



LAST LIGHT  
INFINITY



WORD IS OUT ABOUT THE LAST LIGHT IN THE UNIVERSE, AND THE NUMBER OF SPECIES APPEARING TO FIGHT FOR CONTROL OF THE WHITE DWARF GROWS. THE ODDS OF SURVIVAL USED TO BE ONE IN A MILLION. NOW THEY ARE EXPONENTIALLY WORSE.

## A NOTE ABOUT THIS EXPANSION

The goal of the Infinity Expansion is to allow up to 8 players to play Last Light. However, the contents of this expansion can be used in games with fewer players. Feel free to mix the expansion colors and alien factions into games with any amount of players. Expansion components are marked with an  $\infty$  so that you can easily remove them when desired.

## COMPONENTS



4 SIDE BOARDS



4 PLAYER BOARDS



4 COLONY SHIP TOKENS



10 ALIEN FACTION CARDS  
(Factions labeled 3+ should not be used in games with 2 players.)

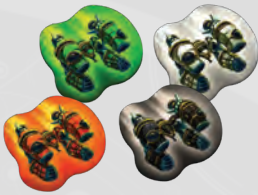


24 ACTION CARDS  
(6 for each player)

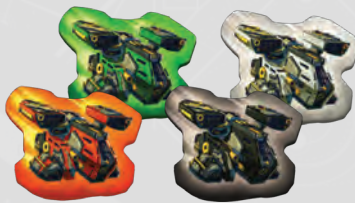


32 EXTRACTORS  
(8 for each player)

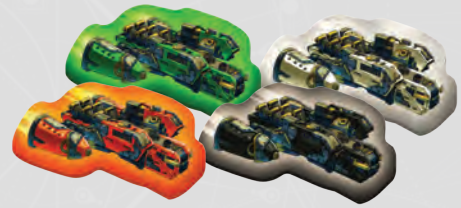




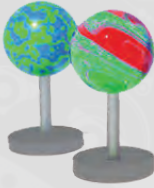
20 SMALL SHIPS  
(5 for each player)



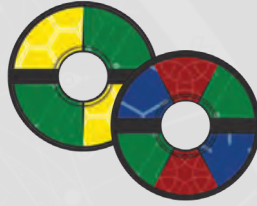
12 MEDIUM SHIPS  
(3 for each player)



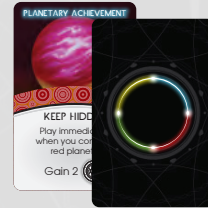
8 LARGE SHIPS  
(2 for each player)



12 UNIQUE PLANETS



12 PLANETARY  
ID TOKENS



16 PLANETARY  
ACHIEVEMENT CARDS  
(4 for each player)



4 GRAVEYARD CARDS



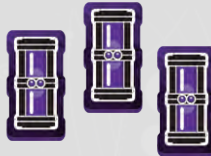
6 CUSTOM DICE



20 DAMAGE TOKENS



30 GREY COMMON  
RESOURCES



15 PURPLE UNCOMMON  
RESOURCES



15 ORANGE RARE  
RESOURCES



15 LARGE LIGHT  
CRYSTALS (value 5)




15 SMALL LIGHT  
CRYSTALS (value 1)



20 ATTENTION  
TOKENS

## SETUP

Setup rules when playing with 5+ players are identical to the setup rules found in the Last Light base game rulebook with the following exception: players who begin with their colony ship on one of the side boards begin the game with 1 extra .



## 5-PLAYER SETUP



### KEY



COLONY SHIP



COMMON PLANETARY EXPLORATION TOKEN (face down)



WHITE DWARF



RARE PLANETARY EXPLORATION TOKEN (face down)



PLANET (random)



DEEP SPACE EXPLORATION TOKEN (face down)



ASTEROID



Stacked random planet + appropriate planetary exploration token



## 6-PLAYER SETUP



### KEY



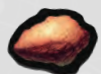
COLONY SHIP



WHITE DWARF



PLANET (random)



ASTEROID



COMMON PLANETARY EXPLORATION TOKEN (face down)



RARE PLANETARY EXPLORATION TOKEN (face down)



DEEP SPACE EXPLORATION TOKEN (face down)



Stacked random planet + appropriate planetary exploration token



7-PLAYER SETUP



KEY



COLONY SHIP



COMMON PLANETARY EXPLORATION TOKEN (face down)



WHITE DWARF



RARE PLANETARY EXPLORATION TOKEN (face down)



PLANET (random)



DEEP SPACE EXPLORATION TOKEN (face down)



ASTEROID



Stacked random planet + appropriate planetary exploration token



## 8-PLAYER SETUP



### KEY



COLONY SHIP



WHITE DWARF



PLANET (random)



ASTEROID



COMMON PLANETARY EXPLORATION TOKEN (face down)



RARE PLANETARY EXPLORATION TOKEN (face down)



DEEP SPACE EXPLORATION TOKEN (face down)



Stacked random planet + appropriate planetary exploration token



# CREDITS

**Game Design:** Roy Cannaday

**Game Development:** Joshua Lobkowicz

**Graphic Design:** Christian Strain & Jose David Lanza

**Illustration:** Clark Miller

**Worldbuilding:** Kristin Devine

**Layout:** Sarah Lafser

**Editing:** Bryan Gerding

**Playtesting:** Kent & Courtney Parker, Callin Flores, Rob Newman, Trevor Roberts, Catch Fullwood, Kevin Ellenburg, Chris Yi, Mike DiLisio, Steven Huang, Crystal Dax, Jerry Hawthorne, Isaac Vega, Emerson Matsuuchi, Ruthie Dominguez, Colby Dauch, Nate French, Chris Barr, Sam Healey, Rodger Moore, Lance Myxter, Mike Boseak, Jerry Lillie, Shannon Pepitone, Kerī Lawrence, Kurt Pankau, James Dunn, Luke Holmes, Christopher 'cignet' James, Chris Kluwe, Clemens Jurgschat, Chris Nelson, Patryk Rurek, Joshua Anderson, Veritas, bufferunderflow, William Newell, Kyle Kennedy-LeBlanc, Gwommy, Daniel Sloan, and many more at conventions and online who took the time to play without regard for credit. Thanks to you all!