



ORBIT
MASTER
RULEBOOK

INTRODUCTION

The 12 signs of the Zodiac have existed in peaceful harmony since the beginning of time. However, the murmurs of a 13th sign have persisted without worry until now. The Snake Bearer, otherwise known as Ophiuchus has taken drink of the snakes venom and become corrupt with poisonous power. That poison has opened a black hole ripping the Celestial Orbit asunder releasing the balance of the 12 signs.

The Celestial Orbit needs to be restored, but with an Orbit Master to keep its hold. Which sign has the ability to muster the other 11 signs to re-establish the orbit? And which sign can keep itself from being poisoned by Ophiuchus as well?

OBJECTIVE

Each player must choose a sign to play and the first to bring the other 11 signs under their House of Mastery becomes the Orbit Master!

3-6 Players / 40-60 Min / 10+

WHAT'S IN THE BOX

- A ... MASTER BOARDS** - These are larger boards that each player will use to place their chosen Master Sign.
- B ... MASTER SIGN CARD** - When a player chooses their Sign to play, they receive the card that matches that sign.
- C ... HOUSE CARDS** - These brighter colored cards represent each sign that must be placed under a Master Signs house.
- D ... CONSTELLATION CARDS** - At every Round there is a new Constellation that is revealed that provides a bonus depending on the signs played.
- E ... OPHIUCHUS CARD** - This card is the sign Ophicuhus and comes into play to create a new Black Hole unless stopped.
- F ... DICE** - There is 1 Yellow and 1 White Dice that serves as an aid in Challenging and Gathering.
- G ... REFERENCE CARD** - A guide to help identify the sign symbols.

NOTE: There are 3 different backs to the 3 different card types - Master Sign Cards, House Cards and Constellation Cards.



A

x12



E

x1

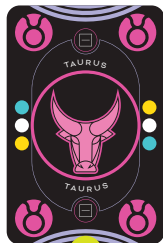


D

x12



BACK



B

x12



BACK



C

x132



BACK



G

x4





HOUSE CARD

These cards are the main driver of the game and have a few differing functionalities. The main goal of these cards are to represent a single zodiac sign residing under another signs house. This is determined by showing the Master Sign symbols on the top of the card and the Sign itself showing a character in the middle and the Signs symbols on the bottom. For instance, the card to the right is a Capricorn Sign that belongs under the Pisces House. The player playing Pisces would add this Capricorn to their collection of 11 signs.

TRAITS

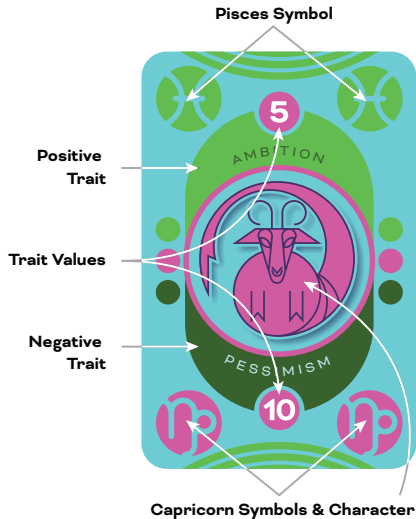
Each sign in Orbit Master has unique Traits - a positive one and negative one. The positive is shown with a light color and the negative is the dark color. Each trait also has a Trait Value which is the corresponding number.

CHALLENGE CARD

The House Cards that you will have in your hand as a player will be House Cards that are of no value to any player in the game. Players use these cards to compete in Challenges to win Desired Objects from other players.

ELEMENTS

The background of each House Card is the matching color of that signs Element.



WATER



EARTH



FIRE



AIR

DICE

There are 2 Dice in Orbit Master - 1 Yellow Die and 1 White Die. Here is how they work:

YELLOW DIE

The Yellow Die has 3 options on them represented with either a Plus sign, a Minus Sign or a Plus/Minus Sign. This die tells the player that the winning condition during a Challenge will either be a:

- 1 Higher number (Plus),
- 2 Lower number (Minus)
- 3 or the player can choose (Plus/Minus.)

WHITE DIE

The White Die has 4 options on them represented with a Plus, Minus, Plus/Minus or a T. This die tells the player which option to use on the Challenge card to meet the winning condition from the Yellow die:

- 4 Positive Trait (Plus)
- 5 Negative Trait (Minus)
- 6 Player can choose which Trait (Plus/Minus)
- 7 or use the Trait Score (T)

TRAIT SCORE

The way to determine the Trait Score of a card is by subtracting the Trait values from each other. The score will never be a negative number. For instance a value of 2 and 11 equals 9, not -9.



1



2



3



4



5



6



7



$$T = 9$$

Trait Score

SETUP

- 1 ... Each player chooses a **Master Sign** to play by picking that Sign from the deck of Master Signs. Put all other signs in the box.
- 2 ... Now choose your matching **Master Board**. Put all other Master Boards back in the box.
- 3 ... Hand all Master Sign Cards to a player and shuffle the Master Signs. Choose the top card. This is **First Player**. They go first and new Rounds start with this player in clockwise order.
- 4 ... Place your Master Signs on your Master Board on the space that matches your signs symbol.
- 5 ... Shuffle the **Constellation Card Deck**. Place the **Ophiuchus Card** halfway down the deck. Place the Constellation Deck face down in a middle area.
- 6 ... Shuffle remaining **House Cards** into a face down deck. Deal each player 3 cards. Keep hidden.
- 7 ... Starting with First Player, inspect your 3 cards to see if you have any House Cards. They will be your House Card if the top symbols match your Master Sign symbol. Place these cards to the right of your Master Board face up.
- 8 ... Next, check to see you have any **Desired Objects**. These will be any House Card where the top symbol matches another players Master Sign. Place these cards below your Master Board.
- 9 ... After cards are placed, then each player re-draws back to 3 cards that are neither Desired Objects or House Cards.

5

6



5



WHAT TO DO ON YOUR TURN

In Orbit Master each players goal is to build your House of the other 11 Signs under the order of your Master Sign.

Players collect the other 11 signs through **Gathering** and **Challenging**. These are the 2 Actions in the game and on your turn you choose 1 and **declare that Action before rolling the dice**.

When each player has taken a turn and comes back to First Player, that is a Round. The Rounds are complete when one player has acquired 11 signs under their Master Sign and they are the winner.

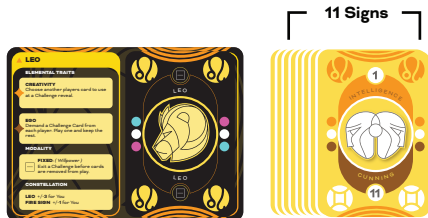
CONSTELLATION CARDS

At the start of each Round, First Player flips the top card of the Constellation Card Deck and lays the card face up next to the deck. This card activates the Constellation Bonus on the Master Board if the player has a matching Element color or Master Sign.

Flip the next Constellation Card at the start of each Round.

TABLE START

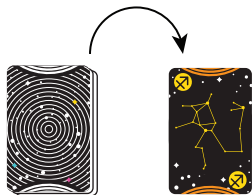
Place the deck of House Cards face down in the middle of the play area and give the two dice to First Player.



Choose 1 Action on your Turn



◆ GATHERING

◆ CHALLENGING

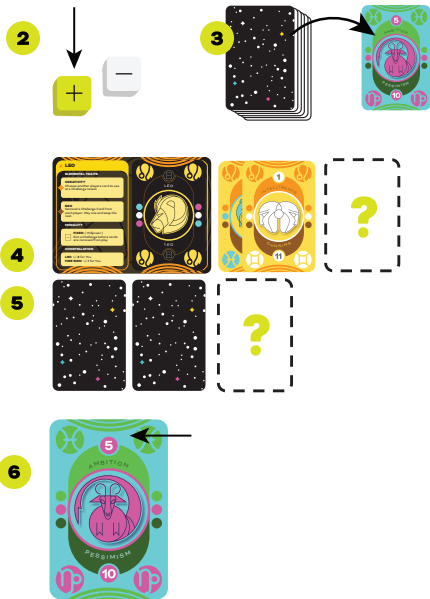


GATHERING

The easiest way to gain cards is by Gathering House Cards. Here is how it works:

- 1 ... Declare at the start of your turn that you are Gathering and roll the Dice.
- 2 ... In order to successfully Gather, a  sign must be showing on at least one die. If not, turn is over.
- 3 ... If there is a  sign, draw the top card from the House Card Deck.
- 4 ... Inspect the card first to yourself to see if it is either a House Card for you or a Desired Object.
- 5 ... If it is one or both of those categories, place the card where it belongs and draw again. Keep drawing until you have a House Card that is of no value to any player.
- 6 ... Show the card to all players. Check the number on the Positive Trait. You can draw that amount from the House Card Deck up to 6 cards. For instance, if the number is 3 draw 3, if it's 8 draw 6.
- 7 ... Take all cards including the drawn card into your hand and place any House Cards and Desired Objects. Discard back down to 3 cards.

NOTE: The next player does not have to wait until the Gathering Action is done. They can proceed. But the Gathering player must wait until they are done sorting cards before participating in the next Challenge.





CHALLENGING

The second Action option is Challenging other players in order to win Desired Objects. Here is how it works:

- 1 ... Declare at the start of your turn that you are Challenging. Choose a player to Challenge and roll the Dice.
- 2 ... First examine the Yellow Die to determine if a higher or lower number will win. (Page 4)
- 3 ... Next, examine the White Die to determine which Trait will be used on the Challenge Card, or Trait Score to meet the demand of the Yellow Die. (Page 4)
- 4 ... Both the Challenger and Defender choose one Challenge card from their hand and lays them face down in the play area. **Any player can opt-in to join in the Challenge playing as Defender.**
- 5 ... Once all cards have been chosen, each player participating in the Challenge reveals their card at the same time. Whoever matches the conditions the best wins the Challenge.
- 6 ... Discard the winning card into the Discard Pile.
- 7 ... Winner takes the rest of the cards used in the Challenge and chooses a Desired Object from any losing player that joined in the Challenge by pointing at the card they want. The turn is over.
- 8 ... All players that lost cards re-draw back to 3 before the next players turn.



MASTER BOARD

ELEMENTAL TRAITS

On the Master Board each player has 2 bonus abilities that they can use before, during or after a Challenge. The timing depends on the specific ability details. Here is how it works:

In order to activate an ability, the player needs to Challenge with a card that matches their Master Sign. For instance, if you are playing the Master Sign Virgo, then when you get a card with a Virgo in the center, you can play this card to activate one Elemental Trait.

Declare 1 of the 2 traits **before the reveal** and play that trait ability according to the instructions.

After you have used your Sign card, discard the card. It does not matter whether you win or lose with the card.

MODALITY

Same rule applies for Modalities in that you must declare the Modality and discard after use.

CONSTELLATION

Use this bonus when a matching Constellation is showing on the Constellation Deck reveal. The Constellation must either be a matching Element color or matching Master Sign with the Master Sign having a better bonus.



Matching Sign

Choose 1

VIRGO

ELEMENTAL TRAITS

- DILIGENCE**
Draw the same amount of Desired Objects in your possession.
- FEARFUL**
Retreat from a Challenge and draw 3 cards instead.

MODALITY

- FLEXIBLE**
Switch card during Challenge for a different one.

CONSTELLATION

- VIRGO** Draw 3 cards
- EARTH SIGN** Draw 1 card

Virgo Master Board



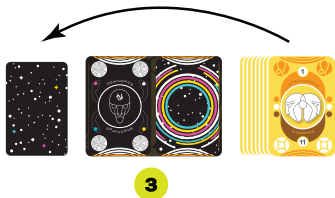
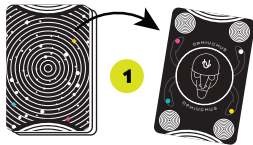
OPHIUCHUS

Ophiuchus remains to wreak havoc through poisoning Signs by gaining the Ophiuchus Card which resides in the Constellation Deck. Here is how it works:

- 1 ... Once the Ophiuchus Card is revealed on a Constellation draw, First Player gathers all Master Sign cards, shuffles them and picks a card.
- 2 ... This unlucky sign acquires Ophiuchus! Place the Ophiuchus Card over your Master Board bonus section and flip your Master Sign Card face down. You no longer get to use your Master Board bonuses in Challenges until you eject Ophiuchus.
- 3 ... Take one of your House Cards that you have collected and place it face down on the left side of your Master Board.

From this point forward, every time you lose a Challenge, you place another House Card on the left side of the Master Board.

The only way to rid yourself of Ophiuchus is to win a Challenge and Ophiuchus goes to the next player in turn order. However, Ophiuchus has a lingering effect. You must keep winning in order to flip over any face down House Cards as they do not count towards your collection of 11 until they are face up and on the right side of the Master Board.



BLACK HOLE

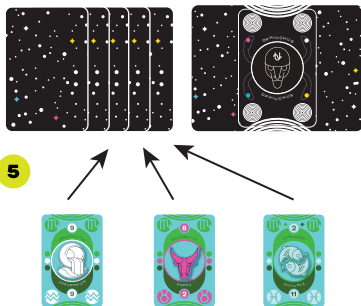
In the event that a player that has acquired Ophiuchus and keeps losing to the point of flipping thier last House Card face down, then that Master Sign goes into a Black Hole. Here is how it works:

- 1 Return your Master Sign Card to the box.
- 2 Flip your Master Board over and place the Ophiuchus Card onto the single space in the middle of the Board.
- 3 All Desired Objects in your area are face down and remain face down.
- 4 You can still Challenge and play as normal, but you cannot use any abilities or Constellations.
- 5 Now, whenever the sign you were playing becomes face up in any players Desired Objects, that card immediately goes into your face down House Card collection. Once you have all 11 House Cards, you are the winner. But you have won with Ophiuchus, not your chosen Master Sign.

2



5





RETROGRADE

Once the whole deck of House Cards has been exhausted, flip the Discard Pile over and this becomes the new Draw Deck. However, every House Card that a player needs is now out in play either in Master Sign possession or as a Desired Object. The game now goes into Retrograde.

From this point on, anytime a player loses a Challenge, they flip a Desired Object face up.



HOW THE GAME ENDS

The game ends when a player has acquired all 11 signs under their Master Sign or Ophiuchus and is declared the winner.



MINOR THINGS

Desired Objects Face Rule

The amount of Desired Objects that are face down are determined by the amount of House Cards you have. For instance, if you have 5 House Cards and 7 Desired Objects, then 5 Desired Objects are face down and 2 are face up. As you acquire more House Cards, then more Desired Objects flip face down.

Constellations Exhaust

When the Constellations Deck runs out, flip over the Constellations Discard Pile and play from that deck.

Ophiuchus House Cards

When Ophiuchus is ejected, you do not flip over any face down House Cards. Those must be flipped over by winning Challenges.

Gathering Time

Sometimes players on their turn will choose to wait until a player who Gathered is done sorting. This is okay.

Two Stars

Some House Cards have 2 stars at the top of the card. If you are playing that Sign, you can play this card to use 2 Elemental Traits rather than 1.

CONTINUED →



MINOR THINGS

Un-used Bonus

If you play a card with your Sign that could potentially be used for a Master Board bonus, but you do not play the bonus, then you do not need to discard the card.

Constellation Per Turn

When a matching Constellation Card of either your Sign or Element color is revealed, then you can play the Constellation bonus per turn, per round. For instance, if it is a 4 player game, then you can play the Constellation bonus 4 times.



ELEMENTAL TRAITS

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CREDITS & THANKS



ZILVERSPAR
GAMES



◆◆ SIGN REFERENCE

AIR

AQUARIUS



EARTH

CAPRICORN



FIRE

ARIES

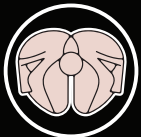


WATER

CANCER



GEMINI



TAURUS



LEO



PISCES



LIBRA



VIRGO



SAGITTARIUS



SCORPIO

