

Theseus: The Dark Orbit

Objective: Players race to be the first to reduce their opponent's life points to 0, or to get 20 data points.

Note: The following rules are for a 2-player game, for the changes required for a 3 – 4 player game, please refer to the Rulebook.

Setup

1. Each player selects the faction they wish to play and takes the following components: Faction Sector board, 3 Units (), 25 Faction cards, 1 or 2 Faction markers (), and their other Faction tokens.
 2. Randomly select a starting player.
 3. Place the Life & Data Points board in the middle of the table and put the End token () next to it.
 - Each player places one of their Faction markers on the '20' space of the Life Points track.
 - If the player selected a faction that has 2 Faction markers, they place the other marker on the '0' space of the Data Points track.
 4. Arrange the Sector boards in a circle around the Life & Data Points board in the following clockwise order: Corridors (), Control Room (), Faction Sector board the starting player, Tech Bay (), and finally the Faction Sector board of the second player.
 - Place the Malfunction token () over the Malfunction symbol of the Control Room Sector board.
- Advanced Setup:** Players can place the Sector boards randomly, or take turns to alternately place Sector boards one at a time.
5. Shuffle the Bonus cards and then starting with the Corridors Sector board and continuing in clockwise order place one random face-up Bonus card in each installed card slot marked with the Bonus Card symbol ().
 - All unused Bonus cards are returned to the box, they will not be used this game.
 6. Each player shuffles their Faction cards, draws the first 15 cards and places them in a face-up stack in front of them, forming their personal deck.
 - Return the remaining cards to the box without looking at them.

Gradual Introduction of Cards: On the back of all of the Faction cards a difficulty level is shown on the right-hand margin marked with 0 – 3 dashes, with 0 being the easiest cards to use; it is recommended players begin with the '0' difficulty cards and introduce the more difficult cards gradually.

7. Each player draws the top 3 cards from the top of their deck and in turn order performs the following steps:

Introduction Games: Follow the process below, except each player draws 5 cards instead of 3 from their Faction deck, and installs 3 of them before placing the last 2 cards in pending card slots of their Faction Sector board; players take alternating turns when installing cards.

i) The player selects one card and places it face-up in any empty installed card slot on any Sector board.

- If the selected card is an Instant card, as denoted by this icon , the player keeps it next to them, face-up, instead of placing it on the board.

ii) The player places the other 2 cards face-up in the 2 pending card slots of their Faction Sector board.

iii) The player sets aside their remaining cards as their deck to draw from.

8. Each player places their Unit pawns:

- i) Beginning with the starting player and proceeding in clockwise order, each player places 2 of their Units, base side facing up (Base Unit – , Upgraded Unit – ) , in any two empty Rooms of their Faction Sector board.
- ii) Beginning with the starting player and proceeding in clockwise order, each player places their third Unit, base side facing up, in any empty Room on any Sector board.

9. Each player places their tokens in front of them and the Upgrade tokens () are placed within reach all of the players to form the general supply.

End of Game

The game ends in the following situations:

The game ends if the End token () moves onto the End Game icon () of the Life & Data Points board: The game ends immediately and each player adds up their remaining Life Points and any gained Data Points, the player with the highest combined total wins the game.

- When a player has to place a card in a pending card slot but no longer has cards in their deck, they move the End token one space towards the End Game icon; the first time this happens the player places the End token on the 3 space of the track.

Tie-breaker: In the event of a tie for first place, each player takes an additional turn in clockwise order, beginning with the player to the left of the player that ended the game, if the players are still tied, they share the win.

The Life Points of any faction is reduced to 0: The game ends immediately and the player of this faction immediately loses the game.

A faction reaches 20 Data Points: The game ends immediately and the player of this faction wins the game.
Life & Data Points Board and Space Field



Life Points: Each faction has 20 Life Points which is shared by all Units () of their faction.

- When a Unit takes a wound, that faction's Life Points is decreased accordingly on the Life Points track by moving the corresponding Faction marker ().

Data Points: When factions like the Scientist and Grey factions collect Data Points during the game, their Data Points are increased accordingly on the Data Points track by moving the corresponding Faction marker ().

- Factions that collected Data Points start the game with 0 Data Points.

Space Field: The Space Field on the perimeter of the Life & Data Points board holds Units () that are ejected into space.

- There is no limit to the number of Units that can be in the Space Field and the Space Field can hold Units of multiple factions simultaneously.
- Units ejected into the Space Field remain there until their owner chooses to move that Unit on their turn.

Card Types

- All cards in the game are always placed face-up.
- The front of each card has a summary of the rules of the card and the back has a more detailed description.
- Some cards introduce supplemental tokens into the game specific to that faction.
- For clarifications regarding specific cards, please refer to the rulebook.

Action (): Whenever a Unit () ends its move in a Sector with an installed Action card, resolve the card's action.

Module: Module cards affect other cards or Units () in the Sector in which it is installed.

Trap: Trap cards affect enemy Units () that end their move in a Sector where the Trap is installed.

- Traps are resolved both when a Unit ends its move in the Sector with the trap, and when it is moved into the Sector with the trap as the result of a card's effect.
- This symbol  indicates that when an enemy Unit ends its move here, this Trap is to be resolved.
- Traps with crescent-shaped tokens, such as *Fire* () are resolved when an enemy Unit enters a Sector; the crescent-shaped token is put on the Sector board as a reminder of the Trap's effects.

Instant (): Instant cards are not installed in any Sector and are instead played from a player's hand and resolved immediately for a single-use effect before being discarded.

- A player is not required to use an Instant card immediately and may instead choose to use it at any time on any of their turns.
- A player keeps all of their unplayed Instant cards in front of them, face-up, for their opponent to see.
- There is no limit to the number of Instant cards a player may play on their turn.

Shortcut (): Shortcut cards modify the movement of the Units () of its owner through the Sector in which they are installed.

Duplication: A Duplication card copies the effects of all cards (including all tokens placed on those cards) of the owner's faction that are orthogonally adjacent to it, potentially duplicating the effects of up to 3 cards.

- The effects of cards that are diagonally adjacent are not duplicated.
- A Duplication card cannot duplicate the effects of a card that is subject to the Malfunction token (), or has been removed from the game.
- Adjacent Duplication cards do not copy each other.

Special: Special cards affect the whole game *i.e. affect all Sectors, or all Units* ().

Bonus: All Bonus cards are instant cards () and can be used by the player immediately upon acquiring them, or be used on any of their future turns.

- Bonus cards do not belong to any faction.

Sectors

1. **Pending Cards Slots:** In order for these cards to become operable, the player must install them into an installed card slot.

- There can only be one card in each pending card slot.
- Each Sector board has 0 – 2 pending card slots.

2. **Installed Card Slots:** Cards placed in these slots become operable; the process of placing a card in one of these slots is called installation.

- Only one card can be installed in each slot.

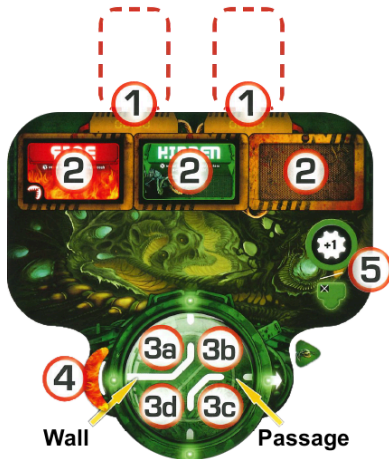
3. **Units Area (Rooms):** Each Units Area consists of 4 Rooms, with each Room being able to hold a single Unit ().

- The individual Rooms connect via passages and are separated by walls, indicating which Units can see each other.

4. **Trap Tokens Area:** Players can place Trap tokens next to the Units Area to remind all players of Trap cards installed in the Sector.

- Crescent-shaped Trap tokens (*i.e. Fire, Tentacles, Defense System etc.*) are placed on the left-hand side of the Sector; these tokens remind players that the Trap cards installed here are active while moving through the Sector.
- All other Trap tokens (*i.e. Hidden*) are placed on the right-hand side of the Sector.

5. **Sector Action Symbol:** Each Sector has its own Sector action, which is represented by the icon on the Sector board.



Corridors ()

Sector Action: Onslaught

All of the player's Units () in all Sectors automatically attack enemy Units in accordance with the Attack Rules.

- Enemy Units do not attack the Units of the player that triggered the Onslaught.

Tech Bay ()

Sector Action: Additional Turn

The player chooses another of their Units located in any Sector and takes an extra turn with it.

- This Sector action is mandatory, even if it is detrimental to the player.

- During a player's turn, none of their Units may move twice in anyway.

Control Room () **Sector Action: Malfunction**

Take the Malfunction token () from where it is currently located and place it on any pending or installed card of their opponent's in any Sector.

- The Malfunction token can be placed back onto the same card from which it was taken.
- The Malfunction token cannot be placed on a Bonus card.

Malfunction Token on a Pending Card: As long as the Malfunction token is on a card pending installation, the card cannot be installed or discarded by any player.

Malfunction Token on an Installed Card: As long as the Malfunction token is on an Installed card, the card's effect is not taken into consideration, it cannot be discarded, no Upgrade tokens () can be placed on it, and it is effectively excluded from the game.

- If a card does not introduce a token into the game and uses a supplemental token as a reminder of the card's effect (*i.e. Fire, Tentacles, Defense System etc.*), the token should be removed and placed back on its card until the card comes back into effect.
- If a card has already introduced a non-reminder token into the game (*i.e. Parasite, Minor Aliens, Invisibility etc.*), these tokens are not removed from the board and stay in effect.
- If the card's effect has been improved with Upgrade tokens or another token has been placed on the card (*i.e. Camcorders*), the tokens are not removed from the card, but the tokens are also temporarily excluded from the game.
- If the card's effect has been activated (*i.e. Defense System*), the card is not deactivated when it is excluded from the game; once the Malfunction is lifted and the card re-enters the game, it returns to play in an activated state.

Faction Sectors

Each of the player's Faction Sector gives its owner the choice of one of two possible actions:

- If a player stops in their opponent's Faction Sector, they do not gain one of the following benefits.

Upgrade Token (): The player receives 1 Upgrade token from the general supply.

Base Clean-Up: The player discards one of their opponent's installed cards from their Faction Sector, removing it from the game.

Movement

When moving a Unit (), it is moved a number of Sector boards in a clockwise direction equal to the number of both friendly and opponent Units on the Sector board it starts the move in.

- The number of Sectors boards the Unit moves must be exactly equal to the number of all of the Units in the Sector board it starts in, no more, or less.
- The number of spaces the Unit has to move during its Movement Phase is called its Move points.
- The Unit is placed in an empty Room on the Sector board it ends up on, if there are no empty Rooms refer to Ejection into Space below.
- If a player needs to show that a Unit has already been moved, they can move it to the edge of the Room it occupies and then move it back to the middle of the Room at the end of their turn.

Moving from the Space Field: On their turn, a player may instead choose to move one of their Units from the Space Field into any empty Room of any Sector.

- In a turn where a Unit moves from the Space Field into a Room, only Traps cards are resolved before the player's turn ends; the Action Cards, Sector Action and Pending Cards Phases are all skipped, and no Lesser Onslaught takes place if the Sector becomes full.

Ejection into Space: If there is no empty Room in the Sector in which the Unit ends its move, an ejection occurs; one of the Units already in the Sector is transferred to the Space field located on the perimeter of the Life and Data Points board.

- The player that chooses which Unit is ejected is the player controlling the Unit, not the owner; if a player is moving an enemy Unit, the player controlling that Unit makes the decision.
- The Unit that moved into the Sector is then placed in the Room of the ejected Unit; traps are resolved as per normal, and then a Lesser Onslaught takes place.

Traps (): If the Unit moves into a Sector with installed enemy Trap cards, or has been moved there by an effect, the trap's effects are resolved immediately after the move is finished.

- Traps with crescent-shaped tokens do not take effect after a movement, and instead take effect when a player moves into or through the Sector.
- If the order in which the Trap cards resolved in a Sector is important, the player taking their turn decides the order in which they take effect.

Lesser Onslaught: If the Unit fills up the final Room in a Sector, a Lesser Onslaught is triggered in the Sector after any Trap cards have been resolved.

Attack Rules

The attack rules below take place for both Onslaughts and Lesser Onslaughts.

- During an Onslaught, attacks occur in all Sectors; during a Lesser Onslaught, attacks only occur in a single Sector.

Lesser Onslaught: When a Unit () is the fourth Unit to enter a Sector, filling up the Sector, it triggers a Lesser Onslaught.

- During a Lesser Onslaught the Onslaught only takes place in the Sector that the 4th Unit entered.
 - If the Unit is the 4th Unit to enter the Corridors Sector (), it triggers a Lesser Onslaught, by filling up the Sector, and then a standard Onslaught by triggering the Sector Action.
 - If a player moves an enemy Unit and fills up the Sector, it is the Units of the player that moved the Unit that attack, not the Units matching the faction of the moved Unit.
1. The Units of the player attack enemy Units standing in the same Sector if their Rooms are connected by passages, these Units are considered to be in attack range.



2. Each Unit can attack up to as many enemy Units as its attack limit allows.



The attack inflicts 1 wound on a single enemy Unit in attack range in the Sector.



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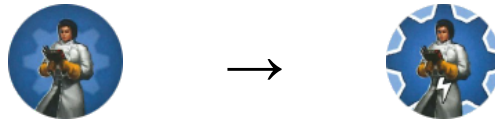
Attack a single enemy Unit in attack range in the Sector; the attack gives the player 1 Data Point instead of inflicting a wound.

3. For each wound a player's Unit takes, they reduce their Life Points on the Life and Data Points board accordingly by adjusting their Faction marker ().

Upgrade Tokens ()

Upgrade tokens can be used in the following ways:

- a) A player can discard 1 Upgrade token to turn any of their Units to its upgraded side.



- b) A player can place an Upgrade token on any of their installed cards that has a number depicted in the Upgrade symbol (); each Upgrade token placed on the card increases the number by 1.

- The placement of the first Upgrade token has no additional cost; for each subsequent token placed on the same card, the player must return as many Upgrade tokens to the general supply as are already on the card.
- A card can have a maximum of 6 Upgrade tokens on it.

- c) The player can keep it for later use at any time during one of their future turns in any of the ways stated above.

- If a player has multiple Upgrade tokens, they can use as many of their Upgrade tokens on their turn as they wish.

General Rules

Rule Conflicts: If the rules on an installed Faction card conflict the general rules, the rule on the card takes precedence.

Bonus Cards: A player may play Bonus cards at any time on their turn.

- Bonus cards are always kept face-up and visible to other players.

Token Limit: The number of tokens of each type is limited to the number of physical tokens; if a player needs to take a token and no more tokens of that type are available, the player does not get a token.

- When a token is discarded it returns to the pool of available tokens.

Discarded Cards: A player never shuffles their discarded cards to make a new deck.

Turn Order (Single player turns in clockwise order)

1. **Movement Phase:** The player chooses any of their Units () located on any Section board, or on the Space Field, to move.
2. **Action Cards Phase:** The player resolves all of the actions of their installed Action cards in the Sector in which their Unit stopped.
 - If the order of resolving Action cards in the Sector is important, the player taking their turn gets to decide the order in which they take effect.
3. **Sector Action Phase:** The player performs the sector action of the Sector board their Unit ended its move on.
 - The player only resolves the action of common Sector boards, their own Faction Sector board, but never the Faction Sector board of their opponent.
 - Action cards are marked with an  icon.
4. **Pending Cards Phase:** The player may perform one of the following actions:
 - Performing an action during this phase is optional.
 - If the player chooses option b) or c) they must complete the action fully, replacing the card they discard or install.
 - When installing a card, the player may choose to discard any of their already installed cards and instead install the new card in one of the emptied slots.

Bonus Cards: The player can install a card in an installed card slot which contains a Bonus card, if the player chooses to do so, they take the Bonus card and either uses it immediately, or at any time on any of their future turns.

- When a Bonus card is taken from a Sector, it is not replaced with another Bonus card.
- a) If there are no cards pending installation, of either their own or their opponent's, the player draws the top card from their deck and places it in an empty pending card slot, at the top of the Sector board.
 - b) If there is an enemy card pending installation, the player discards it, replacing it with the top card of their deck.
 - c) If the Sector contains one of their own cards pending installation, the player installs it, face-up, on any empty installed card slots in any Sector and immediately places the top card of their deck in the emptied pending card slot.
 - If there are 2 pending card slots in the Sector, the player selects only one of the slots for this action.