



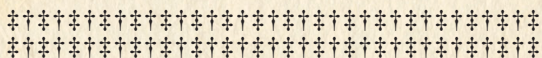
## SOLSTICE

Decades have gone by, the ambition and covetousness of other Nations has emerged. The sails filled with the stellar winds, their Ships rise towards the celestial vault...

New technologies have allowed the emergence of these new powers. All the comfort and wealth enjoyed by the 3 pioneer Nations may be disrupted by the laws that govern the Heavens.

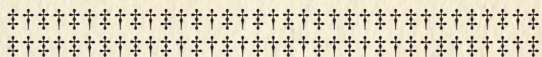
The Ottoman corsairs, the Portuguese inventors and the Dutch administrators want their share of the firmament... Your time has come! Go and get it!





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## *FREE FOR ALL MODE* 4 PLAYERS

The Solstice expansion allows you to play Free For All mode with 4 players. In this mode, each player represents one of the 6 Nations, it is the first Nation that conquers 4 Planets who wins the game.

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*STRATING PLAYER SELECTION*

Choose randomly the player who will play first.

# GAME SET-UP

The game set-up is similar to Duel mode. However, there are now 4 mobilization Planets which modifies the placement of the starting tiles:

*Player 1: North-West Direction*

*Player 2: North-East Direction*

*Player 3: South-East Direction*

*Player 4: South-West Direction*





During the collection of the starting Spices, the distribution is carried out as indicated below:

- \* The starting player receives **1 Star Pepper seed** and **1 Celestial Vanilla flower**.
- \* The second player receives **1 Star Pepper seed** and **2 Celestial Vanilla flowers**.
- \* The third and fourth players receive **2 Star Pepper seed** and **2 Celestial Vanilla flowers**.



*Player 1  
Spices*



*Player 2  
Spices*



*Player 3 & 4  
Spices*

## COURSE OF THE GAME

The course of the game and the turn of a Nation goes according to the rules of the Duel mode.

The 4 players each play their turn, clockwise:

- i The player located in the North-West
- ii The player located in the North-East
- iii The player located in the South-East
- iv The player located in the South-West

## END OF THE GAME

**It is the first Nation that conquers 4 Planets who wins.**

When one of the players loses all his planets, he is eliminated from the game. All his Ships still in game are destroyed, his tokens discarded, and all his Spices are returned to the bank (even the Solstice tokens).

**Note:** it is possible that the players are in a draw situation, especially when the players no longer have Ships, in which case the players must agree to stop the game without a winner.

if one of the players disagrees, the game continues.



## SPECIAL ABILITIES OF THE CAPTAINS

Abilities are indicated on Captains' cards. In order to understand the extent of the different abilities, they are detailed below:

### OSMANLI DONANMASI



#### Gökhan Rais

GALLEON: PEYK-I ŞEREF

*Send his Falcon Meltem as a spy to discover the Crew cards of an opponent*

The player takes the Crew cards of his opponent in hand to view them in detail.



#### Roxelane Sultan

GALLEON: MESÛDIYE

*Instantly receive an opponent's Spice token*

- \* It is the targeted opponent, who chooses the Spice to offer.
- \* The ability is only possible if the opponent has Spices.
- \* If Roxelane already has the maximum of the Spice offered by the opposing player, the Spice token is discarded directly to the bank.





### **Aslan Hayreddin Pasha**

GALLEON: LÜTF-I CELİL

*Turn an enemy Frigate in exchange of 2 Celestial Vanilla flowers*

\* Replace the turned Frigate with a Frigate of another color to notify the change of side.

\* The opposing player receives the Spices.

\* The Frigate enters the game by the next turn.

\* It is therefore possible for Aslan to own more than 2 Frigates.



### **Ilkay al Hurra**

GALLEON: BURC-I ZAFER

*Destroy a tile where there is neither Planet nor Ships. The tile returns to the bottom of the pile of tiles to explore*  
The central tile can not be destroyed.

## **MARINHA DE GUERRA PORTUGUESA**



### **Baltasar de Almeida**

GALLEON: NOSSA SENHORA DOS

PRAZERES

*Reduce the movement of an enemy Ship by 1, during 1 round*

Whatever the distance to the enemy Ship, it is possible to use the ability several times to reduce the movement of a Ship.





### **Antão Zacuto**

GALLEON: NOSSA SENHORA DA ESTRELA

*Move an Astrolabe token already placed on the Singularity of his choice*

If a Ship was present on the Astrolabe token, it falls into the Singularity and is destroyed.



### **Estevão Cadamosto**

GALLEON: PÉROLA

*Collect 1 Spice from an opponent's Planet, during the next Collection Phase of his opponent*

The opposing player will have to give the chosen Spice during his Collection phase.



### **Vasco Vaz Teixeira**

GALLEON: NOSSA SENHORA DA VITÓRIA

*Instantly transport his Galleon to the space of his choice, located on the same tile*

- \* It is possible to move between the spaces at the ends of the tile.
- \* This action does not count as a move.

## KONINKLIJKE MARINE

The Dutch have the particularity of having passive ability for their Captains. Thus, they do not need to use a “Chief Mate” Crew member to activate their ability, but they are active throughout the game.



### Hilletje Blauvelt

GALLEON: HR.MRS HYDRA

*During each Exploration Phase, draw 3 tiles to place 2. The unused tile returns to the bottom of the pile of tiles to explore*

This ability is active throughout the game.



### Mayken de Ruyter

GALLEON: HR.MRS DE DRIE

NORNEN

*Her Galleon moves up to 2 spaces instead of 3, but attack with a range of 3 spaces instead of 1*

This ability is active throughout the game.



### Anna Peeters

GALLEON: HR.MRS LEVIATHAN

*Her Galleon can not be moved*

This ability is active throughout the game. Anna's Galleon can not be moved by either a Bonus or the ability of a Captain.



### Lijsbet Hein

GALLEON: HR.MRS WALKURE

*Recruit 2 Crew members for 3 Star*

*Pepper seeds*

This ability is active throughout the game.



## SPECIFIC OPERATION OF THE SOLSTICE TOKENS

In the Solstice expansion, each new Nation has additional tokens, which are their own and will allow them to perform actions that were previously impossible.



*Skerry garden  
token*



*Astrolabe  
token*



*Lace  
token*

### THE 3 TYPES OF SOLSTICE TOKENS

**Ottoman corsairs & Skerry garden tokens :**

by placing a Skerry garden token on the space occupied by the Galleon, this Nation can block a celestial path.



### Portuguese inventors & Astrolabe tokens:

by placing an Astrolabe token on a Singularity space, the Portuguese turn it into a space that can be used by all the Ships in game.

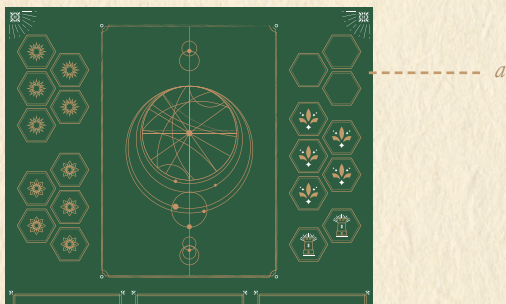
### Dutch administrators & Lace tokens :

Thanks to the Lace tokens, the Dutch can obtain Crew members, Frigates, Fortresses or even Planets.

### SELECTION OF SOLSTICE TOKENS

If a player chooses to play with the Ottomans, the Portuguese or the Dutch, it is during the game set-up, at the time of the selection of the Crew members, that he will choose the number of Solstice tokens to use until the end of the game.

The player **can choose from 0 to 3 tokens**, which he will place on Bonus slots (*Fig 1,a*).



*Fig.1*

**You will not be able to obtain additional Solstice tokens during the game.**

**Note:** since Solstice tokens are filling the Bonus slots on your player board, you won't be able to collect Bonus if you don't have any slot remaining available.

### USING A SOLSTICE TOKEN

When the player plays the Crew member to use the Solstice token of his Nation ("Astronomer" for the Ottomans, "Engineer" for the Portuguese, "Commodore" for the Dutch), he releases one of the Bonus slots. For details on the actions of a Solstice token, refer to the *Explanation of the Crew members* of corresponding Nation.

**Team specificity:** the 2 players can divide the 3 tokens of the Nation.



## EXPLANATION OF THE CREW MEMBERS

The actions of Crew members are indicated on the cards. Crew members specific to the new Nation are detailed below:

## OSMANLI DONANMASI

**Janissary**

*Turn 1 enemy Crew member, adding to your hand a Crew card taken in the opponent's hand*

Draw randomly a Crew card in the opponent's hand. The turned Crew member can then be used by the Ottoman Nation on the same turn.

**Some cards may be unusable for your Nation.**

**Astronomer**

*Place a Skerry garden token*

A Skerry garden token, **placed on the space occupied by the Galleon**, blocks a celestial path. The path is only blocked for opposing Ships.

\* The Skerry garden token can be destroyed by the attack of a Ship.

\* You can not place the token on the Rose of the winds space.

## MARINHA DE GUERRA PORTUGUESA

**Boatswain**

*Cross, without stopping on, the space occupied by a Ship or a Fortress*

The ability does not allow to stop on the space occupied by the Ship, the Fortress or the Skerry garden token.

**Engineer**

*Place a Astrolabe token*

Place an Astrolabe token **on a Singularity**



**space**, regardless of the distance to the Galleon. The Astrolabe tokens allow to pass on a Singularity, the token is considered as a basic space, and can be used by all the Ships in game.  
The Astrolabe token can be destroyed by the attack of a Ship.

## KONINKLIJKE MARINE



### Saboteur

*Instantly discard the opponent's Bonus of her choice*

This action is only possible if the opponent has Bonus or Solstice tokens.



### Officier of the Watch

*Increase a Frigate's move by 1, for 1 round*

It is possible to use this Crew member several times before moving the Frigate (maximum of 7 spaces).



### Commodore

*Use a Lace token*

- \* The player can exchange 1 Lace token against 1 Crew member or 1 Frigate or 1 Fortress during the Construction phase.
- \* The player can also trade 3 Lace tokens to conquer the Planet on which he is positioned (requires 3 "Commandore" cards).



