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VINCENT OUTRAIT

DISTANT SUNS™



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19.04.56

HYDRA-LOCK
VALVE



CAUTION
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CONTENTS

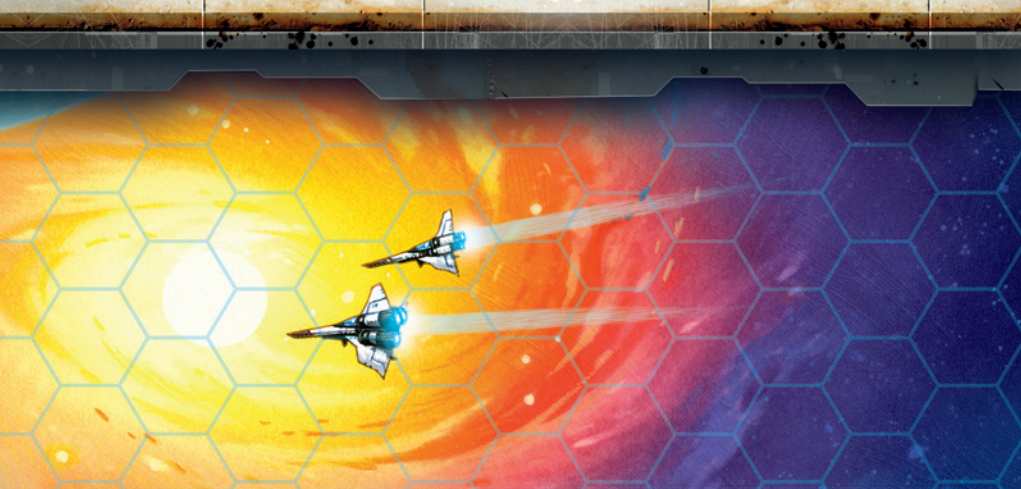
- 1 Mission Control board
(in 2 halves)
- 10 Exploration Zone tiles
- 10 Mission tiles (2 identical
sets of 5 tiles)
- 5 Module tiles
- 1 pad of Cosmos sheets
- 4 pencils
- 11 Exploration templates

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READ INSTRUCTION
BEFORE TO ENGAGE
L.H. RED CKWR - 354
L.H. BLUE CKWR - 346
L.H. GREEN CWR - 397





Was this what seafarers felt the first time they explored the ocean's vastness? A shiver of excitement and nerves before weighing anchor and setting off towards the unknown? Our journey is beginning too. Humanity has advanced and faster-than-light space travel signals the start of a new era. The stars shining above us, as distant as ever, are now within reach. Our mission: push the limits of the known universe and map the infinite. It's our turn to weigh anchor now.

01 OVERVIEW AND GOAL



In *Distant Suns*, you will try to get as many victory points as possible over 3 rounds. On your turn, **choose the shape you want to draw on your sheet from the Exploration Zones available and also the shape your opponents must draw on their sheets.** Defeat Aliens, upgrade your ship, explore black holes, discover treasure, and explore the outer worlds of the cosmos to become the most famous space explorer in the galaxy! At the end of the game, the player with the most victory points wins.

02 GAME ELEMENTS AND SETUP

- 1** Set up the **Mission Control** board by placing the two halves next to each other.

This board has spaces for Mission tiles along the edges and spaces for Exploration Zone tiles in the middle. At one end, a Black Hole is printed on the board, which is an Exploration Zone used in every game. There are notches along both sides of the board that will fit Modules.

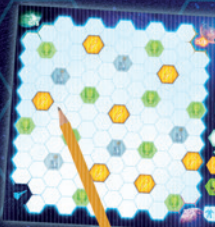
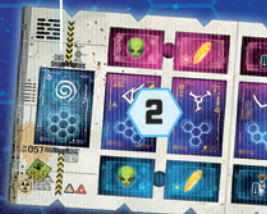
- 2** Take all 10 Exploration Zone tiles, shuffle them, and put 5 back in the box. Put the remaining 5 on the spaces in the middle of the board face up.

Each Exploration Zone shows a shape made up of several hexagons. There is also an illustration next to the shape that has a similar form.

- 3** Separate the 2 sets of Mission tiles (blue and purple). Shuffle one set and randomly place all 5 tiles on the 5 spaces along the side of the board with the matching color.

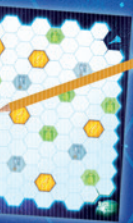
Mission tiles come in 2 sets of 5 symbols. Each symbol will be linked to the Exploration tile next to it.

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HAZARD



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Place the 5 tiles from the second set on the spaces on the other side of the board, across from their matching tiles in the first set.

Having 2 sets lets players read information easily from both sides of the table.

Place the Modules in a stack in number order, with 1 on top and 5 on the bottom and place it near the board within reach of all players.

Modules have an octagon and a circle. The symbol in the octagon refers to "your opponents." In the circle, it refers to "you." There are also 2 triangular points that fit into the notches on the Mission Control board. Each Module is numbered from 1 to 5 to help you remember which was the one played.

Give each player a Cosmos sheet and a pencil.

The left side of your sheet has a grid of hexagons called "spaces," where you'll draw the chosen or required shape each turn. The right side shows a summary of the final scoring in addition to a zone for your Upgrades in the upper-right.

Place the shape templates within reach of all players.

The templates help you draw the different Exploration shapes on your Cosmos sheet.

5

HAZARD

03 OVERVIEW OF A ROUND

A game of *Distant Suns* plays over 3 rounds.

Each round has 4 or 5 turns (depending on player choices). Each turn has the following two phases:

01 ASSIGN

02 DRAW

The youngest player at the table is the first active player.

01 ASSIGN

During this phase, the active player chooses which shapes from the Exploration Zones they and their opponents must draw on your Cosmos sheets.

As the active player, take the top Module from the pile and slide it into any two adjacent notches on the side of the board, across from 2 different Exploration tiles.

EXAMPLE




You can place the Module on **either side of the board** as long as both notches you choose are open. Additionally, since Modules are double-sided, you can choose to place either side up.

If you cannot place a Module, because there are no open notches along the board or there are no more Modules in the pile, it's time to **PREPARE FOR A NEW ROUND**. This always happens after 4 or 5 turns. After you finish the 3rd round, go to **END OF THE GAME** instead.



EXAMPLE



You cannot play the 5th Module, because the other tiles prevent you from placing it.



Then continue to Phase **02 DRAW**.

02 DRAW



During this phase, you will outline hexagons on your Cosmos sheet in the shape on the Exploration Zone assigned to you during the previous phase. All players do this simultaneously:



If you are the active player, you must draw the shape that the round side of the Module is pointing to.








If you are not the active player, you must draw the shape that the octagonal side of the Module is pointing to.

Follow these rules when drawing your shape:

The new shape must cover at least 1 space that is adjacent to any previously-drawn shape on your Cosmos sheet. The first shape you draw during the game must cover at least 1 space adjacent to the starting space (in the bottom-left).

You must draw the entire shape (unless you use Upgrades, see page 9). You can rotate or mirror the shape. The entire shape must be drawn within your grid of spaces. You can use the Exploration templates included in the box to help visualize the shape when rotated or mirrored.

The shape can cover Alien  and Upgrade spaces , but never the Starting , Treasure , Outer World  spaces.



You **must draw the shape** if you can follow all of the rules outlined above. If you cannot follow **all** of the rules, **do not draw any shape this turn.**

After you outline the shape on your sheet, **draw the matching “illustration” inside it.** During final scoring, this will remind you of the shapes you have drawn.

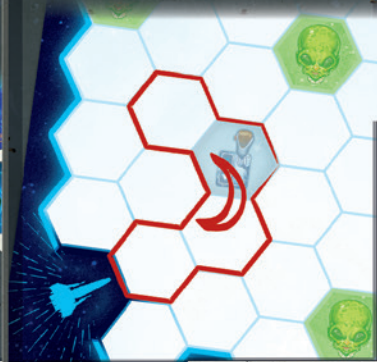
Spaces that you have drawn on are considered **“covered.”**

EXAMPLE
4

Alpha 12 plays first and places a Module so that they will draw the “Moon” shape and the other players will draw the “Lightning” shape.



Since the “Moon” shape is linked to the “Upgrade” Mission tile, Alpha 12 draws it so that it covers an Upgrade space. It will provide victory points at the end of the game.



Once all players have drawn their required shapes, the player to the left of the active player becomes the new active player and begins a new turn with Phase **01 ASSIGN.**

04 **PREPARE FOR A NEW ROUND**

When it is time to prepare for the next round, re-stack all 5 Modules in order and place them next to the board.

The first active player of the new round is the player who could not place a Module during their turn (because there were either no more Modules to place or there was not enough room to add 1 to the board). They start a new turn with Phase **01 ASSIGN.**



OUTER WORLD SPACES



Outer World spaces are the only spaces that you need to try to reach before your opponents. **If you cover one of the spaces adjacent to an Outer World, announce it out loud to the other players. If you are the first player to reach that Outer World, circle the 10 or 15 victory points for the Outer World, and cross out the 5 or 8 victory points. The other players must cross out the 10 or 15 victory points, since they can no longer claim them. If another player manages to cover one of the spaces adjacent to the same Outer World on a later turn, they announce it out loud and circle the 5 or 8 victory points.**

Multiple players can reach these Outer Worlds during the game, but only the first one can claim the 10 or 15 points (other players will only gain 5 or 8 points).

Exception: If multiple players tie for being the first to cover spaces adjacent to the **same** Outer World on the **same** turn, they each still get the 10 or 15 victory points.

UPGRADE SPACES



If you cover an Upgrade space, you gain an Upgrade! Immediately cross off 1 of the circles in your Upgrade Zone (upper-right of your Cosmos sheet).

During any future turn, you may use the Upgrade you have gained (you **cannot** use an Upgrade on the same turn that you gain it). Each Upgrade can be used only once. When you use it, cross off the square below the Upgrade to show that it has been used.

Using an Upgrade allows you to ignore a single hexagon in the shape you must draw that turn, so your shape will cover 1 less space. **The hexagons you use must stay together:** you cannot cut a shape into separate groups of hexagons. If you reduce the size of a shape using Upgrades, it still counts as its full shape during final scoring.

You can use up to 2 Upgrades per turn (and therefore ignore up to 2 hexagons in your required shape).





After the end of the 3rd round, it's time for the final scoring to determine the winner.

01 MISSION TILES AND REQUIRED SHAPES

Look at each of the 5 pairs of Mission and Exploration Zones on the board. Each Mission tile determines where on your grid you must try to draw the shapes on the Exploration Zones in order to gain victory points.

For each Mission tile, write the number of victory points you gain, based on the number of times you fulfill the requirements by drawing the shape on the matching Exploration Zone. Each Mission tile has different victory point requirements:



ALIEN TILE

Count the number of Alien spaces on your grid that are covered by the required shape.



UPGRADE TILE

Count the number of Upgrade spaces on your grid that are covered by the required shape.
Unused Upgrades do not provide additional victory points.



TREASURE TILE

Count the number of Treasure spaces on your grid that have at least one adjacent space covered by the required shape.
Careful: This requirement can only be fulfilled once per Treasure space, no matter how many shapes are adjacent to that Treasure space.



CLUSTER TILE

Count the number of times the required shape appears in your biggest cluster of the same shape.
Shapes in the same cluster must be adjacent to each other. If you have multiple clusters of the same size, only one of these clusters provides victory points.

BLACK HOLE TILE

Count the number of times the required shape covers at least one space adjacent to a black hole.

Careful: To score points with this Mission, you must first draw a Black Hole on your Cosmos sheet using the permanent Exploration Zone on the Spacecraft board.

EXAMPLE



You have 3 shapes required by the Black Hole Mission that are adjacent to a Black Hole. Therefore, you would note 3 in the matching space of the scoring section on your Cosmos sheet.

BLACK HOLE SHAPE

x1	x2	x3	x4	x5	...
3	6	10	15	20	+5

VICTORY POINTS

For each Mission tile, determine the number of victory points you gain by using this table. You gain more victory points the more times you fulfill the Mission objective:

Number of times you fulfilled the objective	x1	x2	x3	x4	x5	...
Victory points	3	6	10	15	20	+5

Each completion after the 5th provides 5 additional victory points.

EXAMPLE



You fulfilled the objective for the Alien Mission 3 times, so you earn 10 points for that (as shown on the victory point table), 15 points for the Upgrade Mission, etc.

x1	x2	x3	x4	x5	...
3	6	10	15	20	+5

38

02 BONUSES AND PENALTIES

OUTER WORLD SPACES

Outer World spaces provide victory points if you reach them during the game (see page 9). Outer World spaces you do not reach provide 0 victory points.

TREASURE BONUS

You get 10 victory points for each Treasure space that you completely surround with covered spaces (of any shape).

ALIEN PENALTY

Each Alien space you have left uncovered (by any shape) makes you lose 5 victory points.

03 FINAL SCORING

Add up your victory points from the 5 Mission tiles, Outer World spaces you reached, and surrounded Treasure spaces, minus any points you lost from uncovered Alien spaces.

The player with the most victory points wins the game! If multiple players are tied, they share the victory.

06 CREDITS

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