

SOLENTERO



PLAYTEST MANUAL

PT6-260905

Captain, captain! I see.. land!

A new uncharted territory has been found and it's time to play settlers once again. You are the captain of this expedition and it's time to set up camp and start exploring this brand new island with the helps of your mates!

It does seem however that you are not alone! Another band of settlers found this island at the same time. The race is on to explore the island, make the best impression on the natives and rivals and be crowned the Caretaker of Solenatero.

The game

Solenatero is a game where players assume the roles of captains as they try to become the caretaker of the island. Violence is a foreign concept in this world, so you must win everyone over by impressing them with great initiatives and overall being the coolest captain in the room.

To do so, you will need to forage the land for resources, build infrastructure and recruit mates to help you explore the land to find landmarks and perform initiatives to claim them for yourself.

Becoming the caretaker

The island of Solenatero has five key landmarks. These landmarks are heavily contested between the expeditions, and to become the caretaker you will need influence over most of them. If at the end of a game day you control 4 out of the 5 landmarks, you become the caretaker and win!

The golden rule

If the text on a card directly contradicts this rules document, the card text takes precedence.

The cards

Cards are your everything in Solenatero. They are the mates to employ, the events to occur, the initiatives to perform and so much more!

All cards have a name, a type and some effect. Some will also have a cost and other stats, let's look at all of them:



Card name

Each card has a unique name! It is used to identify it.

Cost

Each card has a cost which needs to be paid with your resources for it to be put in play.

Ka-Pow!

At times, you will be pulling cards from your deck to give you one last push to get through, and cards with higher Ka-Pow! will let you blow past everyone else! The value of Ka-Pow! is equal to the number of ★ in that corner.

Card type

A card can be one of several types (see next page), they work very differently, so make sure to know which does what. Cards can have sub-types, which are used in ability texts (e.g. a card can be of type **Mate** and sub-type **Agent**)

Ability text

The ability text of a card defines the effects that it will have on the field. Each card does something different, so make sure to read them all!

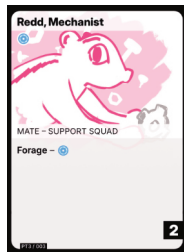
Flavor text

Flavor text has no mechanical function, it's just a description!

Mastery

The higher the mastery of a card, the more powerful it is! Mastery is exclusive to mates and captains.

Types of cards



Mate

Mates are your crew, you recruit them from your hand and send them to do various actions such as foraging, exploring and performing initiatives.

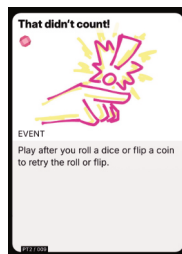
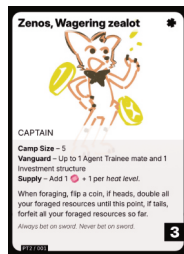
Every mate can perform only one of those per turn, after which they become tired and need to rest for the rest of the day.

Captain

Captains are like mates, except you only get one, and they start on the board instead of the deck.

They will be the core around which you will build your deck, and every captain card will contain 3 key parameters:

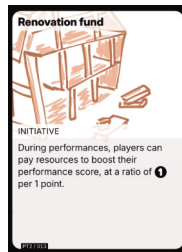
- **Camp Size:** how many mates can you keep in your camp.
- **Vanguard:** what will accompany your captain directly on the board on your first day.
- **Supply:** what source of resources you will have access to throughout the game.



Structures

Structures can be played from your hand to provide benefits but unlike mates cannot be used to perform actions such as foraging or exploring.

Unlike mates, structures don't take up space in your camp, and are there to help your characters rather than take any active role.



Events

Events are cards that describe things that happen on the Island. They can be beneficial to you or harmful to your opponents. They have a cost and may specify timing, but otherwise you are free to play as many as you want!



Initiatives

Initiatives are what you use to get your opponents to admit that you should be the one in charge. They live in their own separate deck and will generally have effects to help you claim the landmark.

Setting up

To play Solenatero, you will need:

- A draw deck of at least 40 cards, containing the mates, events and structures to draw and play from your hand, of which you can only have up to 3 copies of cards with the same name.
- An initiative deck of 10 cards, containing only initiatives, of which you can only have up to 2 copies of cards with the same name.
- A captain and its vanguard (as specified in the captain's ability text).

You will also need a shared "Location" deck, made of at least 5 location cards.

A game of Solenatero is made of several areas:

- Each player has a hand, which is kept secret from others.
- Each player has a camp on their side of the board and is where they can play cards and take actions.
- A shared landmark zone in the middle of the board, with 5 spaces (one per landmark). Landmarks might contain an initiative card if explored, coming from any player's initiative deck.



At the start of the game, fill each landmark zone with a location card from the location deck and shuffle every draw and initiative deck.

Players draw their starting hand of 5 cards and assemble their captain and vanguard in their camp.

Taking turns

Turns in Solenatero are structured into Days, each being made of 3 phases in this order:

→ **Action phase** → **Performance phase** → **Rest phase** →

Unlike most games where players have each their own turn, days in Solenatero involve all players at the same time!

You still need to resolve, through any mean you prefer and agree upon, a player who will take the first action of the first action phase as that will involve some back and forth while the performance and rest phase will happen simultaneously!

Action phase

In this phase, players alternate taking actions.

An action is one of the following:

- Playing a mate or structure from your hand
- Activating an ability of a ready character
- Sending characters in your camp to explore
- Assigning characters from your camp to a discovered initiative
- Passing
- Wrapping up

Characters are mates and captains.

You can also play Event cards from your hand but that won't consume an action, you can play as many events as you want before having to pass control!

When everyone has passed or wrapped up in one sequence, the action phase ends.

Playing from your hand

You can play cards from your hand to recruit mates or build structures in your camp. This will give you a stronger presence on the board and be full of helping hands to get your initiatives done quicker and better!

Playing a card immediately passes priority to your opponent, but you can then use your new cards as soon as you get priority back!

To play cards you will need to spend resources, so make sure to check each card's cost and have them ready!

Resources accumulate over days, so it might be best to hold off for a day to play something big later!

Exploration

You are in the early days of your stay in Solenatero and don't know the island well yet, so you need to venture in the wild to find the landmarks you will need to take care of to win.

You can send one or more characters to explore a landmark at the cost of a single action. Sending more characters together will help your exploration be a success!

You can only explore undiscovered landmarks, which is to say those with a location card instead of an initiative.

To explore, **Call for help X** (see below) where **X** is equal to the highest Ka-Pow! among characters exploring, then compare the result to the number on the location card, if your number is equal or bigger, your exploration is a success!

If you succeed in exploring, place the top card of your initiative deck at the landmark. Then move the characters involved in the exploration to the newly discovered landmark.

Regardless of the outcome, all characters involved in the exploration become tired (rotate them horizontally to mark them as such).

CALLING FOR HELP!

To **Call for help X**, a player flips a number cards equal to the **X** number from the top of their draw deck.

Calculate the total score by adding the Ka-Pow! (the little stars near the card's name, see p.3) of each flipped card to the total **Mastery** of the characters currently performing the action on the board. Then put all the flipped cards in the bottom of the draw deck in any order you want.

Activating abilities of characters

Some characters can do more than just exploring and performing, and come with special abilities that you can activate.

Activating a character's ability will tire them.

Characters are ready (turned upright) when they are not tired (turned sideways). A character that is already tired cannot have its abilities activated.

Abilities might cost additional resources, please make sure to read the ability text thoroughly.

Assigning to initiatives

Once you have assembled a crew and started some initiatives, it's time to get work done!

You can send your characters to perform initiatives at any discovered landmark. Doing so is called assigning as initiatives are performed after the action phase ends and not when characters are moved to perform them.

A character that is assigned to an initiative becomes tired, so it cannot move again or activate any of its abilities.

Passing and wrapping up

You may choose to forgo taking an action and passing to your opponent. Passing is a useful tool once you have reached a good set-up as it forces your opponent to take a move (that often they can't take back), giving you more information on which to act.

Be careful though, because as soon as everyone passes in one sequence, **the action phase ends!** You should always consider passing only if you think you have the upper hand, and never the other way around!

Wrapping up is different from passing. When you "wrap up", you forfeit taking any more actions in this phase. This means the other player can take as many actions as they want. If everyone passes without wrapping up, the last player to pass automatically wraps up.

The first player to wrap up, becomes the first player to take action the next day and gains **Prepared**. (see p.18)

Tired and ready

Cards can be either upright (Ready) or sideways (Tired). To tire or exhaust a card means to turn it sideways and it becomes Tired.

Performance phase

This phase is skipped if there are no initiatives or no player has mates assigned to any initiative.

To perform an initiative, you just need to have characters assigned to it!

If only one player has characters at one initiative, that player claims the landmark.

If multiple players all have characters at the same initiative the two players initiate a challenge (see next page), the winner of the challenge becomes the landmark's controller.

After all landmark control changes have been applied, check for a new heat level (see p.X) and resolve any related effects.

Check if any player controls 4 or more landmarks. If they do, **they win and the game is over!**

Otherwise, continue to the rest phase.

Challenges

When two players both want a landmark really bad, they will challenge each other!

To perform a challenge:

1. Each player **Calls for help** (see p.12) equal to the highest Ka-Pow! among their characters at the initiative.
2. Determine the performance scores by adding up the total mastery after calling for help and applying effects from either the initiative and other cards on both sides of the field.
3. Before resolving, players can play events and activate abilities to affect either performance score.
4. Compare both competing players' performance score. Whoever has the highest number claims the landmark and becomes its controller. Resolve any effect that may mention these events.

In case of a tie, the challenge is voided and no change in control of the landmark happens.

Heat

Some cards refer to the heat level of the game.

The Heat level is the maximum amount of landmarks that a player has controlled at the same time since the start of the game. A game starts at Heat 0 (zero) and increases every time either player controls a new record number of landmarks.

Heat never goes down.

Heat is not player-specific, so even if one player is the only one to have ever gained control of 3 landmarks at the same time, the heat will be set to 3 for all players.

Rest phase

After all the actions and performances, all players move all their characters back into their camp.

All characters that are tired stop being tired. Move them upright to indicate so.

All players gains **Prepared**.

If you have more mates at your camp than your captain's camp size allows, retire them until you are within the limit.

Your captain does not count for the camp size, and neither do structures (Token mates do count, however!)

At the end of the phase, every player draws a card and the next day starts.

Retiring

To retire a card, move it from its zone to the discard pile.

Prepared

When a player gains Prepared, they create a Prepared token. Prepared lets you take cards you flipped and put them in your hand instead of the bottom of your deck

Other rules

Resources

Resources are how you pay costs in Solenatero. Depending on your deck you will have access to a specific set of resources to spend on cards. Your most likely source of resources will be your captain's Supply ability, followed by characters that can Forage.

Resources are placed in your stockpile (not an actual area, use dice or any kind of counter to keep track) and do not disappear by themselves over time, so you can accumulate many resources over multiple days.

Common resource types are:



Costs can be specific or generic. If a cost is generic, it can be paid with any kind of resource. A specific costs requires a specific kind of resource to be paid.

Cards can have costs that are a mix of multiple specific and one generic cost. A cost of 2    , means 1 **shiny** plus 2 **gubbins** plus an additional 2 of any kind.

Generic costs can be paid with a mix of multiple resources.

Omissions

If you are coming from other card games, you might be confused at the lack of some rules. To make sure this is not an error, here are some specific differences:

- There is no maximum hand size.
- There is no upper draw deck size limit.
- If a player's draw deck has no cards left, they continue playing without being able to draw new cards.
- When priority isn't clear, just pick a player and go clockwise from there. Remember to give each player at least one chance to play events both after the start of each phase and after a card was played.

Concepts

Solenatero uses flavorful language and shorthand to convey certain game actions. If you are unsure about some terminology, please refer the following definitions:

- Cards can be either upright (Ready) or sideways (Tired). To tire or exhaust a card means to turn it sideways and it becomes Tired.
- Landmarks without an initiative card in them are considered undiscovered, while those with an initiative are discovered.
- When a card says "here", it means in the same zone as that card (i.e. the player's camp or the initiative at which they are assigned).
- Cards can refer to themselves via shorthand (e.g. "Caelia, Harmonious Crest" refers to herself as "Caelia")
- Cards that refer to "You"/"Your" refer to its owner. An initiative that says "you add" is talking about the initiative's owner, not the landmark's controller.

Common abilities

Some abilities are called "Common abilities" and are referred by keywords instead of their full text, see the following section for the full text:

Forage – R means "**Exhaust this card**: at the start of the rest phase, add one **R** to your stockpile".

Recruit [Token] means "Create a token card named **Token**". Please refer to token cards for the stats and abilities of tokens.

Pilot - Condition means "**Exhaust cards that meet Condition**: This card is a mate until the rest phase. (It still goes back to camp with your other mates)".

Supply – X means "At the start of the action phase, do **X**".

Camp limit – N means "At the start of the rest phase, retire mates from your camp until you have at most **N**".

Turn structure reference

Start of day

Resolve start of day effects

p.10 Action phase

p.11 *Play cards from hand*

Play events from hand (without passing!)

Send characters to explore

p.13 *Activate abilities (by exhausting)*

Assign characters to initiatives

p.14 *Pass / Wrap up*

p.15 Performance phase

Resolve "when performing" effects

p.15 *Settle challenges and control changes*

If someone controls 4 landmarks, they win!

p.17 *Raise heat level if necessary*

p.18 Rest phase

Resolve "at the start of the rest phase" effects

Move all characters to their camp

Ready all characters

Each player gains Prepared

Retire mates to meet camp size

Draw a card