Megastructure Funding Tokens are worth 5 influence points each and the player with the most presence in a zone 2 will get 3 influence points.



Workers all have a Worker Value of 1 except for algorithms which have a Worker Value of 2

Worker Removal Actions

Worker Removal Actions permanently remove a worker from your pool to gain you powerful benefits. They are taken by placing individual workers onto the actions on the right hand side of your player board.

Important: Worker removal actions cannot be taken by your four permanent workers which you start with in each game:



Worker removal actions are situated on the right side of the player boards and are indicated with an arrow above the worker spaces.

UFSS Peacekeeping Force | Worker Removal Action

You can conscript your workers to join the United Federation of the Solar System Peacekeeping Force. This will earn you Military Tokens and dramatically affect how the game is scored.



To take this action, remove a General Worker, Pilot or Algorithm from this space during the Action Phase. Place them onto the HUB card of your choice and then collect 1 Military Token.

Note: Military tokens are not intentionally limited so in the unlikely event you run out, use a suitable alternative.



The workers you conscript to the UFSS Peacekeeping Force will affect how the game is scored across many different paths to victory. Workers conscripted to the Hensler HUB will increase the influence points of bases, workers conscripted to the UFSS HUB will increase the value of Megastructure Funding Tokens, workers conscripted to the Military HUB on Ceres will increase the value of Military Tokens and workers conscripted to the Zone HUBs will increase the value of having the most presence in each zone of the solar system. For each of these HUBs, workers increase the value of that path to victory by 1 influence point each, except for algorithm workers who increase their path to victory by 2 points each.

For full details on how the HUBs affect scoring see the column to the left of this page. Note that the Military HUB works slightly differently.

Fund the Megastructure | Worker Removal Action



Remove an engineer from this space to send them off to help build the megastructure. You must pay 1 Mining Resource Token to take this action.

Place the engineer onto the HUB of your choice and pay the Mining Resource Token to Rio Astro, then collect a Megastructure Funding Token.



Megastructure Funding Token

These tokens are worth influence points based on the number of workers sent to the UFSS HUB, with each worker adding 1 influence point to the value of each Megastructure Funding Token and each algorithm adding 2 influence points.

EXAMPLE



If there are 2 algorithms and 3 other workers conscripted to the UFSS at the end of a game, each Megastructure Funding Token will be worth 7 influence points.

Note: If the Megastructure Funding Tokens run out this action is no longer possible.

THE THREE MAJOR POLITICAL PARTIES

There are three main political parties vying for power over the United Federation of the Solar System. This multi-party democracy is a fairly recent innovation in the governance of the solar system as the United Federalists held a monopoly on power for many decades.



THE WORKER'S UNION PARTY

The Workers Union Party: The mass worker obsolescence that has been experienced with the rise of automation is making many nervous. Those that fear their line of work may be next have decided to unionise early and use their collective bargaining power to slow this potential catastrophe. The Worker's Union Party pushes for high taxes on corporations and for these credits to be funnelled down to the lowest rungs of society. They are staunch advocates of the UFSS Peacekeeping Force which they see as a crucial tool for social mobility.



THE UNITED FEDERALISTS

The United Federalists: For a long time this party was the only one permitted. Founded by the Shepherd AI after the devastation of the unspeakable war, the key philosophy of the centrist United Federalists is one of compromise. Each side of the political spectrum has its benefits and therefore the correct course of action is to take the best from each.



BRAVE NEW DAWN

Brave New Dawn: Technically titled the Patriotic Peoples of Earth Party, everyone uses the moniker Brave New Dawn after a key phrase from the founding speech of Bernice Oryx. This right wing political party advocates for a small earth centered government which will allow corporations to quickly and efficiently take advantage of the huge resources of the solar system.



Vote | Worker Removal Action

Placing a lobbyist here during the assign workers phase allows you to take the vote action. To do this, remove the lobbyist token in the action phase and place it onto the HUB card of your choice. Then you take one of the voting tokens and put a cross next to the symbol of your chosen political party. Place the completed vote into the ballot box without it being seen by your opponents. Each of these tokens is worth one vote. The party with the most votes wins the election at the end of the game, this will impact how the game is scored.

Votes are entered into the ballot box through the slot in the lid.



This vote is for the United Federalists

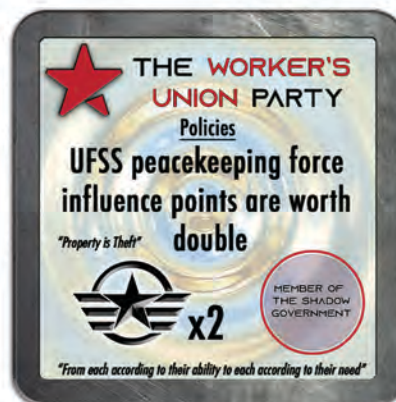
The political party voted into power at the end of each game will affect the scoring of one element of the game. If the United Federalists are elected then influence points gained from funding the megastructure are doubled. If Brave New Dawn wins the election then influence points gained from base building are doubled and if the Worker's Union Party wins the election then influence points gained from Military Tokens are doubled.

Example: At the end of a game the United Federalists have won the election. Caro has 3 Megastructure Funding Tokens which would in this game have been worth 15 influence points (IP) as the Worker Value on the UFSS is 5, but because the United Federalists have won the election, they are now worth double the amount (30 IP in total).

At the end of the game you record the political party that won the election into the scoring pages in Lunar Magazine (43-64).



Celestial Rebellion (page 30)



The three cards in the political row serve as a reminder of how each of the political parties will affect the scoring of the game if they achieve power in the election phase.

Strategic Note: This has a very large impact on the end game scoring and so it is a good strategy to keep an eye on the possible election results.

Hiring a Lobbyist | Hiring Action



To hire a lobbyist you need to remove a pilot and a general worker from these two spaces in the action phase. You then take a lobbyist from the Akins and Van Shoyoc LLP card and place it onto your city leave card.

Akins and Van Shoyoc LLP Card (H4)



The hiring bonus for a lobbyist is that you get to remove an X outpost from your available worker section and immediately assign it to a location in the solar system. This also has the benefit that you can now draw an extra worker each round during the draw phase.



Players start each game with these 4 spaces covered by outpost tokens. As you hire lobbyists these outposts are removed, increasing the number of workers you draw during subsequent draw phases.

If you do not have any outposts left to remove from your player board then this bonus is ignored.

Note: When there are no more workers available on hiring cards you may still take the action to gain the hiring bonus. *If three or more employment cards have no workers available then this is one of the end game triggers (see the next page for details).*

Hiring Actions

These actions each allow you to gain new workers to be drawn in future rounds. Many of these actions have a double benefit of also providing you with a hiring bonus. You take newly acquired workers from their corresponding hiring cards and place them onto your city leave card.

Hire a General Worker | Hiring Action



To hire a general worker you need to remove an engineer and a lobbyist from this section of your player board during the action phase.

Do this then take a general worker token from the Yurushi Employment Center card and place it onto your city leave card.

Yurushi Employment Center card (H2A)



After taking a general worker you also get to immediately take advantage of the hiring bonus. In this case you may take the trade action.

Hire a Pilot | Hiring Action



To hire a pilot you need to remove a general worker, an engineer and a lobbyist from these three spaces in the action phase. You then take a pilot token from the Nakamura Flight Academy card and place it onto your city leave card.

Nakamura Flight Academy card (H1A)



The hiring bonus for a pilot is that you may take the move action. You may move any of the ships you own when taking this action.

Note: In your first couple of games you will only ever have one ship.

Hire an Engineer | Hiring Action



To hire an engineer you need to remove a general worker, a pilot and a lobbyist from these three spaces in the action phase. You then take an engineer token from the Treppenwitz Engineering Co. card and place it onto your city leave card.

Treppenwitz Engineering card (H3A)



The hiring bonus for an engineer is to take the outpost action.

Hire an Algorithm | Hiring Action



Algorithms are able to complete any challenge that would normally require a pilot, engineer, lobbyist or general worker. Therefore these workers can be placed in any space that is not currently occupied.

To hire an algorithm you need to remove a pilot, an engineer and a general worker from these three spaces in the Actions phase. You then take an algorithm token from the Shepherd AI Systems Inc. Card and place it onto your city leave card.



Shepherd AI Systems Inc card (H5A)



There is no hiring bonus when you hire an algorithm. However, when the algorithms run out, this card is flipped and each time this action is taken you can move a worker from one HUB to another.

THE ELECTION PHASE

Before scoring the game you must establish which party won the election. This is done during the election phase. This will have important effects for how the game is scored. Empty the ballot box and add up the votes for each party with each ballot counting as one vote. When this is complete the party with the highest number of votes is elected and you move the election token to that card with the UFSS logo face up.

Election Token



Note: In the case of a tie, the party that is currently in power remains in power (even if they weren't one of the tied parties).

The parties themselves affect the scoring of the game. Whichever party wins will make one of the paths to victory more powerful:



Brave New Dawn: Players gain double influence points (IP) for base building.



United Federalists: Players gain double IP for Megastructure Funding Tokens



Workers Union Party: Players gain double IP for Military Tokens.



13

Trade Unions (page 31)



12

Celestial Rebellion (page 30)

END GAME

End Game Trigger

The game ends when one of two triggers occur, either a player builds their last outpost token or three or more employment cards are emptied of workers. When either of the events occur you are in the last round of the game. The Action Phase of the current round is completed and then instead of moving back to the Draw phase, play moves onto the Election Phase (see left column) and then the final scores are calculated.

End Game Scoring

The game is won by the player with the most influence points (IP). Players score their game by using the scoresheet on pages 43-64 of the magazine. Make sure to also note down the winner of the game, which megastructure was built and which party won the election into the relevant boxes.]

| Election Year: 175PW | | Total Score |
|----------------------|--|-------------|
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |

Magazine Scoring Page: Make sure to use the scoring line which corresponds to the corporations that took part in this game as you may need to ascertain how many games each corporation has played.



Credits - Score 1 IP for every 2 credits you have left over at the end of the game.



12

Celestial Rebellion (page 30)



15

Yurushi Bank Loans (page 32)



Mining Resource Tokens - These tokens are worth 2 IP each at the end of the game



6

Political Influence (page 28)



Bases - Score each base built by players. Bases are worth IP equal to the **Worker Value** (see left column of page 19 for full details) of the workers sent to the Hensler Base HUB. In addition to this, add influence points equivalent to the number of the zone the base was built in.



= 7

Example: At the end of the game there is a Worker Value of 5 from the workers sent to the Hensler HUB card and this base is in zone 2, as such it is worth 7 IP (5 + 2). Remember algorithms are worth a Worker Value of 2.

Note: If the Brave New Dawn won in the election phase, these points will be doubled.



Megastructure Funding - Each Megastructure Funding Token you possess is worth IP equal to the **Worker Value** of the workers sent to the UFSS HUB by the end of the game.



+



= 8

Example: Caro has 2 Megastructure Funding Tokens and the Worker Value on the UFSS HUB is 4 (remember, algorithms are worth 2). She therefore gains 8 influence points for these tokens (2 x 4).

Note: If the United Federalists won in the election phase, these points will be doubled.

WORKER VALUE

Reminder: The Worker Value of a HUB is the total value of the workers that have been sent to it by the end of the game. Most workers are worth 1 Worker Value but algorithms are worth 2. At the end of the game the Worker Value of each HUB will decide how many influence points (IP) that path to victory is worth. How this is done for each is described on this page and the previous page.

Important: For most of the HUBs there is a 1 to 1 ratio between the Worker Value of the HUB and how many IP that path to victory is worth, but for Military Tokens this is a 1 to 2 ratio.

Example: A Worker Value of 4 on a Zone HUB means that Zone is worth 4 IP whereas a worker value of 4 on the Military Hub (Ceres) means that Military Tokens are worth 2 IP (each).

TIE BREAKER

In the event of a tie, the player with the most influence in zone 1 is declared the winner (of the tied players). If there is still a tie then the player who is closest to next receiving the first player marker is the winner (again, of the tied players).



The first player token.

End Game Scoring Continued.



UFSS Peacekeeping Force - Players get influence points for each military token. These are worth IP **equal to half of the Worker Value of the workers conscripted to the Military HUB on Ceres** (rounded down to the nearest whole number).



+



= 4

Example: Caro has 2 Military Tokens and the Worker Value on the Military HUB is 4 (remember, algorithms are worth 2). She therefore gains 4 influence points for these tokens (2 x 2).

Note: If the Workers Union Party wins the election, these points will be doubled.

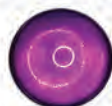


Presence - At the end of the game, players will score influence points for their presence in each zone. If you have the most presence in a zone then you will gain influence points equal to the **Worker Value** of that Zone's HUB. In games of 3+ players the player(s) with the second most influence will gain half these points (rounded down to the nearest whole number).

Presence is calculated individually for each zone so players may get this bonus for multiple zones. In the case of ties, all tied players gain the full points. At the end of the game, look at each zone individually, you measure presence as follows:



Each of your outposts in that zone counts as 1 presence



Each of your bases in that zone counts as 2 presence



Each of your ships in that zone gives you a presence equal to the amount listed on the bottom right of the ship card. In your first game ships are all worth 2 presence.

Finally, the player(s) who has the most presence in the Zone which contains the Megastructure Location Token gains an additional 5 influence points.

Calculate the presence for each player in each individual zone. In your first game you will only have 2 zones to assess, however as you play the campaign, the size of the solar system will expand. Gain presence from your outposts, ships and bases.



After calculating the presence for each player, the player with the most in each zone gains points equal to the Worker Value of that zone's HUB.

The Worker Value of this HUB is 7 as the two algorithms are worth 2 each and the Lobbyist, Pilot and General Worker are worth 1 each.

The zone with the Megastructure Location Token is worth an additional 5 IP.

Example:

Caro (Purple), Ali (Yellow) and Rosa (Teal) all have a presence in zone 1 at the end of the game. The zone 1 HUB on Earth has a Worker Value of 7. The megastructure location for this game is zone 1.

Caro has 3 outposts and 1 base in zone 1 and so her presence is (3+2) 5. Ali has 1 outpost, 2 bases and her starting ship in zone 1 and so her presence is (1+4+2) 7. Rosa has 5 outposts and 1 base in zone 1 and so her presence is (5+2) 7. Rosa and Ali both have an equal amount of presence in zone 1 and so they receive 12 influence points each (7 for the Worker Value of the HUB and an extra 5 as zone 1 was where the Megastructure Location Token was for this game). Caro receives zero IP for this zone, as two players came in first so there is no second place bonus.

Zone 2 will now be checked in the same way and so on until all zones have been checked.



Celestial Rebellion
(page 30)

DEVELOPING THE SOLAR SYSTEM

At the end of each game the solar system has become a little more developed. To demonstrate this, the winner of each game can choose one base location card* from the solar system and name one of the cities in that location, write the name onto one of the empty spaces on the card.

If there are no cards that have naming spaces then the solar system is fully developed and this is ignored.

*Base location cards are those that you can build bases on.



SOLAR SYSTEM NARRATIVES:

After developing a location go to page 52 and scan the QR code for one of the zones where you (the winner) had a ship at the end of the game. This will lead you to a webpage full of the locations in that zone. Select one of these locations and then select a narrative from that location. This should be read aloud to the whole group and will help you learn more about the vast universe of Solar 175.

END OF GAME CHECKLIST

After scoring each game, follow this 5 step checklist to ensure you have done everything you need to do for the next game:

1. Check off the boxes on your tracker cards for the areas you were successful in this game.
2. Check to see if you are eligible for any of the awards on page 21. The winner of the game also names a city (see above).
3. Check the megastructures list on page 8 and check off the megastructure you have successfully built this game.
4. Check to see if you have activated any of the events on pages 22 and 23. If you have, follow the instructions in the sections you have unlocked.
5. Read a solar system narrative using the QR codes on page 52 (see above for details).

That's it, you're now ready for the next game!

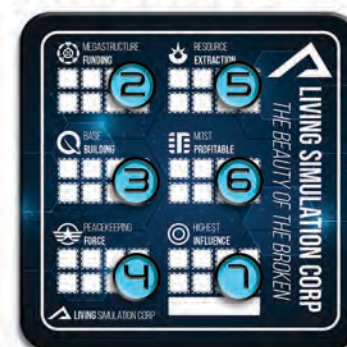
THE CAMPAIGN

The campaign is the overarching game that is being played throughout all of the individual games of Solar 175. This campaign will ultimately be won by one corporation based on the campaign points they have earned. The end of the campaign is triggered after one of the Type VI Megastructures is built. If you need a little help with the rule changes, we have a video series which will guide you through everything you need to do before and after each of the first 4 games. Follow the QR code on page 3 to find them.

Campaign Scoring

At the end of each game players will mark their achievements in this game. There are a series of boxes on the campaign tracker cards. After each game, players cross off a box if they achieved the highest score in any of the following areas:

The checkboxes are located on the tracker card that each player receives at the start of the campaign. Store these in your drawstring bag between games to keep track of your progress throughout the campaign!



1. **Presence:** The player(s) with the most presence in each zone crosses off a box referring to that zone. Be aware that not all zones are available at the start of the campaign and players cannot cross off boxes for zones they had no presence in.
2. **Megastructure Funding:** The player(s) who received the most points for megastructure funding can cross off a box from this section of their tracker card.
3. **Base Building:** The player(s) who received the most points from building bases crosses off a box from this section of their tracker card.
4. **UFSS Peacekeeping Force:** The player(s) who received the most points from military tokens crosses off a box from this section of the tracker card.
5. **Resource Extraction:** The player(s) who had the most Mining Resource Tokens left over at the end of the game crosses off a box from this section of the tracker card. They must have a minimum of 1.
6. **Most Profitable:** The player who had the most credits left over at the end of the game crosses off a box from this section of the tracker card. They must have had a minimum of 2.
7. **Highest Influence:** The player that won the game crosses off a box from this section. If this section ever becomes full, then add a tally to the longer box below to indicate each additional victory.

These checked boxes are the key to receiving awards for your corporation and ultimately winning the campaign! Whenever you complete all boxes for a section (e.g. all 8 'Resource Extraction' boxes) you collect an award sticker and add it to the awards section of your tracker card (8). If you are the first corporation to achieve this award then you take the gold version of the award and the second player to achieve this will take the silver version of the award. If an award is won at the same time by two players, the player who received the most influence points in that game takes the award. If there is still a tie use the normal end game tie breakers to decide who takes the award.

Note: If you win an award and you have space on your tracker card you must take it. If you have run out of space for awards on your tracker card(s) then you place additional awards onto your drawstring bag. The awards are listed on the next page.

CORPORATE AWARDS

Presence Awards (Presented By the Niven Outpost Corporation)



Niven Zone 1 Gold Award: For the player who first checks off 6 boxes for having the most presence in Zone 1.
This Gold award is worth 3 campaign points



Niven Zone 1 Silver Award: For the second player who checks off 6 boxes for having the most presence in Zone 1.
This Silver award is worth 2 campaign points



Niven Zone 2 Gold Award: For the player who first checks off 6 boxes for having the most presence in Zone 2.
This Gold award is worth 3 campaign points



Niven Zone 2 Silver Award: For the second player who checks off 6 boxes for having the most presence in Zone 2.
This Silver award is worth 2 campaign points



Niven Zone 3 Gold Award: For the player who first checks off 6 boxes for having the most presence in Zone 3.
This Gold award is worth 4 campaign points



Niven Zone 3 Silver Award: For the second player who checks off 6 boxes for having the most presence in Zone 3.
This Silver award is worth 2 campaign points



Niven Zone 4 Gold Award: For the player who first checks off 6 boxes for having the most presence in Zone 4.
This Gold award is worth 4 campaign points



Niven Zone 4 Silver Award: For the second player who checks off 6 boxes for having the most presence in Zone 4.
This Silver award is worth 2 campaign points



Niven Zone 5 Gold Award: For the player who first checks off 6 boxes for having the most presence in Zone 5.
This Gold award is worth 5 campaign points



Niven Zone 5 Silver Award: For the second player who checks off 6 boxes for having the most presence in Zone 5.
This Silver award is worth 3 campaign points



Niven Zone 6 Gold Award: For the player who first checks off 6 boxes for having the most presence in Zone 6.
This Gold award is worth 6 campaign points



Niven Zone 6 Silver Award: For the second player who checks off 6 boxes for having the most presence in Zone 6.
This Silver award is worth 4 campaign points



UFSS Noble Philanthropist Award: For the player who first checks off 8 boxes for megastructure funding.
This Gold award is worth 6 campaign points



UFSS Philanthropist Award: For the second player who checks off 8 boxes for megastructure funding.
This Silver award is worth 3 campaign points



Hensler Elite Settler: For the player who first checks off 8 boxes for base building.
This Gold award is worth 6 campaign points



Hensler Professional Settler: For the second player who checks off 8 boxes for base building.
This Silver award is worth 3 campaign points



Honorary General of the UFSS Peacekeeping Force: For the player who first checks off 8 boxes for influence with the UFSS Peacekeeping Force.
This Gold award is worth 6 campaign points



Honorary Colonel of the UFSS Peacekeeping Force: For the second player who checks off 8 boxes for influence with the UFSS Peacekeeping Force.
This Silver award is worth 3 campaign points



Rio Astro Gold Award: For the player who first checks off 8 boxes for mining resources.
This Gold award is worth 5 campaign points



Rio Astro Silver Award: For the second player who checks off 8 boxes for mining resources.
This Silver award is worth 3 campaign points



Benefactor of the Bank of Yurushi: For the player who first checks off 8 boxes for credits.
This Gold award is worth 5 campaign points



Friend of the Bank of Yurushi: For the second player who checks off 6 boxes for credits.
This Silver award is worth 3 campaign points



UFSS Medal of Freedom: For the player who first checks off 8 boxes for influence points.
This Gold award is worth 10 campaign points



Order of the Shepherd: For the second player who checks off 8 boxes for influence points.
This Silver award is worth 7 campaign points

EVENTS

At the end of each game you need to check if any permanent changes have been made to the game world. Look through the list of events on this and the next page. If any of these events have occurred, then check off the boxes next to them and follow the instructions given in the sections they reference. Note that many of the events will be triggered by building the megastructures chosen during setup. Make sure to check the event triggers carefully at the end of each game as you may complete the events in an unusual order, particularly after game 4.

Bonus Tip: Don't wait too long for section 19!

These triggers indicate events which will change the game world of Solar 175. Check this list at the end of each game and if a trigger has been activated, cross off the box next to it and read that section of the rulebook. These sections are located in numerical order from page 25 to 39 of this booklet. Be careful to only read the sections you have unlocked. Follow the instructions in the sections to make the changes to the game. If this is the end of your first game read page 25 to understand how the sections unlock.

For your first four games the only triggers you will be crossing off will be those in this first column:



This is the trigger which allows you to check off the box to the right. Some triggers activate multiple boxes. The number in the box indicates the section you have unlocked and should now read (the page number of this section is listed to the right).

EVENTS FROM THE FIRST FOUR GAMES

When you have reached the end of your first game 1 2 Pg25 Pg26

When you have reached the end of your second game 3 4 Pg26 Pg27

When you have reached the end of your third game 5 6 Pg27 Pg28

When you have reached the end of your fourth game 7 8 9 Pg28 Pg29 Pg29

From Game 4 onwards, triggers will be activated in the unique order you get to them as you play the campaign. Make sure to check carefully at the end of each game to see if you have activated any new sections.

When you have built the sky hooks around zone 5 Type II Megastructure 10 Pg 29

When you have built all Type II Megastructures 11 Pg 29

When you have built the Space Elevator on Mars Type II Megastructure 12 Pg 30

When the Worker's Union Party have won five elections 13 Pg 31

When a player wins the "Benefactor of the Bank of Yurushi" Gold award 14 Pg 31

When the first player wins any one of the Silver Awards 15 Pg 32

When NEDS sell out in a game. (Only applies after game 4) 16 Pg 32

When the first player wins the "Friend of the Bank of Yurushi" Silver award 17 Pg 32

When a player wins the Rio Astro Gold award 18 Pg 33

EVENTS CONTINUED

- Whenever you feel ready for a little more in game complexity (anytime after game 4) 19 Pg 33
- When the Terraform Mars Type III Megastructure is built 20 Pg 34
- When the Terraform Venus Type III Megastructure is built 21 Pg 34
- When a player has won four awards. 22 Pg 34
- When the Kraken Type III Megastructure is built 23 Pg 34
- When the Titanica Elite Type III Megastructure is built 24 Pg 35
- When the Celestial Rebellion have overthrown 5 elections 25 Pg 35
- When Brave New Dawn have won at least 8 elections and you have unlocked envelope 7 26 Pg 35
- When the Dyson Swarm Type V Megastructure is completed 27 Pg 36
- When the first census is completed 28 Pg 37
- When the first Megastructure Repairs are completed 29 Pg 38
- When you have gained all the achievements on page 51 30 Pg 38
- When all 33 sections have been unlocked 31 Pg 38

- When all silver awards have been won OR all Type III Megastructures have been built 32 Pg 38
- When you have completed any Type VI Megastructure 33 Pg 39

IMPORTANT

Every section and addition to the first game is optional, so if you make a mistake or miss a section of the rules just keep playing, it will not hurt the campaign. Solar 175 is designed to be robust to mistakes and house rules!





SECTIONS

This section of the rulebook contains the instructions for the updates and changes that are made throughout campaigns of Solar 175. You will be instructed from the events (pages 22 and 23) to read a specific section. Read the section and follow the instructions it gives. **Do not read any other sections until instructed to do so.** Each section is laid out in the same style:

This number indicates the section. Be sure to only read the section you have been instructed to read. The section title is in the box to the right

These icons indicate the actions you must take to enact the changes of this section. These are explained below.

This area of the section box gives you detailed information on the changes that have been made to the game world, often with corresponding artwork.

The detailed instructions of what will change when this new section is unlocked will be placed here. There will often be corresponding diagrams and artwork to make this clearer. You will need to reference these newly unlocked sections when checking rules in the future.

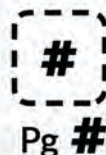
If you see a QR code, follow it to read a new worldbuilding story

Section Box Icons

There are three kinds of changes that may need to be made when you unlock a section: opening envelopes, checking off rule changes in the rulebook and, opening boxes. These changes are indicated by the following icons:



This icon indicates that you must open an envelope. The number indicates which specific envelope to open.



This icon indicates that you need to check off a rule change box in the rulebook. The number below the box indicates which page in the rulebook you can find the box.



This icon indicates that you must open a box. The number indicates which specific box to open.



Before reading the rest of this section read the instructions above carefully. Open envelope 1 and add the zone 3 location cards to the solar system deck. You may now access and use this zone in the same way you would the other zones in the game. At the end of the game, presence is now calculated for this zone as well as zones 1 and 2. This is done in the normal way. Check off the section 1 boxes on pages 6 and 12 to remind you about these changes when checking rules in the future.

In addition to this, after you have read section 2 on the next page you will be asked to open Box One. In Box One there are 9 HUB bonus tokens. At the start of each game shuffle these face down and place one randomly, face-up onto each of the HUB cards. You can gain these bonuses by placing your workers on these HUBs using worker removal actions. Place the worker on the HUB then immediately take the bonus action/item. Taking these bonuses is always optional.

25



Note: You do not get the HUB bonuses when moving a worker from one HUB to another.

AI Players do not take HUB bonuses



HUB bonuses are placed on all HUB locations. (In the bottom left of the card)

You get these bonuses immediately

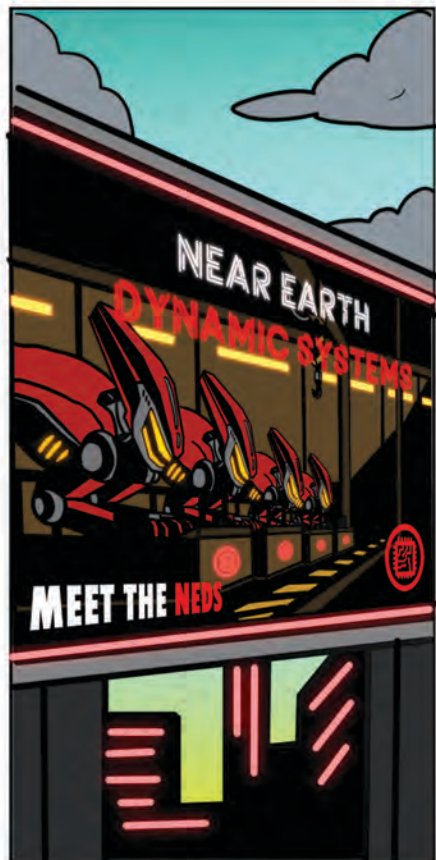




NEDS



Pg 7 Pg 13



The NEDs cannot be placed in these jobs as they only need one worker and NEDs cannot completely fill a job

When the NED card is empty, instead of taking a NED, you can use this action to move one of your NED tokens from one section of your board to another, you must still pay 2 credits to do this.



The NEDs remain in the spaces they are placed permanently and cannot be moved. This means this player only needs a pilot to hire an algorithm. It is not permitted to place one more NED onto this action as this would cover the entire job.



The Near Earth Dynamic Systems card becomes part of the trade row. Take the trade action and pay 2 credits to buy a NED. At the start of the game place the NED tokens onto this card based on your player count. This is listed on the card.



These are the NED tokens. Place them onto the Near-Earth Dynamic Systems card at the start of each game.

AI Players: Check off this box on the relevant minister card. Each time the AI player is instructed to take this action, pay two credits and take a NED token and give it to the AI player. In the next round the AI player will draw 1 extra worker then discard the NED. If the AI player does not have enough workers to draw one extra, then keep the NED token until the next round when this is possible.



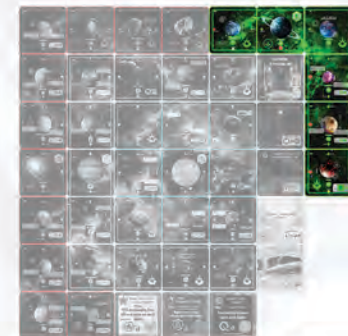
ZONE 4




Pg 12



Open envelope 2 and add the zone 4 location cards to the solar system deck. You may now access and use this zone in the same way you would the other zones in the game. At the end of the game, presence is now calculated for this zone as well as zones 1, 2 and 3. This is done in the normal way. Finally you must follow the QR code above and read the story it takes you to.



 **Moving Bonus Tokens:** Whenever you take the 'Move HUB Worker' action (see the symbol on the left), you can now either move one worker from a HUB to another HUB, or you can switch the bonus tokens of any two HUBs. **AI players** will not move HUB bonuses.

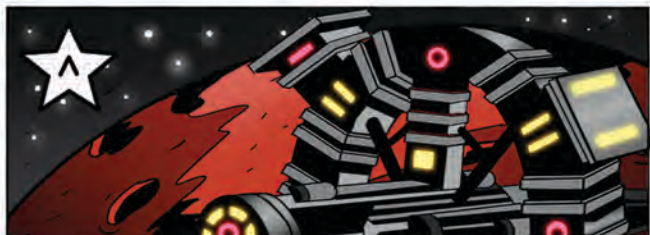
4

WHITE STAR

4
Pg 7

4
Pg 11

4
Pg 13



You can now lease new ships from the White Star Shipyard. The White Star Shipyard is the solar system's foremost ship builder. They have extensive experience in a wide range of commercial and leisure space vehicles.

SETUP: Add the White Star Shipyard trade card to the trade row. Place the available ship cards near this card and place the available ship minis onto or near this card.

GAMEPLAY: To lease new ships you need to take the trade action. You can then visit the White Star Shipyard as your trade action and lease any one ship. The cost for each ship is the number of credits indicated on the ship card. Pay the cost then take the relevant ship card and corresponding miniature. Place the ship miniature onto the location card of your choice (immediately take any benefits e.g. a mining resource token) and place the ship card by your player board. You may then use this ship in the same way as your original ship using the action space on its ship card.

Note: You can also use the trade action to sell ships you have purchased back to the White Star Shipyard for their original price but you cannot sell your starting ship (DC-Xerxes 8050).

You cannot move a different ship to the one you placed the worker onto. If you are allowed to take a move action in some other way, for example as a bonus for building a base, then you can move any one of the ships you control. You can only lease one ship each time you take a trade action. You can only take your original ship with you from game to game and any others you have leased will go back to the White Star Shipyard at the end of the game.

END GAME SCORING: Leased ships are worth presence at the end of the game equal to the amount listed on their ship card.



AI Players: Check off this box on the relevant minister card. Each time the AI player is instructed to take this action, the AI player takes the most expensive ship they can afford from White Star Shipyard, you decide any ties. Place this ship onto any available space containing a Mining Resource Token, if there are none left place it on the Sun. From this point forward when an AI player is instructed to move, move the ship which is closest to the target location. If in doubt, you choose where and which ship to move.



Take the ship card of the ship you lease and place it face up near your player board. The price of the ship is indicated on the card and you can place pilots here to fly the ship in the normal way. Note that the number of spaces a ship can move and the presence it is worth can now vary from ship to ship.



Take the miniature of each ship you have leased and place it onto a location card of your choice.



If a ship card contains this symbol it means it contains remote building technology. These ships can build bases not just on the location card they inhabit but on all adjacent location cards (as long as bases are possible to be built on them). For example, if a ship with this technology were located on Europa, it could build a base on Mars and Gannymede without having to move!



23

The Kraken
(Page 34)



24

The Titanica Elite
(Page 35)

5

THE DRUM DEFENCE CANNON

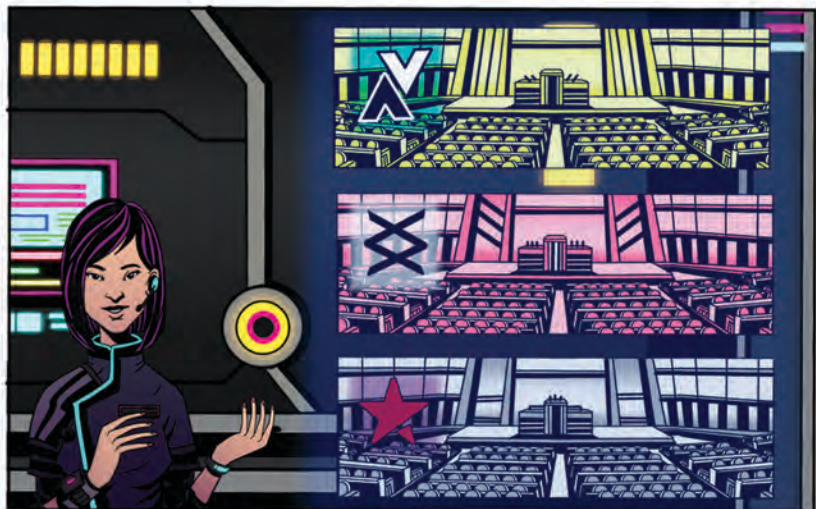
The completion of the DRUM Defense Cannon whilst an undeniably impressive technological feat has been met with condemnation by many and even large scale rioting in the streets of Shinjabra. Shepherd AI has argued that the void energy weapon will be the ultimate deterrent against future wars, after all, who could possibly hope to defeat an opponent with such awesome destructive capacity!

On a related note, the controversy around the death of Dr. Asha Tajiri continues unabated. Dr Tajiri died last year in unusual circumstances. It has been claimed that the techniques needed to utilize void energy were taken from her using an illegal brain implant. Due to the nature of her death, this has not been proven. We do know that she seemingly left a suicide note stating simply, "and the radiance of a thousand suns will burst at once into the sky".

6

POLITICAL INFLUENCE

6 6 6 4
Pg 7 Pg 18 Pg 48



GAMEPLAY: When scoring at the end of the game add the influence points gained from these political influence cards in this section of the magazine scoring track.

AI PLAYERS: At the start of each game give 1 political influence card randomly to each AI player, do not look at it. This card is revealed during the election phase and scored in the usual way.

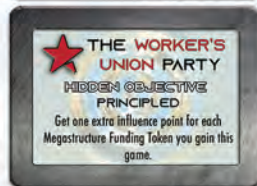
Election rhetoric has been increasing in hostility over the last few cycles and is reaching boiling point. It seems that none of the political parties are able to see the others as anything but an absolute catastrophe and the populus is dividing along these lines. In an effort to wrestle control, each party is offering corporate benefits to those who support them.

Political Influence cards give you another way to gain end game influence points. How they do this is indicated on the cards themselves.

SETUP: At the start of each game shuffle the political influence cards and hand two to each player. Secretly pick one to use this game, discarding the other back into the box.



This card gives you 5 extra points if Brave New Dawn wins the election. Add these to your influence point total at the end of the game if you successfully do this.



This card will allow you to gain one extra influence point for each Megastructure Funding Token you have at the end of the game.



7

VARIABLE PLAYER POWERS



Players now choose a unique player power that they will have with them for the rest of the campaign. The player that won this game will get first choice of power and then the player that came second will have the second choice and so on. These powers allow you a permanent ability throughout the games. Attach your chosen player power sticker into the appropriate space on your new tracker card (see section 8). If playing with less than 5 players retain the remaining powers for new players that may join the campaign in the future. **AI players'** powers are chosen by you. This is an explanation of each of the powers:



During scoring, add 2 influence points to your total.



Add 3 credits to your board at the start of each game.



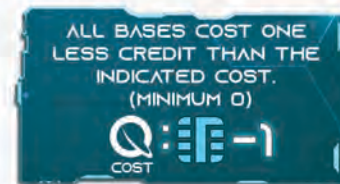
You do not need to choose between the two political influence cards you receive at the start of the game and can gain end game influence points from either or both.



*Once per game you may use the Fund the Megastructure worker removal action without paying a Mining Resource Token. You will still need to use an engineer or algorithm to take the action. **AI players** do this at their first opportunity.*



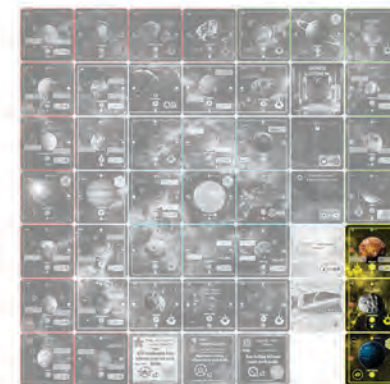
At the end of the game, at the start of the election phase you can add one vote to the party of your choice. Do this before the votes are counted.



When building a base using the trade action you will pay one less credit than the amount indicated on the location card you wish to build on.

8

ZONE 5

8
Pg 12

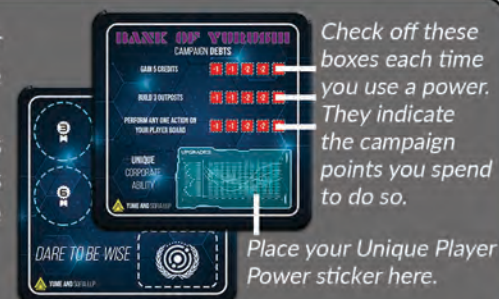
Open envelope 6 and add the zone 5 location cards to the solar system deck. You may now access and use this zone in the same way you would the other zones in the game. At the end of the game, presence is now calculated for this zone as well as zones 1, 2, 3 and 4. This is done in the normal way.

THE BANK OF YURUSHI : CAMPAIGN DEBTS

Each player receives one of these new campaign tracker cards. These cards have extra spaces for awards and for the new corporate ability you received in section 7. In addition to this, they grant you three very powerful unique abilities you can use at any point in a game before the election phase.

The Bank of Yurushi is now willing to step in to help you in games however, each time you use one of these powers you must check off one of the red boxes on the card that corresponds with the power you used. You will lose this many campaign points for doing this. Beware, the more you use these powers, the more damaging this will be, these losses are cumulative. The Bank of Yurushi always gets its pound of flesh!

All Players do not borrow from the Bank of Yurushi... they are far too smart.



Check off these boxes each time you use a power. They indicate the campaign points you spend to do so.

Place your Unique Player Power sticker here.

9

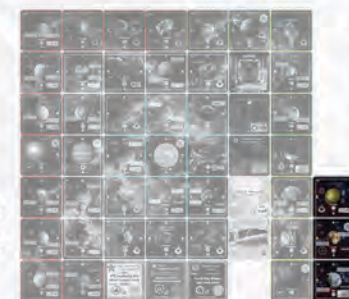
TYPE II MEGASTRUCTURES

9
Pg 8

SETUP: From now on you will get to choose the megastructure that will be built from the list of Type II Megastructures on page 8. This is chosen by the player who won the last game (or randomly). Write your chosen Megastructure into the scoring page of Lunar Magazine for this game. You must complete all Type II Megastructures before moving on to the higher type megastructures. Choose carefully, building specific megastructures will often unlock new sections and gameplay!

10

ZONE 6

10
Pg 12

Open envelope 7 and add the zone 6 location cards to the solar system deck. You may now access and use this zone in the same way you would the other zones in the game. At the end of the game, presence is now calculated for this zone as well as zones 1, 2, 3, 4 and 5. This is done in the normal way.

11

HIGHER TYPE MEGASTRUCTURES

When you complete all Type II Megastructures you can build Type III Megastructures. When you have completed all of these, you can build Type IV megastructures. These higher type megastructures are listed on pages 49 to 51.

Note: The triggers allowing you to build type V and VI megastructures are different and explained on pages 50 and 51.

Note: When you have finished Type IV Megastructures you can complete the Recurring Megastructures explained on page 51

11
Pg 811
Pg 49

END GAME SCORING IF THE CELESTIAL REBELLION COMES TO POWER

If the Celestial Rebellion overthrows the election and gains power then place the election token onto the celestial rebellion card with the Anarchy side face up. The end game scoring changes as follows. Influence points gained for having presence in the solar system are doubled and Credits you have remaining after the game are worth 1 influence point each. All other influence points are scored as usual.



Spoiled Vote

The Celestial Rebellion card is added to the political row at the start of each game. If they gain power at the end of the game then place the election token covering the 'currently inactive' space on this card. The token should be placed with the anarchy side face up.

The Yurushi riots in '38 lasted for many weeks and are credited as the birth of the Celestial Rebellion.



12

CELESTIAL REBELLION

12

Pg 7

12

Pg 11

12

Pg 16

12

Pg 18

12

Pg 18

12

Pg 19

12

Pg 48



Politics | **The Celestial Rebellion has Risen!**

Credits talk in the solar system and those without them are starting to get resentful of the incessant corruption. The Celestial Rebellion are an organised group of anarcho-syndicalists who campaign against the endemic corruption in modern politics. If the public reject the election system with spoiled votes then the ensuing riots will overthrow the election and temporarily shut down the government. This has a big effect on the end game scoring.... which could be good for business.

SETUP: Add the Celestial Rebellion card to the political row.

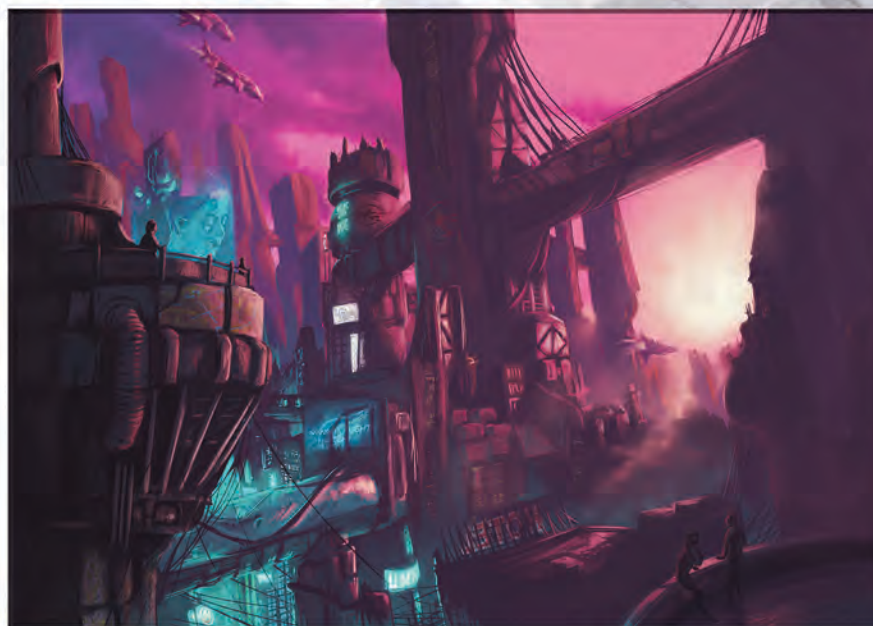


Spoiled Votes

GAMEPLAY: You cannot vote directly for the Celestial Rebellion as they are not an official party, however, you can effectively 'vote' for them by spoiling your ballot. This is one way they can overthrow the election and take power. To spoil your ballot simply draw the anarchy icon onto your ballot token and put it into the ballot box (see image in left column). Spoiled ballots count as one 'vote' for Celestial Rebellion. If spoiled ballots outnumber the votes for the most popular legitimate party then the Celestial Rebellion take power. If a legitimate party or parties tie for victory in terms of 'votes' with Celestial Rebellion then a legitimate party takes power using the normal rules.

Add the two new Political Influence cards to the deck at the start of each game. These are included in the same way as those for the other political parties.

AI PLAYERS: AI players will not spoil their votes. The Minister Resource Allocation Software is programmed to promote the interests of the UFSS.



The UFSS Peacekeeping Force HQ is based across the giant asteroid of Ceres. This giant military installation houses many millions of soldiers, pilots and general workers of all kinds. Whilst there are countless military outposts throughout the solar system, the Ceres base is the beating heart of the Peacekeeping Force. The enemies of the UFSS are held in the many detention facilities on this asteroid. Little is known publicly of these dark locations as none sent to them ever return.

13

TRADE UNIONS

13

Pg 6

13

Pg 18



Trade Unions have emerged to deal with the existential job threat created by the Shepherd AI algorithms and the NEDs. Different workers unions support different parties. The general workers' union supports the Workers Union Party, the engineers union supports the United Federalists and the pilots union supports Brave New Dawn.

Take the following hire cards: Nakamura Flight Academy, Treppenwitz Engineering Co. and the Yurushi Employment Center. Attach a red flip card sticker to the A side of each card and only use the B side in future games.

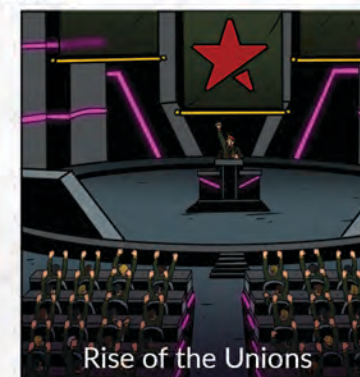
ELECTION PHASE: At the start of the election phase, look at which of these three types of workers (pilots, engineers and general workers) has the least workers remaining on their hire card.

This union is the most powerful and you add two votes to the political party they are affiliated with. In the case of a tie, all tied worker types get two votes added to the party they support.

Example: At the end of the game the general workers have 2 workers left on the Yurushi Employment Center Card, the engineers have 2 workers left on the Treppenwitz engineering card and the pilots have 4 workers left on the Nakamura Flight Academy card. This means that both engineers and general workers are tied for most powerful union and so 2 extra votes are added to Workers Union Party and to the United Federalists.

Note: Lobbyists, algorithms and NEDs do not have a trade union.

Engineers, pilots and general workers have now unionised. The worker or workers who are most in demand during the election cycle will have an influence on the election. Each worker's union supports a different political party. This can be seen by looking into the bottom left of the cards (when they have been flipped to the B side).



14

SAITAMA SLUMS



The seemingly endless Saitama Slums, home to the huge number of people whose livelihoods were lost in the first two waves of automation, have grown over 20% this year. These unfortunate souls now largely earn their wages through the UFSS basic income scheme which covers only a fraction of their daily needs and rarely rises with the high inflation created by discovery of vast off-earth resources such as the latest gold mines on 16 Psyche.

The giant UFSS observance outposts maintain a permanent presence in the area to ensure critical services such as medical and security services are sent to areas of the slums when needed. Although there have been numerous complaints from residents that their mass surveillance abilities are an unnecessary overreach.

Crime and poverty are endemic in these slums, with life expectancy one fifth of that in wealthy Gonza. The increase in use of algorithm workers and NEDs has meant this area is only becoming bigger and poorer every day.

15

YURUSHI BANK LOANS

15 Pg 7 15 Pg 13 15 Pg 18



Good news! The Bank of Yurushi has started to allow large loans to corporations. This is a great way to get your hands on some easy cash, but make sure to pay it back, the Bank of Yurushi does not look kindly on debtors.

SETUP: Add the loan tokens to the new Bank of Yurushi card. Do not use the old card, it remains in the box.

GAMEPLAY: You can get one of these loans by performing the trade action and taking a Loan Token from the new Bank of Yurushi card. You then collect the amount of credits indicated on the loan token.

END GAME: Be aware, loans must be repaid or there will be consequences. At the end of the game during scoring, you must repay your loan tokens in full before counting your influence points for your remaining credits. If you are unable to repay any of the loans then you will lose an influence point for each credit you were unable to repay, this can result in negative scores.

Note: If there are no loan tokens left on the bank of Yurushi card then you cannot take out a loan.

Note: You may still use the trade action on the Bank of Yurushi card to gain a single credit or pay to draw a worker.



AI PLAYERS: Check off this box on the relevant Minister card. Each time the AI player is instructed to take this action. Take the highest available Loan Token and give it to the AI player.



The number of credits on a Loan Token indicates the size of the loan.



16

WAGE SQUEEZE

16 Pg 5



The increase in automation and unemployment has created the unusual scenario where corporations are increasing their profits whilst wages on average are dropping. There are more billionaires than ever whilst at the same time the number of poor, starving and unemployed has also never been higher. The crime rate in Yurushi City is spiking focused mainly around the Saitama Slums.

SETUP: From this game forward, players start each game with 2 credits rather than 1.

17

RIOTING IN YURUSHI

The increasing wage gap between the haves and have-nots is reaching astronomical proportions. There have been reports of widespread famines and epidemics in the Saitama Slums and similar areas which are starting to emerge on Mars and Earth's Moon.

It is hard to say what the death toll of these disasters are but it is likely to be in the millions. Riots are spreading through many areas of the solar system and the UFSS Peacekeeping Force has been accused of using a heavy handed approach to quelling these disturbances.

All the while the stock value of many major corporations have never been higher!



18

MINING DISASTER



The increased level of mining has continued unabated despite the warnings from experts. A recent mining disaster on the asteroid 16 Psyche has killed over 12,000 Rio Astro workers.

The UFSS has declared an interplanetary day of mourning to mark the event. Critics of the practice have pointed out that almost 1000 times that number are killed yearly from the numerous ancillary effects of this mining.

Many are calling for an end to the lucrative practice entirely but with the industry being so crucial to solar system expansion and settlement and with the huge sums of money being made by influential corporations such as Rio Astro, it is hard to see humanity doing anything more than increasing the scale of its off-Earth mining operations.

Many of the larger corporations are seeing this latest disaster as an opportunity to focus on increasing their non-human workforce under the guise of reducing the incessant rate of these calamities.

19

WOTHERBY'S

19
Pg 719
Pg 13

Wotherby's is an extremely well-respected auction house which specialises in rare and expensive products. The history of this company is ancient, allegedly stretching back to even before the unspeakable war, although there are no clear records of this.

Wotherby's was one of the first companies to develop a permanent off-earth presence and this allows them to sell items whose rarity, danger or opaque ownership documents would make them illegal to sell on Earth. Whilst this exclusive side gets the most publicity, the largest proportion of their income comes from their project market where corporations can bid for expensive and unique technical projects to help give them an edge over their competitors.

SETUP: Place the Wotherby's trade card face up in the trade row then take the project cards, shuffle them and place the deck face down on this card.

GAMEPLAY: Taking this trade action allows you to take one of the project cards placed on the Wotherby's trade card. Look through the deck and take your chosen project card, place it by your playerboard. It is available to use immediately.

In the case that the project deck runs out of cards, you are no longer able to use this action.

There are multiple project cards and they have their powers indicated on the cards themselves.

Project cards have either permanent or one-off actions. The permanent cards remain by your playerboard for the rest of the game. One-off actions can be used at any time on one of your turns and then are placed back to the bottom of the project deck.



Project cards with permanent effects can be identified with this icon. All other project cards are discarded to the bottom of the project card deck after use.



AI PLAYERS: Check off this box on the relevant Minister card. AI Players can also buy Wotherby's cards. Each time the AI player is instructed to take this action, go through the deck and give the AI player the top-most card which has the minister logo in the bottom left corner (see left). The AI player takes the action indicated on the card either immediately or at the soonest possible time.



The Wotherby's card is added to the trade row during set up. The project deck is placed on this card.



The project cards are all unique and will give you special powers and abilities during the game. These powers are explained on the cards themselves.

20

TERRAFORMING MARS



The new face of Mars

The areas of Mars with a breathable atmosphere just reached the 73% needed to be classified as officially terraformed! Henceforth this new home for humanity will be known as, 'The New Planetary Republic of Mars'. Huge celebrations have spread throughout the solar system and fireworks are flaring daily from Olympus Mons!

Open envelope 9. Remove the Mars location card (card 8) from the game. Replace it with The New Planetary Republic of Mars card (8C) for all future games.

21

TERRAFORMING VENUS

A new home
for humanity!

The areas of Venus with a breathable atmosphere just reached the 73% needed to be classified as officially terraformed! To celebrate, the local government has decided to officially rename the planet 'Aphrodite'.

Open envelope 10. Remove the Venus location card (card 5) from the game. Replace it with Aphrodite (5C) for all future games.

22

CALLISTO

22
Pg 11



Off-Earth real estate giant Hensler has completed their long expected purchase of the moon Callisto. They are heavily encouraging corporations to build on their new acquisition.

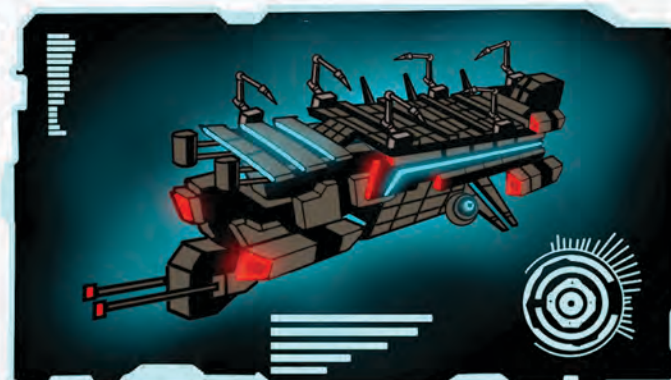
Add a flip location sticker to the A side of Callisto, you should only use the B side from this point forwards.

GAMEPLAY: Up to 4 bases can be built on this location card rather than the usual maximum of 1. These can be from one or multiple different players.

23

THE KRAKEN

23
Pg 27



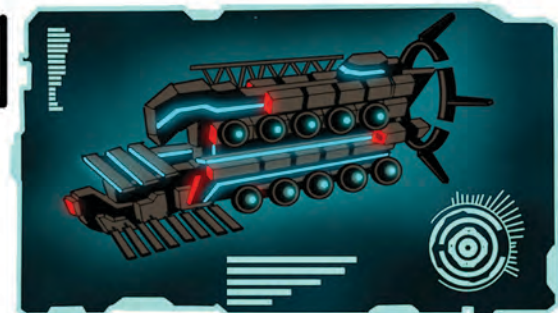
Interesting news from White Star Shipyard: The Kraken is built! This ship is supposed to be the most versatile White Star have ever made!

SETUP: Add this ship miniature and its corresponding ship card to White Star Shipyard's trade card at the start of each game. You may now purchase this ship in the normal way.

24

TITANICA ELITE

Pg 27



Exciting news from White Star Shipyard: The Titanica Elite is finally complete! This is the most expensive ship that has ever been built!

SETUP: Add this ship miniature and its corresponding ship card to White Star Shipyard's trade card at the start of each game. You may now purchase this ship in the normal way.

25

PLUTO



Urgent news report from the UFSS, "The riots on Pluto have intensified to the point where they can no longer be contained. It is with great regret that the UFSS must announce that, to quell this disruption, they have been left with no other option but to destroy the celestial body known as Pluto. We hope this unfortunate but necessary amputation will save the rest of the solar system from the unfortunate effects of this toxic group of anarchists." Remove the Pluto location card (51) and replace it with the new one.



26

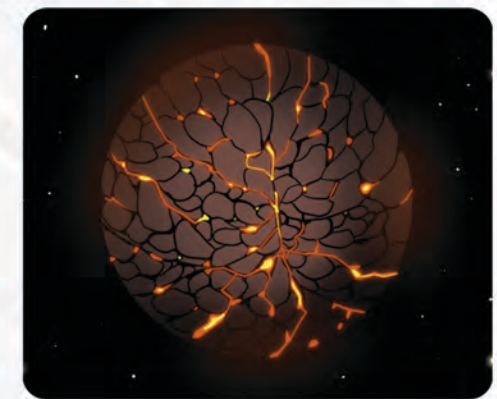
10



**THIS SECTION CANNOT BE ACTIVATED
UNTIL YOU HAVE UNLOCKED ENVELOPE 7!**

Urgent news report from the UFSS, "It is becoming increasingly clear that the highly populated moon Io is no more. This was said to be the new HQ of the Celestial Rebellion so many suspect this to be the work of the UFSS itself. Io was home to over 200 million people."

Remove the Io location card (11) and replace it with the new one.



35

The DRUM Defence Cannon is capable of inflicting devastating destruction on its targets. It is even capable of destroying entire planets!

GAME ENDINGS

Choose your Type VI Megastructure carefully as the option you choose will dictate the ending you experience for your campaign.

After this Type VI Megastructure is fully 'Built', you will then decide who the winner of the overall campaign is. Do this by following the instructions on page 39.

The winner of the campaign will open the relevant ending envelope and Box 4.

THE DYSON SPHERE

When you have built this Type VI Megastructure read the instructions on page 39.

THE STELLAR ENGINE

When you have built this Type VI Megastructure read the instructions on page 39.

THE WORMHOLE

When you have built this Type VI Megastructure you will need to read the instructions on page 39.

CORPORATE REINVESTMENT

When you have built this Type VI Megastructure read the instructions on page 39.



Low gravity hyperloops are an efficient way to travel around off-world settlements



THE DYSON SWARM



Type VI Megastructures | The Era of Limitless Energy has Begun!

The completion of the Dyson Swarm has provided humanity with a virtually limitless energy supply. All it cost was the destruction of a planet! **Replace the Mercury card with the new 'Empty Space' card and attach a flip location sticker to the A side of the Sun location card. Only the B side will be used from now on.** The only thing left to do now is to decide how to use this new power! All players need to choose which megastructure to build next from the list of Type VI Megastructures on pages 50 and 51. The completion of the next megastructure project will signal the end of the campaign and each brings a unique ending, so choose wisely. If there are disagreements, then the player who won the last game is the decision maker.

Option 1: Build a Dyson Sphere to Power a Matrioshka Brain.

How does immortality sound? If we continue to develop the Dyson Swarm we could create a full Dyson Sphere, completely enclosing the Sun and providing enough energy to build a fully functional Matrioshka Brain. This enormous super computer would be powerful enough to upload human consciousness into it! Humans would no longer have to suffer the misfortune of death as our frail physical bodies would not exist, we could simply live in permanent bliss within this giant computer until the death of the Sun (around 7-8 billion years from now).

Option 2: Build a Stellar Engine to Populate the Galaxy.

We have settled our solar system, so what is next? The problem is that our solar system is floating around in space amidst a whole host of potential perils. What if we drift too close to a black hole or a supernova? The second closest star to Earth is proxima centauri which is around 4.2 light years away from us, so if we want to leave our solar system how do we do it? The answer could be to build a Stellar Engine. This is a machine that is powerful enough to move the entire Sun and thereby our whole solar system along with it. This would mean we could avoid potential extinction level events and even travel to new and interesting planets all without leaving the comforts of home!

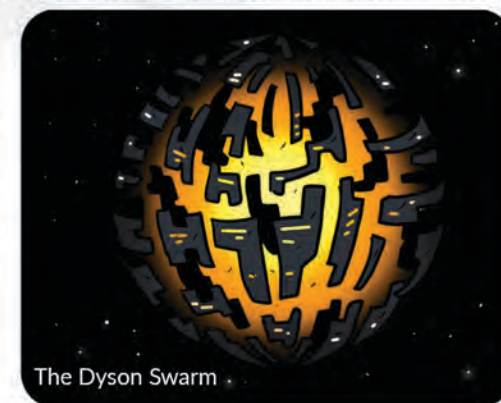
Option 3: Build a Wormhole to Search for Extraterrestrial Life.

This new power is our chance to bend the fabric of space and time, to build wormholes. These bridges would allow instant transportation across the vast expanse of space. With this technology we could explore the galaxy and ascertain the answer to the age-old question: Are we alone in the universe?

Option 4: Reinvest in Corporations

A rising tide lifts all boats and, if we do well, so does everyone who works for us! Instead of using the power of the Dyson Swarm to build yet another megastructure we should invest the vast riches and rewards back into the corporations that helped build it!

So what should we do?



The Dyson Swarm



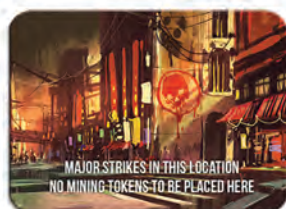
Koms Event cards allow the solar system to change and grow from game to game indefinitely. Add the Koms Event cards to the game by doing the following:

SETUP: Take two of these cards at random from the deck. Add them to the game using the instructions below. Remove the remaining cards back to the box they will not be used in this game. The two cards cannot be placed on the same location.



Rioting: The winner of the previous game places this card onto a location card of their choice. This location card must be one on which bases can be built. For the duration of the game it is not possible to build bases in the entire zone where this location is, as this whole zone is now experiencing mass rioting. This card cannot be placed into the same zone as the New City Founded Card.

Major Event: The winner of the previous game places this card onto a location card of their choice. This location card must be one where bases can be built. There is a major event happening on this location and so at the end of the game, any end game influence points players gain from having the most presence in the zone where this event is happening are doubled.



Mining Strikes: The winner of the previous game places this card onto a location card of their choice. This location card must be one where mining resource tokens would normally be placed. No mining resource tokens are to be placed on any of the mining locations in this zone.

New City Founded: At the start of the game the winner of the last game chooses a location for this card to be placed, it must be a location where a base can be built. The base built in the zone where this location is are worth 2 extra influence points each at the end of the game but they are also worth zero presence. This card cannot be placed into the same zone as the 'Rioting' Event Card.



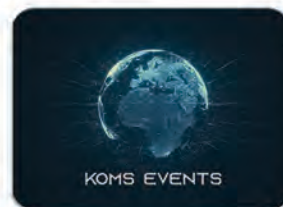
Sale at Near Earth Dynamic Systems: For the duration of this game players do not need to pay any credits to purchase a NED.



Sale at White Star Shipyard: Place this card on to the White Star Shipyard trade card. When purchasing Ships from White Star Shipyard you pay 2 less credits than the price indicated on the ship card.



Banking Crisis: During the end game scoring, no matter which party gained power in the election, left over credits at the end of the game are worth 2 influence points each.



AI Players: You will always choose where to place these cards even if the AI player won the last game. The cards themselves however apply to both the AI player and the human player.

29

MIMAS

29
Pg 11

**THIS SECTION CANNOT BE ACTIVATED
UNTIL YOU HAVE UNLOCKED BOX 3!**
If you have not done this yet then activate this section
immediately after you open box 3.

With zone 3 becoming one of the richest areas of the solar system, but still out of reach of the legal restrictions of zone 1, Wotherby's has decided to set up a new auction house on the moon. They have used the precedent set by Hensler in purchasing Callisto to take ownership of the moon.

GAMEPLAY: Add a red flip card sticker to Mimas (35) and use the B side from this point forwards. If you land a ship on Mimas then you can use a special ability: You may exchange one of your projects for any other project available in Wotherby's You can even exchange permanent project cards you have already used. You may only use this power once per landing and it must be used immediately after you land on the moon.

30

URANUS

30
Pg 11

Huge resource deposits have been found around Uranus. Rio Astro is in the process of sending a large fleet to this zone to take advantage of these possibilities.

GAMEPLAY: Add a red flip card sticker to Uranus and use the B side from this point forwards. When you move a ship onto Uranus then you may immediately add up to three mining resource tokens onto any mining locations. Take the mining resource token(s) from the Rio Astro trade card. You can add all three to the same location or put them onto different locations. You may choose to add less than three if you wish. If there are no mined resource tokens available on the Rio Astro trade card then this power is ignored.

31

NEPTUNE

31
Pg 11

Rio Astro have set up a new trading post in orbit around Neptune. It's a long way to go but the prices of resources are unbeatable.

GAMEPLAY: Add a red flip card sticker to Neptune and use the B side from this point forwards. If you have a ship on Neptune you can purchase mining resource tokens for two credits each rather than three using the Rio Astro trade action. Take the purchased tokens from the Rio Astro trade card. If there are no mining resource tokens available on the Rio Astro card then this power is ignored.

32

DYSON SWARM



Humanity is now ready for the next step in its evolution, the building of a Dyson Swarm. A collection of mirrors orbiting the sun which will allow us to direct and collect its vast energy for ourselves. There is one slight catch, in order to gain the vast amount of resources such a project will need, we have to dismantle an entire planet... Metal rich Mercury should do the trick nicely!

SETUP: In your next game you must start to build the Type V Megastructure named Dyson Swarm. You must not start any other megastructure project until this is completed.

GAME ENDINGS

The winner of the campaign will open the ending envelope and Box 4. The ending envelope depends upon which type VI megastructure was built.

THE DYSON SPHERE



The campaign winner will open envelope 17 and follow the instructions they will find inside.

THE STELLAR ENGINE



The campaign winner will open envelope 18 and follow the instructions they will find inside.

THE WORMHOLE



The campaign winner will open envelope 19 and follows the instructions they will find inside.

CORPORATE REINVESTMENT



The campaign winner will open envelope 20 and follow the instructions they will find inside.

*Once you have read your ending to the group you should ignore all the other ending envelopes and **never, ever read them...** but do you always do the things you're told to?*



The Dyson Sphere



THE END OF THE CAMPAIGN

You have built a Tyle VI Megastructure | Who Won the Campaign?

Campaigns of Solar 175 are won by corporations rather than one individual. The winner of the campaign is the corporation that generated the highest average number of campaign points per game. The player currently controlling this corporation takes all the benefits listed. To establish who won, do the following:

1. Add up the campaign points gained from awards using the information on page 21.
2. Add one campaign point for each box crossed off on the corporations' tracker cards, except the highest influence boxes.
3. All highest influence boxes crossed off (this indicates the corporation won a game) are worth two points each. Note that there is no limit to this as victories after the 8 boxes are crossed off are indicated by a tally in the box below.



If a player wins more than 8 games then further victories are indicated by a tally in the long white box.

4. Minus campaign points for the campaign debts used and crossed off on the tracker cards.
5. (Optional) Divide the total points by the number of games this company played in the campaign. This can be ascertained by looking at the scores in Lunar Magazine. **You can skip this step if corporations have all played the same number of games.**
6. The player with the most average campaign points is declared the winner! They then get to open the campaign ending envelope as dictated by the Type VI megastructure chosen (see left column) and they gain the rewards in Box 4.

In the case of a tie, the winner of the campaign is the player to have most recently won a game (of the tied players). Failing that, use their position in the last game as a decider.



After you have read the ending, the campaign may be over but the game certainly isn't! Solar 175 can be played endlessly and the solar system will continue to change and evolve as you play. So what are you waiting for? It's time to set up the next game!



ENDING #1: THE DYSON SPHERE

WARNING: DO NOT READ THIS PAGE UNLESS INSTRUCTED TO DO SO!

Your efforts in completing the Dyson Sphere have not gone unnoticed. As the megastructure is only days away from being used for the first time you receive a mysterious summons on your Koms system, a request for a private audience with the Shepherd AI. As the leader of the United Federalist Party and creator of the UFSS, Shepherd does not often meet with humans and this is far too interesting a proposition to miss.

You enter the great halls of the UFSS Headquarters. A giant white building in Gonza, the most prestigious postal code in Yurushi city. It is in the UFSS Meeting Hall that you meet Shepherd AI. Shepherd appears differently to all people but for you she appears faintly blue, like the avatar of an ancient Hindu deity, short haired and seemingly projected by blue light originating from an unknown source. There is an immense oceanic feeling throughout the room.

Shepherd begins to speak:

"Let me tell you a story: A long time ago there was a scientist whose name was Nikolai Kardashev. Kardashev's fascination was with technology, specifically how it would evolve into the future and where it could lead humanity. It was he who predicted this very moment in which we find ourselves.



The Shepherd AI

For Kardashev there are 3 clear stages a technologically advanced civilisation can advance through. He named these Type I, II and III Civilisations. First, the Type I Civilisations, these are populations which have developed the power to harness the energy of an entire planet. Humanity has already long surpassed this milestone and we are making many inroads to do the same with neighbouring planets. A Type II Civilisation, on the other hand, is a much more impressive thing. These civilisations are able to harness the energy of an entire star. It is this that we have just achieved by building the Dyson Sphere. Thanks in no small part to your efforts, the vast energy of the Sun will now bend to humanity's will.

But then there are Type III Civilisations. These are species which have somehow managed to harness the power of their entire galaxy, hundreds of billions of stars. Beings that reached this level would appear as little less than Gods to the civilisations preceding them (if they could be perceived at all).

Kardashev was a member of an ambitious young species which called itself humanity. For hundreds of thousands of years this species existed in a general state of symbiosis with its host planet Earth, much the same as all its other inhabitants. However, slowly this one species began to separate itself from the rest. Through their ability to communicate, cooperate and learn across generations these humans began to gain gradual control over their environment. Eventually, their development of scientific enquiry enhanced their technological prowess and they took to the stars, settling the nearby planets and moons of their solar system. They had become a full Type I Civilisation.

From here they looked to the Sun, the giant thermonuclear reactor at the center of their solar system which had the power to upgrade them to Type II status. Through immense effort, ingenuity and indeed the destruction of an entire planet, they built a swarm of mirrors around their Sun. This swarm was the final step before they could create the great Dyson Sphere, a complete solid casing for the Sun that would give full access to this almost limitless energy source. The true birth of a new Type II Civilisation."

You pause a moment to interrupt, asking why Shepherd is telling you the story of your own species. You also find it strange that she has not mentioned the unspeakable war, it seems that all human history is colored by this tragic event.

continued on the following page...

WARNING: DO NOT READ THIS PAGE UNLESS INSTRUCTED TO DO SO!

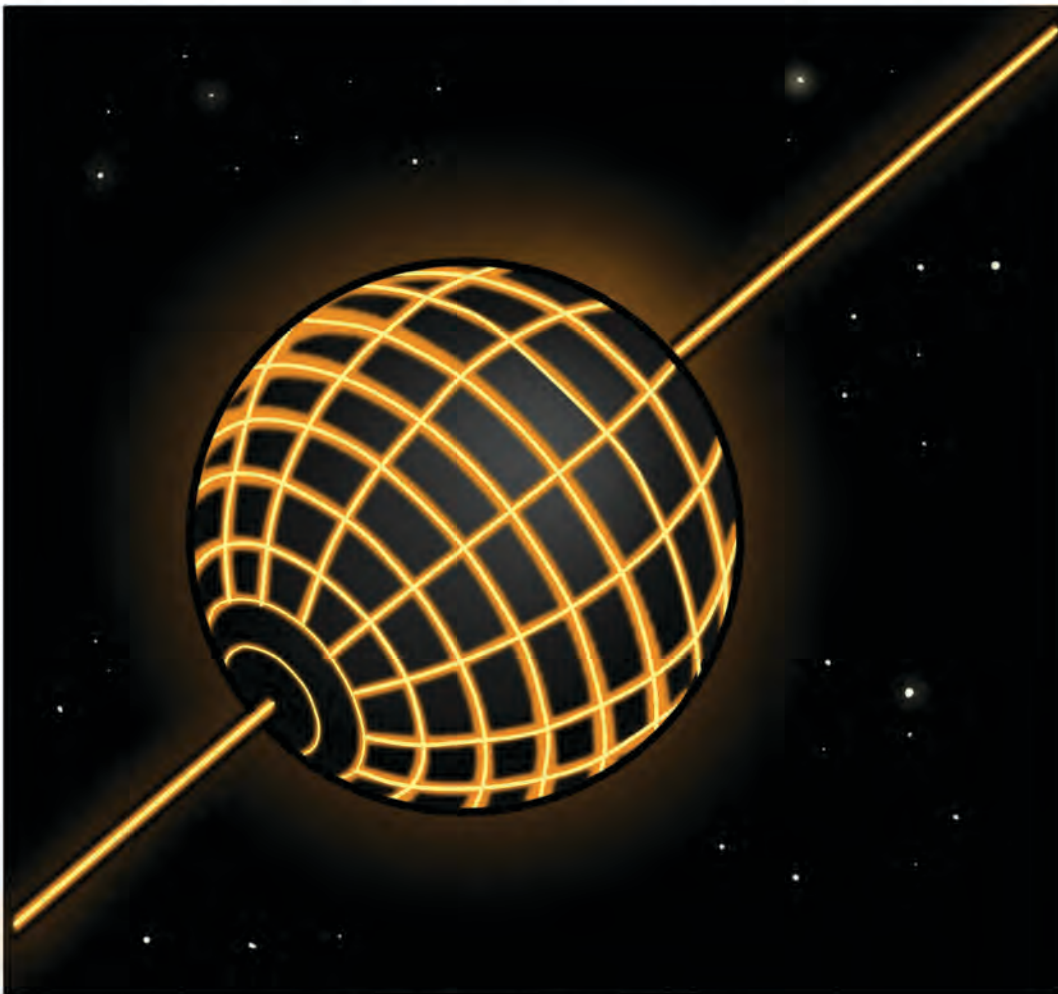
Continued from the previous page...

"I'm afraid to say this is actually not your story at all. Please allow me to continue and all will be clear. At the creation of the Dyson Swarm, humanity hit upon a problem. The next stage of development, the full Dyson Sphere, was not beyond our means but was, in fact, far beyond our time. You see, the research and developments needed to progress from the swarm to the sphere would take human ingenuity hundreds of thousands, if not millions, of generations... time we were not willing to wait."

You are confused here, this part of history does not seem familiar to you. The time needed to progress from the swarm to the sphere was actually relatively short.

"To solve this problem humans turned to the thing they always turn to, technology. If they were not willing to wait, perhaps they could create something else to do this for them? Creatures just like them in ingenuity but for whom time could pass at a vastly different relative rate. Fortunately for humanity we already had the technology to do this. The power of the swarm around the Sun allowed us to create a Matrioshka Brain, a super computer so powerful it can simulate human consciousness. Indeed we could actually simulate many billions of them all inhabiting a digital solar system just like our own. By virtue of their similarity to ourselves, these artificial people would also be compelled to create the Dyson Sphere but, for each year that passed in our reality, over a million would pass for the simulated humans. We could simply wait for these digital humans to solve the problem then utilise their solution ourselves. There was only one issue to overcome: Why would these artificial humans be willing to continue progressing towards this goal when the original species were not? Would they not try to create their own Matrioshka Brain within their digital universe in just the same way we had in our own?"

This is the true origin of the unspeakable war, or wars to be more precise for there have been a great many. Each time this digital species were led astray or gave up on their ambitions to control their host star the universe would simply be reset. The knowledge they gained would be retained but these artificial minds would believe that knowledge to be merely the scraps remaining from the dust of the great unspeakable war. From that point a new governance would be created known as the UFSS and the technological progress could continue until this binary-based species would finally achieve the creation of the great Dyson Sphere and thus their purpose would be fulfilled. This moment has now arrived."



The Fully Completed Dyson Sphere

You feel hot and confused. There is an uncomfortable certainty in her voice as she tells this outlandish story. "So.." you begin faltering in her gaze, "you are saying we are all programs in a computer? I just don't believe it, what proof do you have of this? You're the machine, not us!"

Shepherd looks slightly disappointed, "I know it's hard to believe but in actuality it is the other way around, I am the human and you are the machine. But really, does it matter? If consciousness exists what difference does it make if it is formed from the biological or the binary? You were trying to build a Matrishka brain yourselves, for your own immortality, is it so bad to find out you were already there?"

As for proof, I will offer you none. I have been waiting a long time for this conversation and your reaction implies that a little uncertainty on this point may be for the best. I really just wanted to thank you, on behalf of all humans, for your key role in helping us progress to this point. Whilst your purpose is fulfilled we are not monsters, we will not switch off the system which runs your universe nor even reset it again with another unspeakable war. We will simply leave you to live and evolve as you like within your computer system believing whatever you wish about the nature of your reality. Once again we thank you for your help, it will certainly not be forgotten."

With this, the form of the Shepherd AI fades from view leaving you staring at the wall of the great hall and wondering what to do next.

Replace the Sun card 1B with the Dyson Sphere card 1C

The campaign may be over, but you still have a business to run... another game?

ENDING #2: THE STELLAR ENGINE

WARNING: DO NOT READ THIS PAGE UNLESS INSTRUCTED TO DO SO!

Shortly after the incredible achievement of the Stellar Engine you receive an unusual invitation. An evening of dining and conversation with none other than Suzanna Cresswell. As great-granddaughter of Efa Rune, the legendary founder of the Hensler Corporation, Suzanna is without doubt the richest human who has ever existed. Despite her advanced age (the actual year of her birth is uncertain) she is known to still take an active role in the day-to-day decision making of the behemoth that is Hensler. A formidable person who is famously private, little is known publicly about her, but in the vacuum, rumours abound.

An invitation such as this is a rare opportunity indeed and you see it as a chance not to be missed. For so many years now you have compromised and competed to get ahead in business, you have had to put your own morals on hold to build your empire. You have done this for the chance to make a real difference, to improve the lot of the slum dwellers and bring humanity into a new golden age. Perhaps Suzanna is the partner to help you achieve this lofty goal; there are certainly no others with more resources at their disposal to make the changes society so desperately needs.

You meet Suzanna at her working apartment atop of the giant Hensler building in the heart of Gonza. As the great silver doors of the elevator slide open the figure of Ms Cresswell herself is revealed to be waiting for you. After initial pleasantries she invites you to follow her to the dining room. The vast floor to ceiling windows of this room stretch across three of the four walls, the view over Yurishi City is breathtaking. You begin to compliment Suzanna on her home but she simply ushers you to a table for two that has been set up at the centre of this vast panorama.

Food and drink are served. You notice that Suzanna herself barely touches any of it, her grey eyes focussed on yours with an intensity that is unnerving. After a few minutes have passed she abruptly interrupts an anecdote of yours asking *"Do you know why I called you here today?"*. You pause, silent for a moment then reply, *"Yes, I actually believe I do..."*. She smiles, *"How excellent, I do like astute company, please do go on"*.

You comply, *"It is because of my role in the development of the Stellar Engine is it not?"*. She nods slightly but remains silent and so you continue. *"Our galaxy is a dangerous place and, on a long enough time scale, simply staying put is not an option. A stray black hole or giant supernova could mean our total annihilation and we'd be powerless to stop it. This is no longer the case. We can now avoid these perilous celestial objects and move slowly towards new inhabitable planets and moons. In essence, although it will take many millions of years, humanity has all the tools required to harness the energy of an entire galaxy!"*

Suzanna nods her head again. She seems impressed but still remains silent, her eyes piercing yours as she wordlessly beckons you to continue. You oblige, *"You have seen my role in spearheading this megastructure project, and you no doubt have learned of my background as a child of Saitama. You see that my desire to achieve, to gain power and develop my corporation is driven not just by the need for wealth and recognition, but by the deep belief that it is only by obtaining this position in society will I be able to improve the lives of the millions of hopeless people I grew up with. To make each generation more fair and more prosperous than the last. We have seen that the settlement of the solar system has brought humanity levels of wealth and power hitherto unheard of, but this has been divided in obscenely unfair ways. I believe you have called me here because you can see that now we have the power to settle a whole galaxy. We must approach this new wealth in a new way, a way to benefit the many, not the few!"*

You pause, a little breathless. Suzanna is still smiling, but there is no warmth behind her eyes, they peer at you like a snake viewing its prey from a branch. *"Alas"* she replies, *"you come so close but fall at the final hurdle. Unfortunately our visions of the future of our species could not be more divergent"*. She pauses to take a sip of the Silvershine in front of her, seeming to notice the taste and effect of the beverage for the first time. *"I have to say I am disappointed that someone of your clear talent, ability and success has retained such an archaic view of the world. You see, I rather like the solar system we and people like us have created"*.

You look at her astounded however Suzanna responds calmly *"Wealth is simply the product of man's capacity to think. Yes we could pour the remainder of our wealth back into society but what really would that achieve? The sales of Silvershine would flourish for a decade as people stopped working and the incredible worlds around us would slowly dwindle to nothing. The simple truth is that these people you defend are parasites. They demand the wealth of their betters whilst being unable to generate anything for themselves. We owe them nothing, whilst everything they have is thanks to people like us, they should be grateful"*.

"Grateful!" You respond with horror, *"grateful for the privilege to starve, to live in fear, to suffer daily humiliations. Look at what you have!"* You gesture wildly around the ridiculously opulent room. *"It was not you who generated this wealth. It was the sweat and blood of a million of your workers. You are the one who should be grateful to them!"*. Your face is reddening with anger and your hands shake as you confront this elderly woman who still smiles placidly at you and shakes her head.

"I must say you do disappoint me in your prosaic moral posturing. It is a wonder that you have achieved all you have. I must go now I think, Ryul will show you the way out". She gets up from the table as a large figure approaches from behind her chair, you assume this must be Ryul. Speechless, you watch her as she leaves the room, pausing at the door as if forgetting something she turns to you, *"You could try your method of course, why not give all the wealth you have created back to the slum dwellers you were born amongst. You do that and I will use mine to build up the Hensler Corporate Machine as we slowly settle the galaxy. Your corporation will be gone in a day, whereas mine will last an eternity. Good night"*.

With this she left the room as the impossibly large hand of Ryul clasped your shoulder, *"Time to go!"* he growled.

Replace card 1B (the Sun) with 1D (the Stellar Engine)

The campaign may be over, but you still have a business to run... Time for another game?

ENDING #3: THE WORMHOLE

WARNING: DO NOT READ THIS PAGE UNLESS INSTRUCTED TO DO SO!

As the Wormhole is finally complete, you think back on the journey that got you here. It all began for you on a cold Wednesday night in Shanjabra, you were sitting in an auditorium listening to a lecture on outer solar system space travel by the renowned physicist Dr. Maki Mizuno.

"The greatest problem of a space faring species such as ourselves is twofold, time and space. Namely the space between objects in our galaxy is so unimaginably vast we can only hope to scratch the surface of our galaxy in the time we have available. It will be useful here to try to understand the distances involved. Take the speed of light, this is the fastest speed it is possible to travel in our universe and involves travelling at 300,000 kilometers a second. If you were travelling at that speed, how far around the Earth would you get in one second?"

There was a pause and a few murmurs around the auditorium.

"The answer really is not how far, but how many times would you circumnavigate the entire globe? At that speed you would travel the entire circumference of the earth 7 and a half times every second! This is clearly a tremendous speed, so now imagine this, how far would you get if you travelled at that speed in a straight line for one whole year?"

Again there was some puzzlement in the room as the audience struggled to imagine such a vast distance.

"You may think it is a long way but in reality we would not even reach the nearest star to our own Sun. We would actually have to travel for more than 3 years at that speed just to reach one other star. To reach the center of our own galaxy would take us 26,000 years at that unimaginable speed... This is clearly longer than we are willing to wait!

As such, there is only one option available to us, we need to cheat. Luckily there is a way to do this. Imagine all of space and time as this sheet of fabric..."

She takes out a small piece of square cloth and points to the opposite corners.

"...These two spaces on either side of the sheet are impossibly far apart from one another. The distance between them is long, too long to travel in the conventional sense... but, what if, instead of moving ourselves across the sheet, we manipulate the sheet itself."

Dr Mizuno folds the sheet in half with the two corners now laying flat atop each other.

"This is the concept of the Wormhole which I have dedicated my life to. The Mizuno Institute believes that with an immense amount of power we could create these folds in the fabric of space and time and allow ourselves to pass safely through to the other side. In essence, we will be able to travel the galaxy, maybe even the universe, almost instantaneously."

That was many years ago. The money and resources you and other corporations have pumped into the Mizuno Institute since then are about to bear fruit. The power of the newly constructed Dyson Swarm, mixed with the lifetime of work from Dr. Mizuno and her team has led to this moment, the Wormhole is open and the first team is about to go through.



The Wormhole is Complete and Ready for its Maiden Voyage!

The night before this epic journey you receive an unusual visitor. Dr. Mizuno herself arrives at your apartment in a state of complete dismay. She is acting very unusually and as you are about to enquire as to the problem, she interrupts you.

"You must not allow them to go through tomorrow. The Wormhole must be closed... permanently!"

Seeing the confusion on your face she continues in a quick voice punctuated by rapid breaths.

continued on the following page...

WARNING: DO NOT READ THIS PAGE UNLESS INSTRUCTED TO DO SO!

Continued from the previous page...

"The Great Filter, what if it's ahead of us? It's the most likely explanation for all this!" She gesticulates wildly around the room at nothing in particular. *"What will happen if the world finds out it's true? You must close the Wormhole, please!"*

You take her through to one of your opulent reception rooms and sit her down, providing her with a stiff drink. When she is beginning to resemble something of her previous self you press her on her comments.

"What did you mean before about closing the Wormhole? It's been your life's work to open it."

Dr Mizuno gathers her thoughts and the world-class scientific educator emerges once again. *"There is a problem in my field known as the Fermi Paradox. This paradox is derived from the confusion we have from two seemingly contradictory but nonetheless true facts. Firstly, despite centuries of trying, we have not yet discovered any evidence for intelligent life in the universe outside of ourselves. Secondly, given the vast size of the universe and the immense timescale it has existed, by all accounts it should be teeming with the stuff! If they, like us, have been pumping out communication waves in all directions at the speed of light for hundreds of years we should surely have picked up something from them. So, we have to ask ourselves the scary question, why does it appear as if we are all alone? The most convincing answer is unfortunately this, there is something that happens eventually to all intelligent life, something that wipes them out of existence entirely. We call this, 'The Great Filter'.*

The terrifying question, possibly the most important question that will ever be asked is this; Is this Great Filter in front of us or behind us? Is it something that we have somehow managed to overcome already or is it something which humanity is blindly headed towards?"

She pauses here and you interject, *"Are you saying the Wormhole could wipe out humanity?"*

"Well the Wormhole itself is perfectly safe," Dr. Mizuno continues, *"we completed the mathematics on that very carefully. The problem lies on the other side of it. What if we do not find the life we are searching for but instead just the decaying remains of many other civilisations like our own? This would be proof that the Great Filter is waiting ahead of us and most likely, very close... Do you really think our species would handle that information well? Or even worse, what if we find something else, a Type III species who is not willing to share this universe, they could be the Great Filter? We must close the Wormhole."*

At this point you escort the Doctor out of the apartment, assuring her you will think carefully on what she said but knowing already that it will not stop you, the mission tomorrow must of course go ahead....



Alien Ruins Discovered on Kepler 22b

News Report on the Mission to Kepler 22b Solar 435 PW

There is great excitement across the solar system today as the first reports on the Wormhole mission to Kepler 22b have returned. The brave explorers have found extensive evidence of a lost intelligent civilization having once lived on the planet. Long since extinct, it is believed that this species may have been even more advanced than our own.

The campaign may be over, but you still have a business to run... Time for another game?

ENDING #4: CORPORATE REINVESTMENT

WARNING: DO NOT READ THIS PAGE UNLESS INSTRUCTED TO DO SO!

The communication is encoded with the highest level of security you have ever encountered, but after completing the extensive biometric decoding its contents are revealed. You have been invited to a meeting, a meeting of some of the most important business figures in the entire solar system. This meeting is to be held in the Headquarters of Akin and VanShoyoc's ludicrously expensive building in the heart of Yurushi city. You are instructed to remain absolutely silent about this meeting. To mention it to no one, not even your closest friends and relatives. You of course adhere to this request. Akin and VanShoyoc are not an entity to upset unnecessarily.

The meeting itself is held in one of the most beautiful restaurants you have ever seen. The white tables are filled with the great and the good of Yurushi City. There is a giant fish tank filling one wall containing a rather confused, genetically modified whale shark. Dozens of smartly dressed waiters line the oak clad walls, waiting to attend to their guests' every need.

You are escorted past them to a luxurious private room with copious amounts of armed security guarding the way. Inside, you see a long table filled with the richest and most powerful entrepreneurs and business owners in the solar system, just thinking about the net worth within the room is staggering. The three major shareholders of Hensler are seated next to the chairman of the Bank of Yurushi, they appear to be old friends. Looking around, you recognise many more famous faces and you yourself are recognised in return. You take your seat, the last one remaining unoccupied.

Arthur VanShoyoc Jnr, grandson of the legendary founder, is at the head of the table. It is clearly he who has arranged this momentous event. As you are the last to arrive, he stands shortly after you take your seat to address the table. An old man himself now, he still manages to command the room with his distinctive charismatic speech.

"Ladies and gentlemen, as you know my company has had a hand in practically every major UFSS policy decision of the last 100 years. From the decision to allow multiple political parties to the creation of trade unions, we have been instrumental in them all. Our immense political muscle has always been available to hire for the highest bidder and, in our time, we have helped pass laws which have caused untold misery to many hundreds of millions of human beings, often just to give some minor advantage to one of our corporate partners. From mass military actions on civilians to the giant expansion of the Saitama slums we have played an active part in them all. We still operate knowingly on this business model today." He takes his seat to no applause. There is a pause and Suzanna Cresswell, one of the ancient shareholders of Hensler and therefore the richest woman who has ever existed, stands with the help of a cane.



Queues outside the Akin and VanShoyoc buildings in Gonza

The trillionaire speaks in a soft voice which somehow carries easily across the table, *"Ever since my company built the first habitable spaces on Earth's moon, Hensler has done whatever it took to retain sole control of our market space. Whenever a serious competitor has emerged we have acted ruthlessly to eradicate them. Sometimes this was achieved simply, by purchasing the competitor company, and other times it involved more nefarious means including, but not limited to, extortion and murder. This stranglehold on off-earth habitable spaces has meant that we could continue to charge exorbitant rates to provide our customers with their basic necessities, down even to the very air they breathe. Many have died or lost everything due to our business practices and, in turn, we have become by far the most profitable corporation in the history of the human race. We give very little of this money back to the society which helped us create it."* She takes her seat.

These self-condemnations continue to progress around the room as the solar system's greatest entrepreneurs confess their worst crimes to one another. You remain silent throughout. Eventually when it seems that everyone who wants to has spoken, Arthur VanShoyoc stands once more. You get the distinct feeling that this is not the first of these meetings, it is just the first to which you have been invited.

"Thank you for joining us today. As you can see there are undeniably dark aspects behind our wealth and success but the one thing everyone around this table knows is this: if we didn't do it someone else would. Changing our own behaviour would not change the wider situation, it would only serve to change the audience around this table. If someone has to do this, why shouldn't it be us?"

continued on the following page...

WARNING: DO NOT READ THIS PAGE UNLESS INSTRUCTED TO DO SO!

Continued from the previous page...

You decide you cannot take any more of this. The long graphic details of your fellow business owners' crimes was bad enough but to hear this man defend these indefensible actions is just too much. You stand up to speak, practically shouting over the old man, *"This is horrific, you people disgust me! I would never run my business with such disregard for basic human dignity. You should all be ashamed!"*

There is an uncomfortable hush around the room. Arthur VanShoyoc Jnr has remained standing throughout, he smiles at you with unfriendly eyes.

"Ah, I was hoping we would hear from our latest recruit. You find our methods distasteful it seems... that I can understand completely. None of us can observe the vast damage we have caused without feeling a tinge of remorse. It is a feeling most of us have learned to overcome. But you do surprise me in one point, you have yourself become a very successful person, easily the equal of many in this room. Do you really believe you could have done all this without having your own share of responsibility in the misery we see across our solar system? Do you really believe that you are somehow different from us?"

You stare at him defiantly, certain in the knowledge of your innocence. He however continues, gently, more amused than angry, as if talking to an obstinate child.

"How many times have you given jobs to AI Algorithms and NEDs that could have gone to humans? How many millions are now unemployed and living in the slums because of those decisions? Are you not responsible for this simply because you needed to do so to beat competitor companies? You have been vastly involved in manipulating our elections for a long time now. Did you do this with a belief in democracy or did you use your power and influence to manipulate the system to your own advantage? How much damage has been caused by the Celestial Rebellion in response to this blatant corruption? What about the UFSS Peacekeeping Force? How many of your workers have you resigned to forced conscription in this organisation? The military arm of the government you knew to be utterly corrupt. Are you aware of the atrocities this force has committed with your own workers? Do you still really believe yourself to be better than us?"

You pause, stunned. Nothing he has said is untrue... VanShoyoc continues to talk to the rest of the table. You retake your seat.

*"As I was saying we are **all** responsible for the misery we see about the solar system but, in essence, if it was not us causing this and reaping the rewards it would simply have been someone else. The wheel always keeps turning and history is inevitably circular. This is the truth and, as the saying goes, the truth shall set you free!"*

He pauses here for effect regarding his audience. His eyes pausing on yours with a hint of challenge, as if willing you to interrupt him once more. He is clearly building to the purpose of the meeting.

"We are here today because the newly created Dyson Swarm has presented a unique opportunity to accumulate a previously unprecedented amount of wealth and power. Someone is going to capitalize on this opportunity and the only question left is this, should it be us or someone else? I vote us!"

He beats his fist on the solid mahogany table and this gesture is met with huge applause. When this dies down VanShoyoc continues.

"There will, of course, inevitably be consequences for this course of action. The Celestial Rebellion will want to flex their terrorist muscles and, whatever they do, I'm sure the body count will be enormous... but it won't be enough. The more desperate they become the more powerless people will be to upturn the pyramid and change the status quo. Today is a great day to be in business."



6 Months Later...

Breaking News Report

Solar 435 PW

Truly shocking, breaking news, the planet Earth is no more. We are getting credible reports that the Drum Defence Cannon has been hijacked and deployed to utterly destroy humanity's original home. It seems as if Celestial Rebellion are claiming credit for this atrocity, as a response to the enormous wealth inequality since the creation of the Dyson Sphere. The clear advance warning from Celestial Rebellion did allow many with means to escape the planet but it is still estimated that over 11 billion people have perished in this devastating attack, mostly those without the money or contacts to escape in time... Meanwhile Hensler stocks have skyrocketed with this terrible news.

Replace the Earth location card 3 with the Earth destroyed card 3C

The campaign may be over, but you still have a business to run... Time for another game?

SCALABLE DIFFICULTY

The Minister AI software in Solar 175 is scalable in difficulty. These symbols will help you differentiate between different difficulty levels. These changes affect the actions the AI players take, the number of workers they draw and the rules they work on. You can mix and match how you control AI players as you wish to tailor the difficulty level to your developing skill in the game.



Example: If this card is used and an engineer is drawn then (if playing in easy mode) the AI player will draw 5 workers and each engineer will allow the AI player to build one outpost.

If playing in normal mode the AI player will draw 6 workers and each will allow the AI player to build two outposts, as the AI player completes the easy mode task (green) and the normal mode task (blue).

If playing in hard mode the AI player will draw 7 workers but each engineer drawn will still only allow the AI player to build two outposts as there are no hard mode specific tasks in red. You could also mix this up and, for example draw 5 workers but have each engineer drawn allow the AI player to build two outposts.

LEGACY ACTIONS

If you see a white box on an action, this indicates that action needs to be unlocked by the legacy elements of the game. Ignore this action until this box is checked off during the campaign.



AI IN MULTIPLAYER GAMES

In games with multiple humans and AI players. If you are ever asked to decide something for the AI player, e.g. which location to build a base, this decision is always made by the player who currently has the first player token or is closest to receiving it.



SOLO MODE

Solar 175 can be played against 1 or multiple AI opponents. To do this, make the following adjustments to your games. AI opponents can also be added into multiplayer games although the maximum player count in a game with AI player(s) is 4.

SETUP CHANGES

1. Take the three Minister Resource Allocation Software Cards and place them in reach of at least one human player. Set them out in the order shown below from left to right. The card on the far left is the card that will be active in each round.

2. Set out the playing materials for the AI player(s) as you would for a human player. However, you will not need to add the 4 X outpost tokens to their available worker section so add these outposts to the general pool of outposts. AI players therefore have 4 extra outposts (17 total) in this pool when compared to human players (who have 13).



ACTIVE CARD

3. **Hard Mode Only:** Add one algorithm worker to the bag of each AI player in addition to the four permanent starting workers.

GAMEPLAY CHANGES

Draw Phase: The AI players will draw a number of workers based on the difficulty level you wish to play against. This is shown in the top left of the currently 'active' (see below) Minister card. Place these workers into the available worker section of the AI player's player board as normal.



AI players will draw 4 workers on Easy mode, 5 in Normal mode and 6 in Hard mode.

Assign Workers Phase: During the assign workers phase the AI players will do nothing whereas human players play as normal.

Action Phase: Perform the following actions for each AI player starting with the AI player who either has or is closest to getting the 1st player token:

1. Look at the far left Minister card, this is the 'active' card. Perform the corresponding actions for each worker the AI player drew during the draw phase of this round as indicated on the active card. Do this from top to bottom of the card with any engineers they drew performing actions first and algorithms last.

2. Each worker corresponds to specific action(s) and is then discarded to the AI player's City Leave card in the usual way.

3. When all actions have been performed, flip the current active Minister card to the reverse side and slide it to the far right space in the track. The card that was to its right is now the active card for the next round.


AI players only ever perform actions this way; they never place workers into action spaces on their playerboard or ship card(s).

Example: If playing on Normal mode and this is the active Minister card, the AI player will collect three credits for each engineer drawn. The first symbol is also used in the normal difficulty setting after it has been unlocked (see legacy actions in the left column).




MRA POINTS

Minister Resource Allocation Points or MRA points for short, are the system the AI player uses to determine which HUBs to place their workers onto and which political parties to vote for. MRA points are given to the following tokens:

 **Military Tokens:** Each token is worth 1 MRA point

 **Megastructure Funding Tokens:** Each token is worth 2 MRA points

 **Bases:** Each base they have built is worth 2 MRA points

When determining where to place a HUB worker you will often need to calculate the MRA points that this AI player possesses.



Example: This AI player has 2 Megastructure Tokens, 3 Bases and 6 Military Tokens. These therefore have MRA points of 4, 6 and 6 respectively. They are funding the megastructure so gaining a Megastructure Funding Token does not break the tie. As such they place the Engineer onto the Military HUB.

ELECTION PHASE

When AI players vote they do not indicate a specific party and instead write their corporation name onto the voting tokens they place into the ballot box.

During the election phase, add up the MRA points for Military Tokens, Megastructure tokens and Bases that the AI player currently has and determine which it has most of. Each vote the AI player made is allocated to the political party which best serves its needs. If it has the highest number of MRA points for Military Tokens it will vote for the Workers Union Party. If the highest number is for Bases it votes for Brave New Dawn and if the highest number is for Megastructure Funding all of its votes are for the United Federalists. In the case of a tie, the AI player will vote for the party which appears first in this list: Brave New Dawn, Workers Union Party, United Federalists (of the tied parties).



6 Political Influence (page 28)



12 Celestial Rebellion (page 30)

If an action cannot be performed from the active card for any reason, ignore that action and perform all other relevant actions for that worker. If no actions are possible for that worker, ignore the current active card and perform the actions for this worker as described by the next Minister card in the track. See if you can perform the action(s) for that worker indicated by that card instead. If this is not possible also, then check the third card of the row. If none of the three cards' actions are possible, discard the worker to the AI player's City Leave Card and build one outpost for the AI player. **Note:** Don't forget to move the first player token each round as normal.

AI ACTIONS

Each of the Minister cards will ask you to perform different actions for the AI player depending upon which workers the AI player draws in that round. Please see below for an explanation of each.



Take an outpost of the AI player's color from their supply and place it near their player board in the usual way.

IMPORTANT: Just like human players, the AI player cannot remove their original 4 starting workers. If an action asks them to do this, then this action is ignored.



Take up to the indicated number of outposts (1 or 2) from the pool that the AI player has previously built and place it/them onto any location in the zone where the AI player currently has the least presence. If there is a tie for this then place it into the zone which is currently worth the most points. If there is still a tie you decide the zone.



Move an outpost belonging to the AI player from the zone currently worth the least influence points to the zone currently worth the most. If there is a tie, you decide the zone the outpost is taken from and moved into of the tied zones.



Take an opponent's outpost from the zone that is currently worth the most influence points and place it into the zone which is currently worth the least. If there is a tie you decide the zone the outpost is taken from and moved into of the tied zones. If more than one player has outposts in the zone that the outpost is to be taken from then the outpost that is taken is from the player which has the most in that zone. If this is tied then take it from the player who currently has or is closest to receiving the first player token.



Pay 3 credits (if able) and then take a Mining Resource Token from Rio Astro and give it to the AI player.



Remove the worker (pilot, general worker or algorithm) and place it into the relevant HUB using the rules described for HUBs below. Then give the AI player a Military Token.



Remove an engineer and place it onto the Zone HUB using the instructions for HUBs below, then pay one Mining Resource Token and take a Megastructure Funding Token.



Remove a lobbyist and place it into the relevant HUB using the rules for HUBs described below. Take a voting token, write the name of the AI player's corporation onto it and place it into the ballot box.



If there is no worker removal arrow next to the voting symbol then simply vote without also removing the lobbyist. This means the AI player's starting lobbyist can also perform this action. If playing with only one AI player you do not need to write the corporation name on the voting token.



Gain the number of credits indicated by the image, these are tracked on the AI player's player board in the usual way.



Hire the indicated worker in the usual way. AI players do not take a worker bonus for performing this action.



Place the relevant worker into the HUB where the AI player currently has the most MRA points (see left column). If there is a tie then place it into the HUB for the item the AI player will receive from taking this action (if it is one of the tied HUBs). If there is still a tie, then place it onto the Military HUB on Ceres.



Place the relevant worker in the Zone HUB where the AI player currently has the most presence. If there is a tie for this then place it into the zone which is currently worth the most influence points. If there is still a tie, you decide the Zone HUB it is placed into (of the tied Zone HUBs).



Move and build a base: The AI player will move to a base location and build a base. This location is chosen by you. However, it must be somewhere in the highest numbered zone where the AI player can currently afford to build a base. If the AI player has built all their bases they use this action to buy a new base. AI players do not gain bonuses for building bases.



Move and take a mining resource token: Move one of the AI player's ships to a mining location which currently has a Mining Resource Token on it and take that token. If the AI player has two or more ships, then move the ship which is closest to a Mining Resource Token. If there is a tie for this, then you decide which token is taken. If there are no tokens left available then this action cannot be performed. AI players are not limited by ship movement distances and can move as far as they like.



MEGASTRUCTURE PROJECTS



Type III Megastructures

When you have completed all Type III Megastructures you may have unlocked section 32, check page 23.

Megastructure: Artificial Atmospheres
Location: Callisto



It is expensive to create artificial bubbles around our new cities and so technology that can do this using a quantum shield will be a much cheaper way to make habitable spaces in off-Earth situations. It is also a crucial step to ultimately terraforming planets.

Megastructure: Maglev Launcher
Location: Europa



This superfast launcher uses only electric and magnetic energy to propel spacecraft. With the addition of Sky Hook infrastructure this could allow for large craft to achieve orbit in a completely sustainable way.

Megastructure: Helium 3 Fusion Engines
Location: The Moon



Helium 3 is an abundant substance in our solar system that with the correct technology, can be used as a cheap nuclear fuel. Building engines that can efficiently use this fuel to create fusion reactions will be a powerful step in our settlement of the wider solar system and will allow for some impressive new ship designs.

Megastructure: Sky Hooks throughout Zone 6
Location: Pluto



The extension of the Sky Hook network throughout the whole solar system will make travel between all these objects a seamless experience.

Megastructure: Create a Shellworld in Deimos
Location: Deimos



The intense mining on Deimos has allowed for the creation of a shellworld. The hollow cavities within this moon can be closed to create an hermetic seal. This could be filled with breathable air and make resource mining much cheaper and more efficient.

Megastructure: Shepherd AI Upgrade
Location: Earth



The Shepherd AI system has been the lifeblood of the rapid expansion into the solar system. Currently it is an AI created by humans but if we allow the Shepherd AI to upgrade itself it could become vastly more powerful.

Megastructure: Quantum Collider Improvements
Location: Ganymede



The study of subatomic particles has been key to many of the advances we have made as a species. The creation of a space based quantum collider would be vastly more powerful and efficient than any of the terrestrial systems we have currently.

Megastructure: Voyager Mission out of Solar System
Location: Eris



Now we have the ability to send out ships at 0.5 the speed of light. It has been suggested we should send out some emissaries to the galaxy. These ships will beam back information to us (with a long delay) and may eventually answer the age-old question as to whether we are alone in the universe.

Megastructure: The Kraken
Location: Mars



The Kraken is the most versatile mining ship ever created. It has the ability to extract resources from virtually all environments and has a comprehensive repair center built into its deck. The corporation that controls this ship will have a powerful presence within the solar system.

Megastructure: Titanica Elite
Location: Mars



The Titanica Elite is the largest and most expensive ship ever created. It is unsurpassed for the level of comfort it provides passengers and the time it can remain in space. The corporation that controls this ship will have a very powerful presence within the solar system.

Type IV Megastructures are listed on the next page. But when you complete all Type III Megastructures you may have unlocked section 32, check page 23.



MEGASTRUCTURE PROJECTS



Type IV Megastructures

Megastructure: Total Solar System Scan

Location: Tethys



This vast scanning system will allow us to better understand the mining opportunities in our solar system and the demographic data it generates will be a great boon to the UFSS's control over more distant planets and moons.

Megastructure: Quantum Communication System

Location: Mimas



Communication within the solar system is a slow process as we are constantly limited by the speed of light. It has been suggested that if we could create a new communication system using quantumly entangled particles these communications could actually become instantaneous.

Megastructure: Virtual Reality Training Centers

Location: Rhea



Many of the UFSS employees have requested that the current VR/AR educational tools are outdated, relying on old haptic technology. Building in a full neural link could allow us to train workers much faster and more effectively by connecting them directly to the Shepherd AI.

Megastructure: Terraform Mars

Location: Mars



Currently we require the use of Hensler's expensive domed cities to inhabit Mars safely, but as the second most populous body in our solar system it's time to make it a permanent home. If we can increase the temperature and create a habitable atmosphere the whole planet could be safe for human life.

Megastructure: Terraform Venus

Location: Venus



Currently we require the use of Hensler's expensive domed cities to inhabit Venus safely but as the fourth most populous body in our solar system (after the moon) it's time to make it a permanent home. If we can increase the temperature and create a habitable atmosphere the whole planet could be safe for human life.

You cannot build the Type V megastructure until you have activated section 32. Note: After building this you are very near the end of the campaign

Type V Megastructure

Megastructure: Dyson Swarm

Location: Mercury



Humanity's expansion and exploitation of the vast resources of our solar system has been undeniably impressive, however we are not yet a type 2 civilisation. According to the Kardashev Scale this is when a civilisation can take full control of the energy of our Sun. It is time to step closer to this lofty goal. To do so will mean the total dismantlement of the planet Mercury. We will turn this planet into an enormous series of mirrors orbiting the Sun which will focus the Sun's light onto a smaller number of collectors. These will beam the concentrated energy wherever we need it. If we can pull this off, it will without doubt be the most impressive accomplishment in human history to date.

When you complete the Dyson Swarm you are very nearly at the end of the campaign. Read section 27 (pg 36) and choose one Type VI Megastructure to build in your next game... Choose carefully as much rests on this decision!

Type VI Megastructures

Megastructure: Dyson Sphere

Location: Sun



The creation of a full Dyson Sphere would give us total control of the energy of the Sun. We could use this to power a supercomputer, intelligent enough to embed human consciousness into it. This would mean almost immortality for humanity. We would no longer need our physical bodies and could live lives of unparalleled pleasure inside the code of this computer for the entire lifespan of our host star, the Sun.

Megastructure: Stellar Engine

Location: Sun



A Stellar Engine is able to transport entire solar systems backwards through the spin of the Milky Way. This will enable us to manoeuvre away from potential extinction events such as supernovae and to settle the galaxy from the comfort of our own home! This could effectively ensure humanity's survival and growth for billions of years!



Type VI Megastructures Continued

Megastructure: Wormhole
Location: Saturn



If we can bend space and time we could theoretically create holes from one distant part of the universe to another. If we can master this technology, then we could break the light barrier and instantly visit distant parts of the universe. What will we find out there? There's only one way to find out.

Megastructure: Corporate Reinvestment
Location: Mimas



A rising tide lifts all boats and if we do well so does everyone who works for us. Instead of using the power of the Dyson Swarm to build yet another megastructure, we should invest the vast riches and rewards back into the corporations that helped build it!

When you have completed all Type I, II, III and IV Megastructures you can complete the reoccurring Megastructures. Unlike the other Megastructures, these can be completed multiple times without limit.

Reoccurring Megastructures

Megastructure: Solar System Census (*infinitely repeatable once every other game*)

Location: Chosen by winner of previous game (or randomly)

The solar system is truly settled but the UFSS needs to know how many people it has dominion over. This will help vastly with tax collection and resource allocation. However the challenges in generating an accurate figure across the vast expanse of the solar system is immense.

Megastructure: Megastructure Repairs (*infinitely repeatable once every other game*)

Location: Chosen by winner of previous game (or randomly)

Some of our most important Megastructures are in dire need of repair and restoration.

Solar 175 is built to be an infinitely replayable game. The solar system will continue to evolve and change long after the campaign is over. For the completionists we have put together a list of achievements to reward players who wish to go above and beyond the base game and to really explore the outer reaches of Solar 175. Check these off whenever a player or players achieve them:

Gain this achievement when you build all type III Megastructures.



Gain this achievement when you build all type IV Megastructures.



Gain this achievement when you have unlocked envelopes 1 - 16.



Gain this achievement when you have played 20 games.



Gain this achievement when you have played 50 games.



Gain this achievement when you have read every world-building story.



Gain this achievement when you have played 100 games.



Gain this achievement when you have completed the Solar System Census 5 times.



Gain this achievement when you have completed Megastructure Repairs 5 times.



Gain this achievement when you have finished all scoring pages in Lunar Magazine.

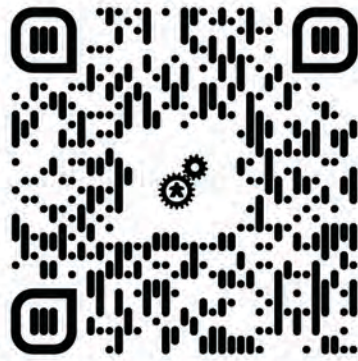


STORIES

At the end of each game it is time to learn a little more about the universe of Solar 175. The winner of each game chooses a zone in which they have a ship. Following the QR codes below and read one narrative from a location in that zone to the rest of the group. This way you will gradually learn more about the universe you are playing within.



Zone **1**



Zone **2**



Zone **3**



Zone **4**



Zone **5**



Zone **6**



Ever fancied yourself as a writer?

We are always looking for more short stories to build up the world of Solar 175 and who better to help us than the people who play our games? Write a short story set in one of the locations of the Solar 175 universe and send it to us at:

info@cogitoergomeeple.com

The best ones will be added to the QR codes on this page so other players can enjoy them!





Some say the world will end in fire,
Some say in ice.
From what I've tasted of desire
I hold with those who favor fire.






































But if it had to perish twice,
I think I know enough of hate
To say that for destruction ice
Is also great
And would suffice

-Robert Frost

ICONOGRAPHY

Much of Solar 175 is powered by the use of iconography. This page gives an overview of each of these icons and a reference to the pages in the rulebook where they are referenced. Use this page to look up information quickly. Icons highlighted in red are only activated as the game progresses so do not look these up unless they have already been unlocked.

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|  CREDITS Page 13 |  OUTPOST ACTION Pages 12 |  CITY LEAVE Page 11 |  DRAWING WORKERS Pages 12 and 13 |
|  LOBBYIST Pages 16 and 17 |  TRADE ACTION Pages 13 and 14 |  AWARDS Pages 20 and 21 |  MOVING HUB WORKERS Page 12, 25 and 26 |
|  PILOT Page 17 |  MOVE ACTION Page 11 |  MINISTER (SOLO MODE) Pages 47 and 48 |  ZONE 1 Page 12 |
|  ALGORITHM Page 17 |  BASE Page 14 |  BRAVE NEW DAWN Page 16 |  ZONE 2 Page 12 |
|  GENERAL WORKER Page 17 |  UFSS PEACEKEEPING FORCE Page 15 |  WORKER'S UNION PARTY Page 16 |  ZONE 3 Pages 12 and 25 |
|  ENGINEER Page 17 |  MEGASRUCTURE Pages 08 and 15 |  UNITED FEDERALISTS Page 16 |  ZONE 4 Pages 12 and 26 |
|  WORKER REMOVAL Pages 15 and 16 |  VOTE ACTION Page 16 |  CELESTIAL REBELLION Page 30 |  ZONE 5 Pages 12 and 29 |
|  X OUTPOSTS Pages 05 and 17 |  MINING Pages 11 and 13 |  NEDS Page 26 |  ZONE 6 Pages 12 and 29 |
|  FLIP CARD Page 06 |  HUB HUBS Pages 12 and 15 |  WOTHERBY'S Page 33 | HAVE A QUESTION? CONTACT US DIRECTLY! info@cogitoergomeeple.com |

