

Orbit — 1-∞ players, ages 8 and up, 20-30 minutes


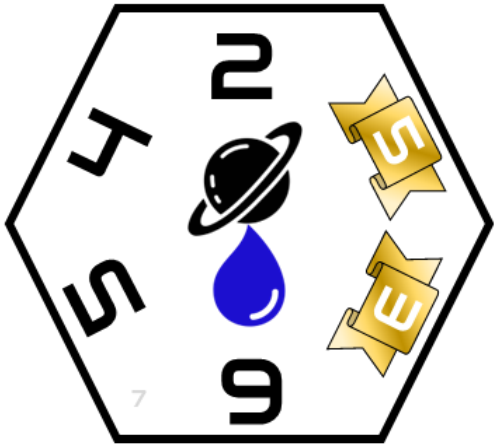


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It's the 23rd century, and you're all Captains developing new solar systems for your Emperor. In this mini-4x rondel-builder, one player relays an order (Scout, Buy, Mine, or Zap) that all players must follow. Each Captain chooses how they'll carry out that order. Score points based on how well your solar system matches your personal goals at the end of the game - most points wins.

Components

Each player needs 1 kit, which contains 31 chipboard hexes, 2 larger cards (1 'Your Goals' card and 1 'Market Row' card), 1 poker-size reference card, 1 poker-sized resource tracker, 3 ships (1 red, 1 green, 1 blue), and 3 cubes (1 red, 1 yellow, 1 blue). The box also contains 1 scoreboard and 1 dry-erase marker.

About the hexes

	
<p>Goal-side-up: The dark side with the goals has a starry black background. All hexes (except for the 6 starting hexes) also have 1 of 3 shapes at the bottom center: a circle, a square, or a triangle.</p> <p><i>For example, this goal awards you 1 point per water you have in your resource tracker at the end of the game.</i></p>	<p>Resource-side-up: This side has a plain white background with 1 celestial body and 1 resource in the middle. You'll place hexes into your solar system resource-side-up. <i>For example, this hex is a planet () with a water resource ().</i></p> <p><i>Note: 3 of your 6 starting tiles are space dust, and do not have a celestial body.</i></p>

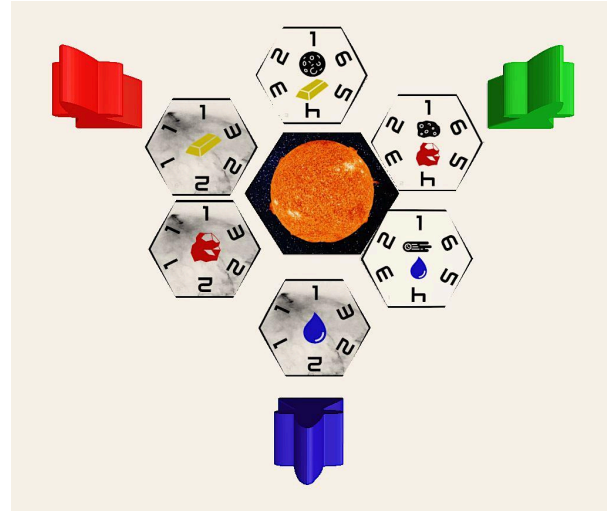
Setup

1. Give each player their own kit. As you set up and play, avoid intermingling your kit's pieces with other players.
2. Place your 2 larger cards and 2 reference cards face-up in front of you.

- Find the hex with the orange sun on it and place it in the middle of your playing area.
- Shuffle your 6 starting hexes (numbered 1-6,



and marked with a solar system on the goal side), and arrange them in a circle around the sun. Ensure the small, gray number is right-side-up and in the lower left corner of each hex. You'll rotate the hexes as you play, so leave some space between them.



- Place your three ships outside three different hexes with 1 empty hex between them (your ships are orbiting the solar system you are forming). Place your three cubes on the '2' spot of the resource tracker to show you start with 2 of each resource.
- Take your remaining 24 hexes, shuffle them up, and place them into a deck with the goal-side-up.
- Place 1 hex at a time goal-side-up from your deck onto the Your Goals card. If a hex matches the shape or symbol of a hex on Your Goals card, discard it to the bottom of your deck. Redraw as necessary until you have 1 goal hex of each shape **and** they all have different resources and celestial bodies.

Your goals

This is a valid set of goals - none of the resources or celestial bodies are repeated.

Your goals

This is *not* valid, since the planet is shown on the center and right tile.

- Next, draw the top 3 hexes from your deck and place them resource-side-up on your Market Row card. These are the hexes you can buy when someone gives the Buy order.
- The player who most recently looked at the stars will be the General to start the game.

1	2	3	4	5
6	7	8	9	10

Water	Ore	Gold
Planet	Moon	Asteroid
Comet	Wormhole	Space dust

Scout – move 1 or 2 of your ships clockwise 1 to 3 spaces each, then rotate each hex that a ship arrives at clockwise to the next number (60°).

Mine – choose 1 or 2 different ships to collect resources from the hexes they are on.

Buy – buy 1 or 2 hexes from your market row. Pay 3 of a single resource or 1 of each resource for each hex. Add each hex adjacent to a ship.

Zap – discard 1 hex from your market row and 1 hex under a ship, then move that ship clockwise to the next hex. You may repeat this action once.

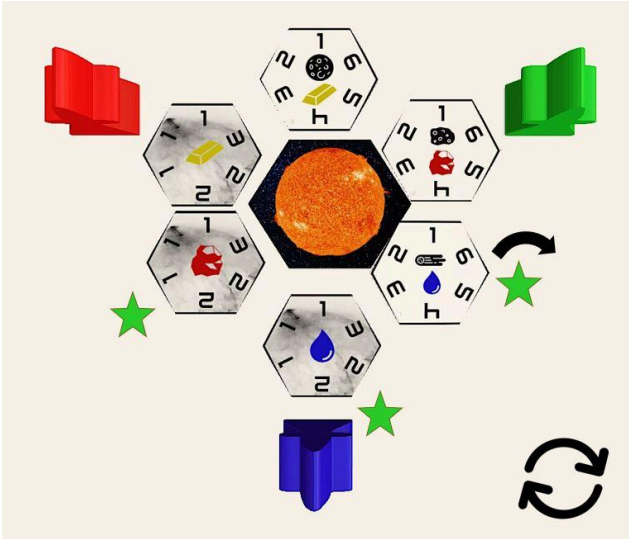
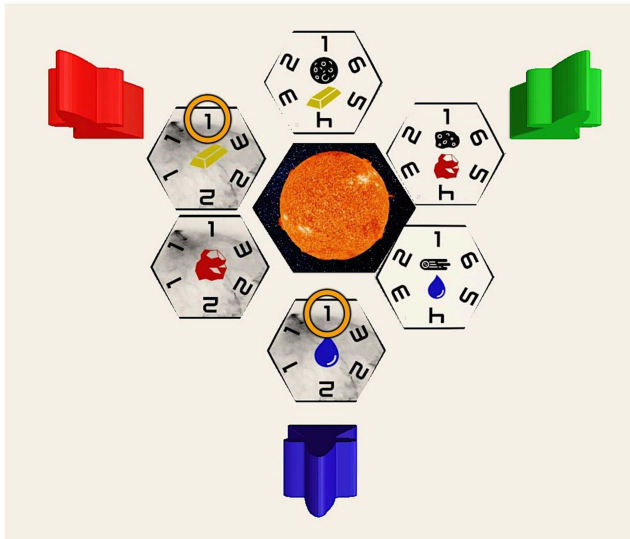
Your goals

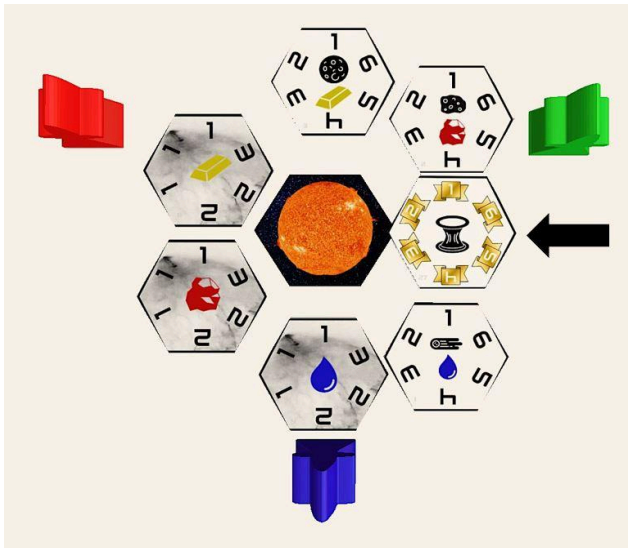
Market row

Play / on your turn

Each turn, 1 player will be the General. As the General, they will give an order that all players (including themselves) must follow. Each player will choose *how* they follow that order, but all players *must* follow that order if they possibly can.

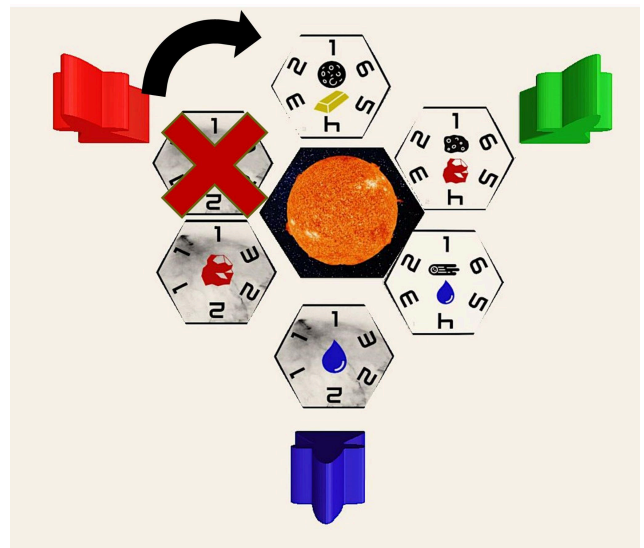
There are 4 orders the General can give. The rule is always ***if you can follow an order, you must - even if you don't want to.*** All players must follow the order once, but you may follow it a second time if you wish:

	
<p>Scout (1 or 2 ships) — move 1 or 2 of your ships clockwise 1 to 3 spaces each. You may have any number of ships on any hex. Rotate each hex that a ship arrives at clockwise to the next number (60°). A hex cannot be rotated back to its starting value or to a lower number.</p> <p><i>Example: the green ship can move to any of the hexes marked with a green star. They move 1 space and rotate the comet hex 60° so it's worth more water on a future round.</i></p>	<p>Mine (1 or 2 ships) — choose 1 or 2 different ships to collect resources from the hexes they are on.</p> <p><i>Example: the red and blue ships each mine their current spaces, gaining 1 water and 1 gold to mark on the player's resource tracker.</i></p>



Buy (1 hex or 2 hexes) — buy 1 or 2 hexes from your market row. Pay 3 of a single resource or 1 of each resource for each hex. Add each hex adjacent to a ship between two other hexes. Ensure the starting number is in the top center from your perspective. Draw new hexes once you are done buying.

Example: the player buys the hex left of the black arrow. They decide to place it adjacent to the green ship.



Zap (1 or 2 times) — discard 1 hex from your market row and 1 hex adjacent to a ship, then move that ship clockwise to the next hex. When this order is given, you must take these actions once, and you may do them a second time. (You may not Zap a hex tile from your system if it only has 3 hexes around your sun. Even if this is the case, you must still Zap 1 hex from your market row.)

Example: the player zaps the hex under the 'X', then moves the red ship one space clockwise.

After all players have completed their action(s), the General role rotates clockwise to the next player, and play continues. All player's goals, market rows, and solar systems should always be visible for you to consider.

On very rare occasions, a player may be *completely* unable to follow an order - for example, you might not have enough resources to Buy anything, or you might have all three ships on fully scouted hexes and therefore cannot Scout. If this is the case, you would simply pass.

End of game and scoring

The game ends at the end of any turn when any player has 12 hexes around their sun (not including the sun), or when the last hex in their deck has been drawn. All players finish this turn, then the game ends.

All players then count how many points they score from their goal cards, based on the celestial bodies in your solar system and the resources in your tracker. Remember to count up the points on the hexes in your solar system as well.

The player with the most points wins. If there is a tie, the player with the most total resources (water, ore, and gold) on their resource tracker wins. If still tied, all tied players win.

Scoring example

Your goals

Circle goal

Triangle goal

Square goal

1	2	3	4	5
6	7	8	9	10
Water	Ore	Gold		
Planet	Moon	Asteroid		
Comet	Wormhole	Space dust		





- **Circle goal:** I have 8 gold on my resource tracker, so this scores **8 points** (1 point per gold)
- **Triangle goal:** I have 2 planets in my solar system, so this scores **8 points** (4 points per planet)
- **Square goal:** I score 2 points every time a Moon () is adjacent to space dust (). This happens 3 times (the moon by the green ship is adjacent to 2 different hexes with space dust), so this scores **6 points**.
- Count your points () at the top-center of the hexes. The planet near the red ship is the only one, and it's worth **2 points**.
- My total score is **24 points**.

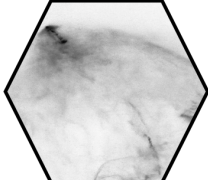

About the Resources

All resources can be found in the various celestial bodies in your solar system.

 Water	 Ore	 Gold
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Celestial bodies in your solar system

 Planet	 Moon	 Asteroid	 Comet
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	<p>Space dust: Space dust tiles do not have a celestial body. 3 of your starting hexes are Space dust, and there are more with this background in your deck.</p>		<p>Wormhole: 5 hexes in your deck have wormholes. If you have 2 or more wormholes in your solar system, a ship may travel between wormholes as 1 space (instead of going 1 space clockwise).</p>
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Playing by yourself? Solo rules

Grab 2 six-sided dice (not included) and your kit. Setup the game as usual. In the solo mode, the orders are coming from the Emperor himself! Unfortunately, it's been awhile since he's been in space, and he has no idea where you are, what you're trying to build, or what resources you currently have. It doesn't matter, though - orders are orders! Do the best you can with what you have.

Each turn, roll the 2 dice and take the action below according to their total:







Total of..	Action	Total of...	Action
2	Zap	8	Mine
3	Zap	9	Scout
4	Buy	10	Buy
5	Scout	11	Buy
6	Mine	12	Zap
7	Scout		

Play / on your turn

If you don't like the order that was rolled, you may Countermand the order and take any other action you wish. To do this, discard the top hex of your pile out of the game, then take the action of your choice. *Beware: the more often you Countermand orders, the more points you'll have to subtract from your score.*

End of game and scoring

At the end of the game, count up your score as usual, then subtract points according to how many hexes you put out of play when you Countermanded an order:

Countermanded orders	1	2	3	4	5	6+
Points subtracted						

Compare your score to the list below:

30 or more: Promotion to Commodore!

25-29: Your choice of new assignments!

20-24: A coded message says 'Nicely done'.

15-19: The Emperor is... displeased.

10-14: Demoted to Second Officer.

0-9: Time to scrub the bulkheads, Private.

Below 0: Reassigned to cleaning the outermost outpost of a distant ice planet.