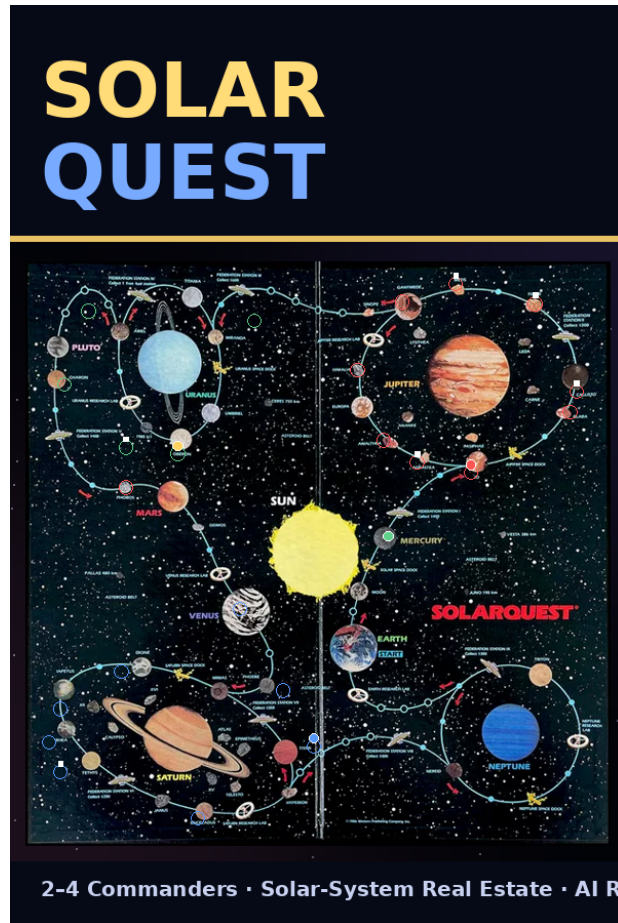


SOLARQUEST

The Space-Age Real Estate Game — Player Manual



Tronsoft Games · Version 1.0.0 · Non-commercial fan recreation

1. Overview

SolarQuest is a game of interplanetary real estate for two to four commanders. You pilot a single starship around a flight path that runs from Earth, out around the Sun, and back, buying the planets, moons, research labs and space docks you land on and charging rent to rivals who visit them.

Unlike ordinary property games, your ship runs on **hydron fuel**. Every time you leave a planet or moon you spend fuel, so the map is as much about planning refueling stops as it is about buying deeds. Run out of money or get permanently stranded without fuel and you are out. The last commander flying wins.

2. Setting Up

On the launch screen, fill 2–4 seats with Human or AI commanders and decide whether to enable the optional laser-combat rule. Press **Blast Off** to begin.

Every commander starts on **Earth** with **\$1,995**, a full **25-hydron** tank, and **3 spare fuel stations**.

3. Taking a Turn

On your turn, press **Roll Dice**. Your ship moves that many spaces along the flight path. Where the path branches (at several moon systems) you choose which way to travel.

After you land, the **action list** in Mission Control shows every legal move: buy the deed you landed on, refuel, place a fuel station, use Federation services, fire a laser, or end your turn. Each option includes a short description of what it does and what it costs.

Rolling **doubles** does not move your ship — instead you draw a **Red Shift** card and follow its instructions.

4. Fuel

Leaving a **planet or moon** costs one hydron per pip you roll. Leaving open space, docks, labs and Federation stations is free.

If you roll more than your remaining fuel while sitting on a planet or moon, you cannot break orbit and are **stranded** for the turn. If you are stranded on a rival's world you pay its rent again. A ship that is stranded with no way to buy fuel is lost, and that commander is eliminated.

You refuel at **Earth** (free the moment you land, otherwise \$25/hydron), at any **Space Dock**, or at any **fuel station** — including ones you have placed yourself. Federation Stations pay you cash but do not sell fuel.

5. Buying Deeds and Collecting Rent

Landing on an unowned planet, moon, research lab or space dock lets you buy it at its printed price. Landing on a rival's world costs you rent.

Rent scales with how many deeds the owner holds in that **planetary system**. A lone moon earns little; a completed system earns enormous rents. Research Labs and Space Docks form their own groups and are valuable to collect as sets.

You collect a **\$500** payday every time you pass Earth and **\$1,000** when you land on it. Federation Stations pay a fixed sum shown on the board when you land.

6. Fuel Stations and Federation Services

You begin with three spare fuel stations. Place one on any planet or moon you own to let ships refuel there — visitors pay you for the fuel, and you refuel there for free.

At a **Federation Station** you can buy additional spare stations for \$500, sell spare stations back, or sell deeds back to the Federation League for a full refund when you need cash.

7. Red Shift Cards

The 34-card Red Shift deck is drawn whenever you roll doubles. Cards send you racing across the system, grant or cost cash and fuel, let you roll again (sometimes at a multiplier), and — most dramatically — settle property disputes that can hand you a rival's deed or force you to give one up.

8. Lasers (Optional Rule)

With lasers enabled, a ship may fire on a rival within two spaces, spending four hydrons. Roll: doubles deal \$100 per pip in damage; double sixes destroy the target outright and hand its assets to the attacker. You cannot fire at or from Earth.

9. Winning and Losing

You are eliminated if you go bankrupt with nothing left to sell, or become permanently stranded without fuel. When only one commander remains, that commander wins and owns the Solar System.

10. Map Controls

Zoom with the mouse wheel or pinch; drag to pan. Use the board buttons to fit the whole map or to re-center and follow your ship. Click any world to inspect its deed price, full rent table and fuel cost.

“SolarQuest” is a trademark of its owner. This manual accompanies an independent, non-commercial fan recreation and is not affiliated with or licensed by the original rights holders. Original game design by Valen Brost; board data derived from the open-source SolarQuest project (GPL). Recreation and manual by Tronsoft Games, AI-assisted.