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THE

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Game: **THESEUS: THE DARK ORBIT**

Publisher: **Portal Games (2013)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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SETUP

Each player chooses a **faction** and takes all of that faction's components: a **sector board**, **3 unit tokens**, **25 Faction cards**, a **Life Point (LP) marker** (and a **Data Points (DP) marker** if appropriate) and other faction tokens.

Place the **Life and Data Points board** in the middle of the play area, with the **End token** near the **Final Sequence track**. Players place their marker on the 20 space of the Life Points track. The Scientists and Greys factions place their Data Points token on the 0 space of the Data Points track.

Upgrade tokens are placed within reach of all players.

Place the **Sector boards** around the above board in the following clockwise order: **Corridors** > **Control Room** (with the **Malfunction token** over the Malfunction symbol) > **first player's Sector** > **Tech Bay** > **second player's Sector**.

The first player is the player whose Sector board is placed first after the Corridors. The order of the other players is determined by the clockwise order of their Sector boards.

Alternatively, players can place the Sector boards randomly or in an order of their choice.

Shuffle the **Bonus cards** and then place one random card faceup on each Installed card slot market with the Bonus Card symbol, starting with the Corridors sector and going clockwise. Return unused cards to the box.

Each player shuffles his **Faction cards**, takes the first 15 cards and returns the rest to the box unseen.

Each player draws 3 cards and, in turn order, selects one and places it faceup in any empty Installed card slot in *any* sector. The other 2 cards go faceup in his Faction sector's 2 Pending slots. The remaining 12 cards are a player's deck.

Each player, in turn order, places 2 of his **units** (base side up) in any rooms in his Faction sector. Then, in turn order, each player places his third unit (base side up) in any empty room in *any* sector.

There can only ever be 1 card in a Pending card slot or an Installed card slot. Installed card rules take precedence over the general rules. There can only ever be 1 unit in a room.

The number of tokens supplied defines the maximum number of such tokens that may be in the game. Discarded tokens return to the available supply.

GAME SEQUENCE

Players take their turns in turn order. A player's turn consists of the following 4 phases:

1. MOVEMENT PHASE

Choose one of your units from any sector and make a move. Alternatively, move one of your units on a Space field.

A unit moves clockwise a number of sectors equal to the number of all units in the sector from which you start to move.

You must move the exact number of sectors, though cards may modify movement.

Your moving unit may be placed in any empty room of your choice in the destination sector.

Ejection into Space

If there is no empty room in the destination sector, one of the units of your choice there is **ejected** and moved to the **Space** field on the Life and Data Points board. Your ejecting unit takes its place. Alternatively you may eject your own unit into space.

If you move an enemy unit, you are still the ejector, even though you are not moving your own unit.

Since you then fill up the sector, after resolving any **traps** there you trigger a **lesser onslaught**.

Traps

If there is an installed enemy **Trap card** in the destination sector, that effect is resolved immediately after the move is finished. The active player chooses the order of resolution if there are multiple traps.

Some Trap cards are resolved when you complete your move in the sector, but also when you pass through. Crescent-shaped tokens are placed on the left side of the sector board as a reminder of these traps.

Lesser Onslaught

If your unit fills up the rooms of a sector, after resolving any traps, a **lesser onslaught** is triggered. If you moved an enemy unit, you still trigger the lesser onslaught, even though you are not moving your own unit.

Space Field

There is no limit to the number of units that can be on the Space field spaces. Units ejected to the Space field remain there until their player chooses to move them.

If you choose to move one of your units on a Space field during your turn, move it to any empty room in any sector. No lesser onslaught is triggered if the sector is now full. Your unit does nothing more (besides resolving any traps) and your turn ends.

2. ACTION CARDS PHASE

After finishing your move, **resolve all the actions of all of your installed Action cards in the destination sector**. The active player chooses the order of resolution if there are multiple cards.

3. SECTOR ACTION PHASE

Perform the destination sector's sector action. If you stop in an opposing player's sector, you *do not* perform its sector action.

4. PENDING CARD PHASE

You may take **one** of the following actions:

- If there are no Pending cards** (yours or your opponent's), draw the top card from your deck and place it in the sector's empty Pending card slot.
- If there is an enemy Pending card**, discard it, replacing it with the top card from your own deck.
- If the sector contains your own Pending card**, install it faceup in any empty Installed card slot in *any* sector. Then immediately place the top card from your deck in the emptied Pending card slot.

This phase is not mandatory. However if you choose option B or C you must replace the card that you discard or install.

When you install a card, you may discard one of your own already installed cards and install the new card in that slot.

Bonus Cards

You may install a card in an Installed card slot occupied by a **Bonus card**. If you do so, take the Bonus card and use it right away or at any time on any of your future turns. The card is not replaced. Bonus cards are kept visible to other players.

SECTOR ACTIONS



Corridors

Onslaught All your units in all sectors attack enemy units. The enemy units cannot attack back.



Tech Bay

Additional Turn Choose another of your units in any sector and take an extra turn with it. This action is mandatory. During your turn, none of your units may move twice in any way.



Control Room

Malfunction Take the **Malfunction token** from where it is currently and place it on *any* Pending or Installed card of an opponent, in any sector.

It may be placed back on the same card. It cannot be placed on a Bonus card.

When the Malfunction token is on a Pending card, it cannot be installed or discarded by any player. When it is on an Installed card, the card's effect is ignored, the card cannot be discarded, and no Upgrade token can be placed on it. It has no game effect.

If the card has already introduced a token into the game, the token stays in effect. If the card has a supplemental token as a reminder of its effect (eg, Fire, Defense System etc), that token is removed. Any Upgrade token or card-related token on a card remains in place while the malfunction token is on it.

Faction Sectors Room

You resolve the sector action *only* if it is your own faction sector. You have 2 options:

Upgrade Token Receive 1 **Upgrade token** from the supply.

Base Clean-up Discard one of your enemy's Installed cards from your faction sector, removing it from the game.

UPGRADE TOKENS



Upgrade tokens are kept visible to other players.


A token can be used as follows:


- You may discard 1 Upgrade token to turn any of your units to its **upgraded** side.
- You may place an Upgrade token on any of your Installed cards that has a number on an Upgrade icon. Each Upgrade token on the card increases the number by 1. Placement of the first token is free; to place another, you must first *discard* as many Upgrade tokens as there are tokens already on the card. Each card may have up to 6 Upgrade tokens.
- You may keep the Upgrade token and use it as above any time during one of your future turns.


You may use any number of Upgrade tokens during your turn.

ONSLAUGHTS & WOUNDS

A unit attacks enemy units in the same sector only if the enemies are in **attack range**; ie, their rooms (spaces) are connected by passages (lines). A unit can attack up to as many enemy units as its **attack limit** (the icon on the unit):

 Attack inflicts 1 wound on up to 1 enemy unit in attack range.

 Attack inflicts 1 wound on *each* enemy unit in attack range.


 Attack up to 1 enemy unit in attack range; the attack gives you 1 DP Point instead of inflicting 1 wound.

The faction that received the wounds immediately adjusts his marker on the LP track. Each wound received (either as a result of enemy attacks or inflicted by traps) decreases your LPs by 1.

Lesser Onslaught

When a fourth unit enters a sector and triggers a lesser onslaught, it is resolved in the same way as an onslaught, but only in the sector the fourth unit entered.

WINNING THE GAME

 When any player must place a card in a Pending card slot but no longer has cards in his deck, instead **move the End token on the Final Sequence track**.

This happens during Pending card replacement, when a player has removed his opponent's Pending card, or installed his own card and Must place a card in the emptied Pending card slot.

If the Pending card slot is empty and the player has no more cards, there is no replacement, so the End token is not moved.

The first time this occurs place the End token on the **3** space. The next time it happens move the token to the **2** space, the next time to the **1** space and, finally, to the dark end space.

When the End token moves to the final space, the game ends immediately. Players total their scores on the Life Points track and the Data Points track. **The winner is the player with the highest total points.**

On a tie, each player takes an extra turn, starting with the player after the one who ended the game. If there is still a tie, the game ends in a draw and the tied players share the victory.

Other Win Conditions

If the LPs of any faction drop to 0, that player immediately loses the game.

If any faction scores 20 DPs, that player immediately wins the game.

MULTIPLAYER

3 or 4 Player Deathmatch

Place the sector boards in any order: the order of the sector faction boards determines the play order.

Each player places their marker on the 0 space of the Life Points track.

Every time you wound an enemy (in any way), the wounds inflicted count as **LPs you gain** instead of decreasing the enemy's LPs.

The *Med Bay* card (Scientists) decreases LPs gained by the enemies instead of restoring the Scientist's LPs. The Scientist player divides the number of LPs each player must lose.

It is always the trap owner who gains the LPs, even if a third player moved an enemy unit into the trap.

When any player gains 20 LPs or 20 DPs, he immediately wins the game.

On a tie, remove the markers of the tied players from the Life and Data Points board. All other cards, units, and sectors belonging to these players remain and act normally.

Each of the tied players takes an extra turn starting with the player after the player who ended the game.

If there is still a tie, the game ends in a draw and the tied players share the victory.

4 Player team Match

Players create 2 teams of 2 players. Mark the alliances with **Alliance tokens**: tokens placed vertically belong to alliance A players, and those placed horizontally belong to alliance B players. The order of the tokens indicates the turn order.

Players take their turns in the following order:

1. First player of alliance A.
2. First player of alliance B.
3. Second player of alliance A.
4. Second player of alliance B.

During setup, each alliance chooses only 1 faction board for their alliance.

Each player shuffles his faction cards and takes the first 10 cards to form his deck. Then each player draws the top 2 cards from his deck. In turn order, each player installs one of these cards faceup in any empty Installed card slot in *any* sector, then places the other one in the Pending card slot in the alliance sector.

Each player uses only 2 units. In turn order, each player places one of his units (base side up) in any empty room in his alliance sector.

Then, in turn order, each player places his second unit (base side up) in any empty room in *any* sector (if a sector is filled a lesser onslaught is *not* triggered).

During the game, each player in an alliance treats the cards and units of his ally, and the alliance sector, as his own with the following exceptions:

- You cannot move an allied unit (even with the *additional turn* action of the Tech Bay).
- You can never draw a card from the allied player's deck.
- When an onslaught is launched, only the units of the player that launched it attack enemy units.

Bonus cards are shared by allied players. Cards that make a player deal X more wounds during an onslaught or gain X more DPs, affect the ally only when he actually inflicts the wounds or gains the DPs.

If during the game a player brings his opponent's LPs to 0 or scores 20 DPs, his alliance immediately wins the game.

If all players have more than 0 LPs and less than 20 DPs at the end of the game, the alliance with the highest total LPs and DPs wins.

PANDORA FACTION

Pandora works best in a 3 player game. The faction consists of 3 standard units (**creatures**) and 10 smaller units (**embryos**): 2 **catchers**, 4 **runners**, and 4 **warriors**. There are no faction cards.

At the beginning of the game the Pandora faction has 20 LPs as normal. It does not collect DPs.

Pandora does not have a sector board. Instead, the player places a **Pandora sector token** on any sector board in the game (even an enemy sector). The sector is now also the Pandora's sector.

If it is placed on an enemy sector, placing the token on the left or right affects the player order.



Creature

Base unit Attack inflicts 1 wound on up to 1 enemy unit in attack range.

Upgraded unit Attack inflicts 1 wound on *each* enemy unit in attack range.



Catcher

Base unit Can permanently take over 1 enemy card.

Upgraded unit Can permanently take over 1 enemy card. Attack inflicts 1 wound on up to 1 enemy unit in attack range.



Runner

Base unit During its move may move 1 sector further. Can take over 1 enemy card for a single use.

Upgraded unit During its move may move 1 sector further. Can permanently take over 1 enemy card. Attack inflicts 1 wound on up to 1 enemy unit in attack range.



Warrior

Base unit Can take over 1 enemy card for a single use. Attack inflicts 1 wound on up to 1 enemy unit in attack range.

Upgraded unit Can permanently take over 1 enemy card. Attack inflicts 1 wound on *each* enemy unit in attack range.

Budding

Each time a player moves a creature and it ends its move in a sector with no enemy units, 1 embryo is automatically born there (after resolving any action cards if Pandora has taken over any).

Choose any available embryo token and place it in an empty room in the sector. If there is no empty room available, it ejects a chosen unit to the Space field.

Taking Over a Card

If a Pandora player moves an embryo, then after the Action Card phase and after any possible budding, the player may take over an enemy card (and all Upgrade tokens on it).

Place that embryo token on any enemy Installed card in that sector; the token stays on the card and is no longer a unit.

From now on the card is treated as a Pandora card. The token indicates, depending on its upgrade side, whether the card has been taken over for a single use or permanently.

If the card was taken over for a single use, after resolving the card the embryo is removed and returned to the available Pandora tokens. The enemy card reverts to its original faction owner.

The Pandora player does not perform the Pending Card phase.

Pandora Sector

The Pandora sector action is **Upgrade Token** (receive 1 **Upgrade token** from the supply).

It can be used as normal to upgrade any Pandora unit, or can be placed on a taken-over Installed card that has a number on an Upgrade icon.

If the Pandora sector is a common sector, the Pandora player performs its sector action as well as his Upgrade Token action (in an order of his choice). The common sector's action is still available to other players.

When the Pandora player shares his sector with an enemy, the enemy can still discard taken-over Pandora cards from their sector using the Base Clean-Up action.



GAME SEQUENCE

Players take their turns in turn order. A player's turn consists of the following 4 phases:

1. MOVEMENT PHASE

Choose one of your units from any sector and make a move. Alternatively, move one of your units on a Space field.

A unit moves *clockwise* a number of sectors equal to the number of *all* units in the sector from which you start to move.

Ejection into Space

If there is no empty room in the destination sector, one of the units of your choice there is **ejected** and moved to the **Space** field on the Life and Data Points board.

Since you then fill up the sector, after resolving any **traps** there you trigger a **lesser onslaught**.

Traps

If there is an installed enemy **Trap card** in the destination sector, that effect is resolved immediately after the move is finished.

Lesser Onslaught

If your unit fills up the rooms of a sector, after resolving any traps, a **lesser onslaught** is triggered.

Space Field

If you choose to move one of your units on a Space field during your turn, move it to any empty room in any sector. No lesser onslaught is triggered if the sector is now full. Your unit does nothing more (besides resolving any traps) and your turn ends.

2. ACTION CARDS PHASE

After finishing your move, **resolve all the actions of all of your installed Action cards in the destination sector**.

3. SECTOR ACTION PHASE

Perform the destination sector's sector action. If you stop in an opposing player's sector, you do *not* perform its sector action.

4. PENDING CARD PHASE

You may take **one** of the following actions:

- If there are no Pending cards, draw the top card from your deck and place it in the sector's empty Pending card slot.
- If there is an enemy Pending card, discard it, replacing it with the top card from your own deck.
- If the sector contains your own Pending card, install it faceup in any empty Installed card slot in *any* sector. Then immediately place the top card from your deck in the emptied Pending card slot.

When you install a card, you may discard one of your own already installed cards and install the new card in that slot.

Bonus Cards

You may install a card in an Installed card slot occupied by a **Bonus card**. If you do so, take the Bonus card and use it right away or at any time on any of your future turns.

SECTOR ACTIONS



Corridors

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Attack inflicts 1 wound on up to 1 enemy unit in attack range.



Attack inflicts 1 wound on *each* enemy unit in attack range.



Attack up to 1 enemy unit in attack range; the attack gives you 1 DP Point instead of inflicting 1 wound.

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