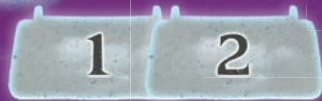


SOLENTIA APPENDIX

Powers of Expelled Airship Cards



Gain 1 or 2 resources produced by the island on which the card was lying (or gold stars if it was on a city).



Gain 1 copy of the resource indicated on the card, regardless of the type of island/city on which the card was lying (here a wood).



Gain 1 copy of each resource indicated on the card, regardless of the type of island/city on which the card was lying (here a stone and a wheat).



Gain 1 gold star if the card was on an island that produces the resource indicated on the card.

Powers of the Winter Side of the Player Board

- 1A Open a new storage space.
- 1B **Immediately** (and only once) gain 1 wood or 1 wheat (B) / 1 stone or 1 water (D).
- 2C A **permanent** wheat (C) / water (C) resource. This resource can be used once per turn to complete a delivery. It is impossible to use this resource to lengthen a voyage.
- 2D **At the end of the game**, gain 1 gold star per wheat (D) / water (D) visible on the Delivery tiles slotted in your player board (maximum gain from each: 12 gold stars).
- 3E A **permanent** wood (E) / stone (E) resource. This resource can be used once per turn to complete a delivery. It is impossible to use this resource to lengthen a voyage.
- 3F **At the end of the game**, gain 6 gold stars.



Powers of Improvement Tiles

Level-1



Open a new storage space.
From now on, 1 wood equals 1 wheat and vice versa (A) / 1 stone equals 1 water and vice versa (B) whenever you fulfill a delivery.



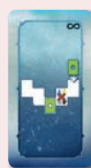
From now on, when you play a value-0 card, you can advance the Giant Airship an additional space (resolve this second advancement of the Giant Airship just like the first). If you do, **immediately** gain 1 gold star.



From now on, when you play a value-0 card, treat it as a value-1 card. However, still advance the Giant Airship.



From now on, you can fulfill a day delivery in a night city and vice versa.



From now on, when you lengthen a voyage, the cost is discounted by 1 resource. Thus, if you lengthen a voyage by only 1 space, you pay nothing.



From now on, when the Giant Airship advances, double the power of your expelled value-1 cards (C) / gain 2 gold stars (instead of 1) for each of your expelled value-2 cards, regardless of the type of island/city on which the card was lying (D).

Level-3



At the end of the game, gain 3 gold stars per day/night pair of deliveries you completed. The Delivery tiles of a pair do not need to be in the same column.



At the end of the game, gain 2 gold stars per day (day) / night (night) delivery fulfilled.



At the end of the game, gain 3 gold stars per water (day) / wheat (night) in your storage.

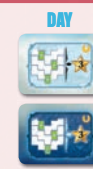
At the end of the game, gain 3 gold stars per stone (day) / wood (night) in your storage.



Over the course of the game, gain 4 gold stars each time you fulfill a day (day) / night (night) delivery. (H) Same, but 3 stars for a night (day) / day (night) delivery.



At the end of the game, gain 1 gold star per wood (day) / stone (night) visible on your Delivery tiles slotted in your player board.



At the end of the game, gain 3 gold stars for each of your Airship cards not expelled (still on the board).

At the end of the game, the maximum reward from each level-3 Improvement half-tile is 12 gold stars.

SOLENIA

APPENDIX

Solitaire Variant

Setup

Take your components exactly as in a 2-player game.

Your virtual opponent uses the 6-sided die and a face-down deck of 16 cards.

The virtual player never gains resources or gold stars and does not need a player board.

You can play solitaire using the summer side or the winter side of your player board. You could even play with Improvement tiles; in this case, lay out 2 complete sets of Improvement tiles, and choose 1 complete set for yourself.

Playing the Game

The game plays exactly as in a 2-player game. The virtual player plays first.

On his turn, the virtual player takes the first card of his deck, and rolls the die (*with your help, of course*). The result of the die indicates where the virtual player places his card relative to the location of the Giant Airship:



When the virtual player plays a value-0 card, the Giant Airship advances.

When the virtual player plays a card on a floating city, he automatically fulfills the rightmost Delivery tile in the display that corresponds to the city (*day/night*). Shift the 2 remaining Delivery tiles to the right, and draw a new tile to fill the first slot of the display.

Whenever you fulfill a delivery, shift the remaining tiles to the right, and place a new leftmost tile in the display.

End of the Game

The game ends after you and your virtual opponent have each played your 16 cards. Calculate your score.

<40: You are unworthy of your ancestors: Life is impossible on Solenia.

40-49: Better, but the conditions on Solenia are very difficult.

50-59: Living on Solenia is becoming a little more pleasant.

60-69: Solenia starts attracting new inhabitants from other planets.

70-74: Your work has made Solenia a real El Dorado.

≥75: You are considered a demigod by the inhabitants of Solenia.



If the space is already occupied by one of your cards, place the virtual player's card on the first empty space clockwise.

Example: The die rolled a 3, but space 3 is occupied by one of your cards. Thus, the virtual player's card is placed on space 4, which is empty.

If no placement is possible (*all spaces around the Giant Airship are occupied*), the virtual player discards his card and advances the Giant Airship.

If the space is already occupied by one of the virtual player's cards, place the new card on a space adjacent to the existing card (*your choice*), if possible.

If this is not possible, place the new card in the first empty space clockwise (*as above*). If no placement is possible, the virtual player discards his card and advances the Giant Airship.

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- Figurine 3D Modeling: **Dominique Breton**
- Development and writing of the French rules: **Pearl Games**
- English translation: **Nathan Morse**

Thanks

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Thanks also to my marvelous spouse Anaëlle and my also marvelous daughters Madeline, who was my first playtester, and Noémie, who soon will also become one!

Thanks also to Space Cowboys for their advice!

I dedicate this game to my grandmothers.