

CONQUEST OF ORION

A CONQUER THE GALAXY CARD GAME

OVERVIEW

Conquest of Orion is a 4-player game of galactic conquest played in 2 teams of partners. Partners sit opposite one another. Players on the same team are considered an alliance, while players on the other team are the enemy alliance. **Conquest of Orion** is played in 3 rounds. Each round consists of the following:

1. **Setup Phase** – cards are collected, shuffled, dealt, and leaders are chosen
2. **Conflict Phase** – up to 10 conflicts and wars are played and system cards are won
3. **Scoring** – teams will build their systems and score points

After 3 rounds, the team with the most points is declared victorious!



COMPONENTS

Conquest of Orion contains 54 cards in 5 different types:

- **Planet** (🌌) – 11 cards – planets to be explored (system card)
- **Colony** (🏠) – 11 cards – populations to expand across the galaxy (system card)
- **Industry** (🏭) – 11 cards – industries to exploit planet resources (system card)
- **Ship** (🚀) – 11 cards – combat ships to exterminate your rivals
- **Leader** – 10 cards – these cards generally give players special abilities during the round. Leader cards are selected at the beginning of each round and are displayed face up for all players to see.

Shuffle together all planet, colony, industry, and ship cards to form the system deck.



SETUP PHASE

1. Deal cards to players:

- Shuffle the system deck and then remove 4 cards at random. These cards are set aside, face down, for the remainder of the round. Deal 10 cards to each player.
- Place the Politician leader card face up in the middle of the play area. Collect and shuffle the remaining leader cards and deal 2 to each player. The last leader card is placed face up in the middle of the play area next to the Politician leader card.

2. Determine the starting player:

- For the 1st round, the player with the 1-Planet card announces they have it and becomes the start player. If the 1-Planet has not been dealt, the player holding the lowest planet (🌌) card becomes the start player.
- For the 2nd and 3rd round, the alliance with the lowest total score chooses a starting player. If the alliances are tied, determine start player using the method for the 1st round.

3. Choose leader cards:

- Each player will choose 1 leader card.
- A player may choose from the 2 cards they were dealt or from the 2 face up on the table. If selecting one from the table, they will replace it with 1 from their hand so that there are always 2 cards available.
- The start player chooses first, and then, clockwise from the start player, each other player will select a leader card. When a player selects a leader card, they place it face up in front of them.
- Once each player has selected a leader card, set aside the remaining leader cards until the next round.

CONFLICT PHASE

The Conflict Phase is a series of up to 10 conflicts, each including 1 card played by each player. The first conflict of each round begins with the start player playing any system or ship card from their hand. Next, the player to their left will play a card. Continue this way until each player has played 1 card.

Cards are played according to the following rules:

1. A player may play a system (🌌, 🏠, 🏭) card. They must play a different type than has been played so far in this conflict if able. If a player cannot play a different type of system (🌌, 🏠, 🏭) card, they may play a type that has already been played.
2. A player may play a ship (🚀) card. A player may play a ship card at any time.

After all 4 players have played a card, determine the winner of the conflict according to the following rules:

1. If ships (🚀) have been played, the player with the single highest ship value (after modifiers) wins the conflict. If two ships are tied for the highest value, the conflict turns into a war.
2. If no ships (🚀) were played, the player with the single highest system (🌌, 🏠, 🏭) card wins the conflict. If two system cards are tied for the highest value, the conflict turns into a war.
3. The winner of a conflict chooses one of the following:
 - **Start a war**
 - **Collect all 4 cards**

All cards that were won are collected, placed face down next to the winning player, and not looked at again until the end of the round. If there is a tie on the last conflict of the round, no one wins the cards. The winner of the conflict or war will now start the next conflict by playing a card.

EXAMPLE (CONFLICT PHASE)

Adam (Team A) won the last conflict, so he starts this conflict by playing a 3-Colony card. Clockwise, next up is Betsy (Team B) who plays a 2-Ship card. Andy (Team A) must play an Industry, Planet, or Ship now. He has no Industry cards, and does not want to play a Ship card, so he plays a 4-Planet. Ben (Team B) realizes that his ally, Betsy, will win the conflict and plays an 11-Industry card, leaving Betsy to collect the 4 cards and start the next conflict.

DESTROYED CARDS

Occasionally card effects will cause a card to be destroyed. Destroyed cards are removed from the current round of play, but are added back during the setup phase of the next round.

TIMING

Most ship cards have special abilities. Each ship's special ability is executed immediately after each card is played during a conflict. **Example** - if a card that destroys planets is played first, it will destroy any planet as it is played for the rest of the conflict.

WAR

If a conflict turns into a war:

1. Turn all current conflict cards face down and leave them in the middle of the play area. These cards are no longer affected by card abilities played during the war.
2. The same player that began the conflict starts the war.

In clockwise order, each player plays 1 card. All war cards must be played according to the following rules:

- A player must always play a ship (🚢) card if possible.
- If a player cannot play a ship card, they may play any card.

After all 4 players have played a card, evaluate the winner of the war in the same way a regular conflict is evaluated. The winner of the war takes all 4 cards from the war and all cards from the previous conflict. If a tie occurs, one war may lead to another war. If that happens, the final winner takes all the cards from the previous conflicts and wars. If there is a tie on the last war of the round, no one wins the cards.

SCORING

At the end of each round, players will organize their cards into systems and score points:

1. Ship cards are set aside and are not part of building a system.
2. Allies combine collected cards into one pile and then arrange them into systems.
3. A complete system contains 1 planet (🌍) card, 1 colony (👤) card, and 1 industry (🏭) card. If there are additional system cards that do not form a complete system, they are not scored.

Score:

- Each star icon (★) on a card in a complete system is worth 1 point.
- Bonus points supplied by leaders are now calculated.

EXAMPLE (CONFLICT SCORING)

Team A has 3 planet, 4 colony, and 4 industry cards they collected during the round. They will be able to form 3 complete systems (1 planet, 1 colony, and 1 industry). There will be 1 colony and 1 industry card left over that cannot be scored.

They now count the total number of stars showing on completed systems to calculate their score. The example system pictured to the right is worth 7 points. Additionally, Adam won a war during the Conflict Phase as the Admiral and scores an additional 10 bonus points for his team.



GAME END

After the 3rd round, the game ends. The alliance with the highest score wins. If tied, the alliance with the highest cumulative score at the end of the 2nd round wins. If still tied, the higher score at the end of the 1st round wins. If still tied, play another round!

MISCELLANEOUS

TABLE TALK

Players are never allowed to show their cards to another player, tell another player exactly which card they hold or should be played next, or describe a card in such a way that it could be individually identified. Players are allowed to describe their hand of cards in general ways, for example, "I have a stellar hand this round" or, "I think you're going to have to win it this entire round."

CREDITS

Design: Steven Cole, **Illustrations:** Rachel Marks, **Graphic Design:** Gary Simpson, **Production Design:** Michael Parla, **Editing:** Cody Sandifer, Eric Reasoner, **Special Thanks:** Die Spielnacht von Mittwoch, Unpub, Table Treasure Games, all the amazing Kickstarter backers, and countless playtesters!



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