

## Introduction

Welcome, Astronomer, to the final age of the Earth. In the seventh year after the Lapse, as the planet spirals closer to the Sun, your role is vital.

Observe Earth's unstable orbit, track dangerous solar events, and decipher the Celestial Veil Shifts, the three ancient symbols that hold the key to understanding the severity of upcoming disasters.

Meanwhile, you must also manage the dwindling energy supply of your observatory, carefully balancing your resources to ensure survival.

This manual will guide you through the rules and mechanics of Dimday Red - Fading Horizon, a solo boardgame where your next observation could determine the life or death for your station and the future of humanity.

## Game Objective

Your task is to make 5 key observations based on the Earth's orbit and the solar events that threaten your station.

Along the way, you must interpret the Celestial Veil Shifts (I, II, III) to predict Earth's orbital stability. Success depends on aligning these symbols correctly and managing your station's limited energy.

The Sun's proximity can increase or decrease the difficulty of your actions, but your focus should always be on completing your observations and keeping your station operational.

This grants you a glimpse into the future, an opportunity to send a warning, to help guide a crumbling world through the oncoming storm.

## Setup

### Energy Points

Start the game with 7 energy points. This represents your station's power supply, which will decrease as you encounter dangerous solar events. Put a mark on 7 and move down or up during the game depending on the directions. If you reach 0 the game ends. Energy can not exceed 7.

### Marks

When playing the game physically, you can use any lentil sized tokens (beads, paper/clay dots, LEGO studs) to create markers for the following charts. In the digital version, the marks are provided for you.

### Charts

On the top left of the board, you'll find the Celestial Veil Shifts (I, II, III). At the start of the game choose one of the three boxes to place your mark.

In the middle, you see a diagram of Earth's orbit around the Sun. At the start of the game place your mark at 04-05 / X, then move according to your rolls. On the bottom left you have the Orbital Records. Place a mark for each round, on the events relating to your rolls. Under it you will find the Station Energy gauge. On the bottom right, in the Suntrack panel, there are three boxes for "Sun Rising" and three boxes for "Sun Falling." At the start of the game place your mark in the middle of the gauge, then move up or down accordingly.

### Dice

Use two d8 dice (labelled 0-7, or if you use regular d8s, read 8 as 0). These will determine Earth's position in orbit and the types of solar events you observe.

## How to Play

You assign one of your dice to Orbital Position and the other to Event Observation. You roll both of them once for each round.

### Orbital Position

This die determines Earth's position in its orbit: 0: Cosmic Event – A sudden, unpredictable cosmic shift. Move the Suntrack 2 up, and lose 1 energy. 1-2: Perihelion (02:05/I) – Earth is closest to the Sun. Solar events are likely to occur. Move the Suntrack 1 up. 3-4: Mid-Orbit (04:05/IV) – A relatively stable zone, no additional anomalies expected. 5-6: Aphelion (09:05/VII) – Earth is farthest from the Sun, an opportunity to gather data safely. Move the Suntrack 1 down. 7: Mid-Orbit (04:05/X) – Another intermediary zone with no potential hazards.

### Event Observation

After determining the Orbital Position, roll the second die to identify the event happening during your observation: 0: Critical Anomaly – A severe solar disruption. Lose 2 energy and move the Suntrack 2 up. 1-2: Solar Flare – A flare impacts your station. Lose 1 energy and move the Suntrack 1 up. 3-4: Stable Status – Conditions remain stable. No energy loss and no change in the Suntrack. 5-6: Gravitational Shift – Earth's orbit destabilizes. Add 1 energy and move the Suntrack 1 down. 7: Solar Wind – Solar winds batter your station. Add 2 energy and check move the Suntrack 1 down.

### Suntrack

As you observe solar events, you'll track the Sun's rising or falling movement. You start in the middle of the gauge and check the appropriate boxes in the Suntrack panel according to the directions.

### Sun Rising

Check a Sun Rising box when you encounter a Solar Flare or Critical Anomaly. This represents the Sun rising higher in the sky, intensifying the danger. While in Sun Rising, after every observation, roll a d8 die. On a roll of 5 or lower, a Solar Flare occurs, and you lose 1 additional energy. On a 6 or higher, nothing happens. If the Sun rises to the top box, you will lose 2 additional energy in every round, until a roll makes it fall again.

### Sun Falling

Check a Sun Falling box when you experience a Gravitational Shift or Solar Wind. This indicates the Sun's influence is temporarily weakening.

While in Sun Falling, after every observation, roll a d8 die. On a roll of 5 or higher, you experience a Stable Status and add 1 additional energy. On a 4 or lower, nothing happens.

## Energy Management

Before every round, you can spend 1 energy to do one of the following:

- Swap Dice After Roll - Choose which die is Orbital vs. Event after rolling.
- Reroll One Die - Reroll a single die once per round.
- Shield Mode - Prevent energy loss this round, but gain no energy even if the result would add some.

## Celestial Veil Shifts

The three ancient symbols (I, II, III) represent the phases of Earth's orbit around the Sun. Throughout the game, you must interpret these symbols to align them with the current state of Earth's orbit.

### Interpreting Symbols

At any point during the game, you may roll both dice and add them to attempt interpreting the symbols:

Even Sum: The marker moves upward (I → II → III), reflecting increased instability in Earth's orbit.

Odd Sum: The marker moves downward (III → II → I), indicating greater stability.

You can try to reinterpret the symbols once during the game.

#### Correct Alignment

By the end of the game, the symbols should align with the true state of Earth's orbit.

If you've experienced more Solar Flares and Critical Anomalies, your marker should be on III (Critical Phase). If you've experienced more Gravitational Shifts and Solar Winds, your marker should be on II (Intermediary Phase). If most of your observations were of Stable Status, your marker should be on I (Stable Phase).

In case you have two Phases with the same number of marks, roll your both your dice. For even, the Phase with the higher number wins. For odd, the Phase with the lower number wins.

#### Misalignment

If your symbol choice and the current orbit are not correctly aligned by the end of the game, it indicates that your station is unprepared for future solar activity.

### Journaling: The World Beyond the Observatory

#### The World Beyond the Observatory

At the end of each round, take a moment to journal about the social situation around your observatory. The planet's descent into chaos is impacting nearby settlements, and your decisions might shape their future. Each journal entry refers to a different year in time. At the end of the game, five years will have passed from the start of the game. In a year's time, the Icarus Event will take place.

#### Journal Prompts

##### Tensions

Are nearby factions growing hostile, or is there uneasy cooperation?

##### Resources

How are people surviving with dwindling supplies?

##### News

Any unusual events or messages from the outside world?

##### Connections

Are survivors reaching out? How do they view your work?

#### Example Entry

"9 Years after the Lapse—The roads are no longer safe. What used to be small trading paths between enclaves have turned into battlegrounds. Today, news came in from the north—two factions, once part of the same commune, turned on each other over water rights. One calls themselves the "Keepers," the other the "Trueblood." Same roots, now different flags.

Refugees have been showing up at the base of the observatory, pleading for shelter, barter, even just a charge cell. I can't help all of them. Some days I wonder if watching the Sun is just an excuse to look away from the world below.

The Veil Shifts today showed no change. But people are shifting faster than the stars."

#### Why Journal?

Journaling helps you track the shifting world outside, influencing your choices and adding depth to your survival story. The fate of Earth is shaped not just by the Sun, but by the people you interact with.

### Game End

The game ends when you have completed 5 key observations (Orbital Records), or your energy reaches 0. You can have three possible outcomes:

#### Full Victory

You have made all 5 observations, correctly aligned with the Celestial Veil Shifts, and managed your energy effectively.

You complete all five observations with perfect alignment. The station is stable, data transmitted, energy reserves intact. You've cracked the Veil Shifts; humanity now holds a thread of hope. The Sun still burns, but you've brought clarity to chaos. You are no hero, but your name may one day be remembered.

#### Partial Victory

You completed the observations but either misaligned the symbols.

The observations are done, but your alignments are flawed. The station survives, barely. Power is low, systems unstable, and your data may mislead more than guide. Still, you endured, and perhaps someone can build on what you've left behind.

#### Failure

You run out of energy before completing the observations.

You fail to complete the mission. Systems fail, and your last observations remains unseen. Your notes are unfinished, your station silent. The Veil remains unbroken, and the Sun rises mercilessly. The world won't know what you saw, or tried to do.

### Example Turn

#### Game Setup

Celestial Veil Shifts: I (Initial alignment)

#### Turn 1

Roll the Dice

Orbital Position: 2 (Perihelion)

Event Observation: 1 (Solar Flare)

#### Action

Record the Solar Flare.

Lose 1 energy.

Check a Sun Rising box.

#### Strategic Decision

Perihelion means you're closest to the Sun, so the risk of solar events is higher. You decide not to use energy to reroll or swap dice this turn because Solar Flare only costs you 1 energy, and you want to conserve resources. The Sun's rising indicates things will be intense, but manageable for now.

Energy: 7 - 1 = 6 Suntrack: Move 1 up to Sun Rising.

#### Alignment Roll

Roll both dice: 2 + 1 = 3 (Odd sum)

The Celestial Veil Shifts move downward from I → II.






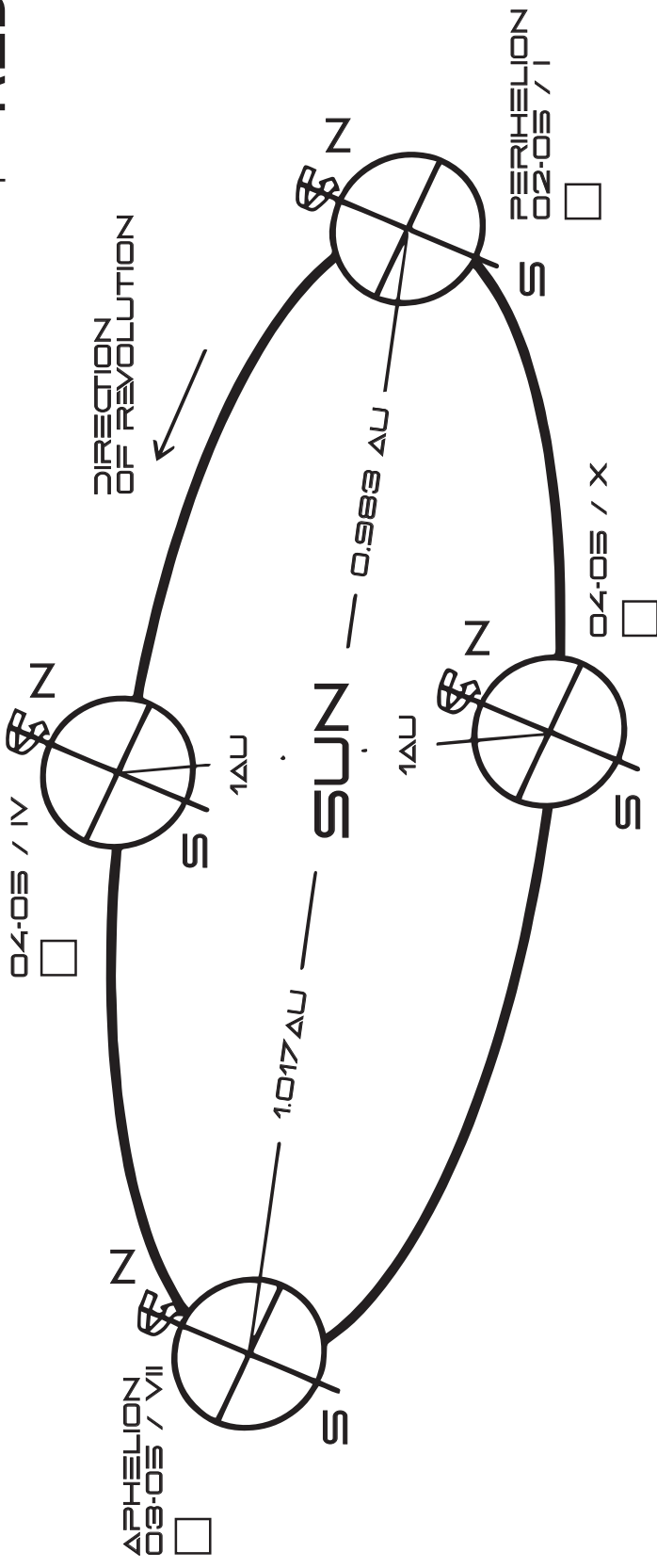
Dimday Red - Fading Horizon  
Digital Version

# FADING HORIZON

Earth is spiralling closer to the Sun, and you must interpret the Celestial Veil Shifts - the symbols that mark our planet's final alignment. Observe, record, and predict the Sun's might. Each anomaly, flare, or shift brings humanity closer to catastrophe. Misread the signs, and your station will not survive. Time is short, and your energy is limited. The world is dying, but your calculations, may help you understand what fate has in store. Watch the skies, decipher the symbols, and hope it is not too late.

**DIM  
DAY  
RED**

CELESTIAL VEIL SHIFTS	
I	 STABLE PHASE
II	 INTERMEDIARY PHASE
III	 CRITICAL PHASE



# ORBITAL RECORDS

RO1	RO2	RO3	RO4	RO5	ORBITAL POSITION	EVENT OBSERVATION	SUNTRACK
				0	COSMIC EVENT	CRITICAL ANOMALY	
				1-2	PERIHELION	SOLAR FLARE	
				3-4	MID-ORBIT	STABLE STATUS	
				5-6	APHELION	GRAVITATIONAL SHIFT	
				7	MID-ORBIT	SOLAR WIND	

STATION ENERGY

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0	1	2	3	4	5	6	7

**OBSERVE | DECIPHER | SURVIVE**