

GAME RULES



What's the game all about?

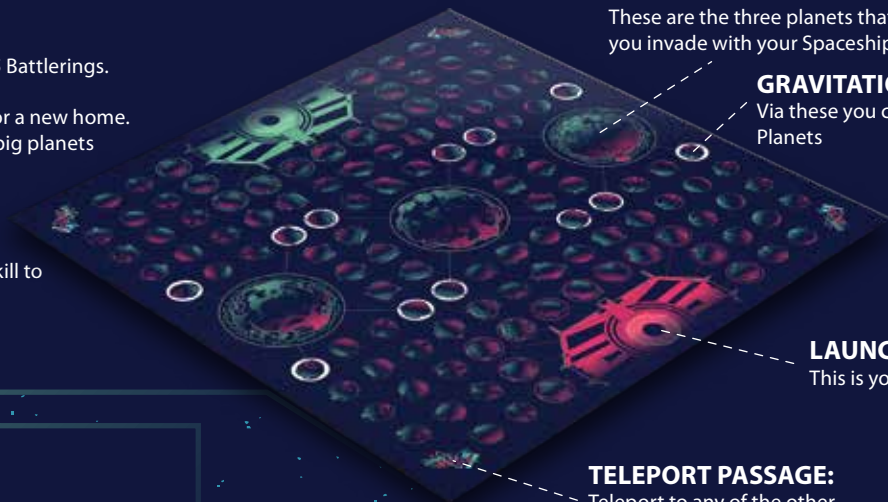
You are a Squad Commander in charge of 8 Spaceships and 5 Battlerings.

A meteor has destroyed your planet and you are searching for a new home. You are now in a race to capture two of the three remaining big planets to rule the galaxy.

But beware you have an enemy with the same mission.

To win this intergalactic battle you will need to use all your skill to outmaneuver your enemy and capture the planets.

No luck, only brainpower!



BIG PLANETS:

These are the three planets that you invade with your Spaceships

GRAVITATIONAL AREA:

Via these you can enter the Big Planets

LAUNCHPAD:

This is your starting area

TELEPORT PASSAGE:

Teleport to any of the other Orbit Battle logos

How to start the game

Each player chooses a set of red or green Orbit Battle playing pieces. Place your 8 Spaceships and 5 Battlerings on your launchpad space. The red player goes first.

On your turn move either a Spaceship or a Battlering out of the Launchpad using any of the of the small planets with a ring in your color. Once you have moved pieces out of the launchpad, you can choose if you want to keep moving these around on the game board or moving one of your remaining pieces out of the Launchpad. Once you have left the Launchpad you cannot return back to the Launchpad.



Object of the game

The object of the game is to be the first player to capture two of the three Big Planets with 3 spaceships on each of the Big Planets. The first player who has invaded a Big Planet with three Spaceships has captured that planet. When a player has invaded the Big Planet with three Spaceships, the other player can not enter this planet anymore.

Contents

Gameboard • 8 red Spaceships • 5 red Battlerings • 8 green Spaceships • 5 green Battlerings • Rules sheet

How to move

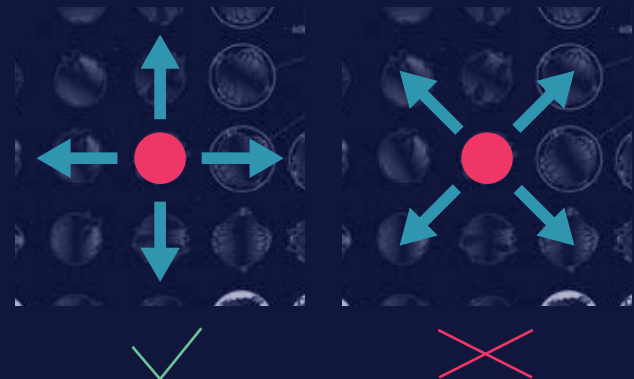
SPACESHIPS:

Spaceships must move two spaces, but can never visit the same space more than once on each turn. Spaceships can jump over other Spaceships and Battlerings, but cannot end on the same space as another Spaceship or where your own Battlering is placed.

Spaceships can move both horizontally and vertically, not diagonally. The only exception to this rule is when a Spaceship is in a Big Planet's gravitational pull (See Capturing a Big Planet).

BATTLERINGS:

Battlerings must move five spaces, but can never visit the same space more than once on each turn. They can't jump over Spaceships or Battlerings or end on the same space as their own Spaceships or Battlerings. Battlerings can move both horizontally and vertically, not diagonally.



How to destroy an enemy Battlering

SPACESHIPS:

Your Spaceships can destroy your enemies Battlering by landing on the same space. This Battlering is then removed from the game.

BATTLERINGS:

Your Battlering can destroy an enemy Battlering by landing on the same space. The enemy Battlering is then taken out of the game.



(example)



(example)

How to hijack a Spaceship

Your Battlering can hijack an enemy Spaceship if it lands on the same space. This Battlering is then docked on top of the Spaceship, which now belongs to your squad for the rest of the game.



A hijacked Spaceship moves in the same manner as a regular Spaceship. It cannot be hijacked again.

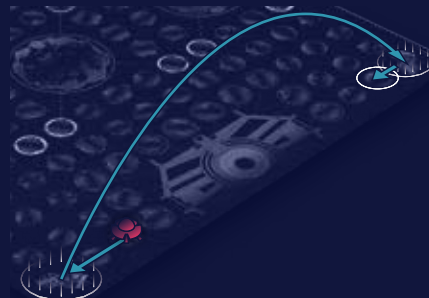


Teleporting

The four Orbit Battle logos in the corners are the teleport passages of the game.



Both Spaceships and Battlerings can enter this passage and teleport to any of the other Orbit Battle logos. Entering in and through teleport passage is a free ride and not counted as part of your move. You only count the step when you move to a planet.



(example)

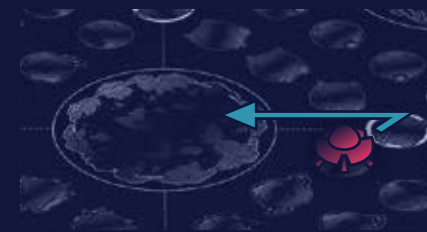
Capturing a Big Planet

All your Spaceships and Battlerings must have left the launchpad area before you can start capturing a Big Planet.

Only the Spaceships, also the ones you have captured with your Battlerings, can enter the Big Planets.

When the Spaceship is within the gravitational field of the planet (shown by dotted lines from a small planet marked in white) it can move into the Big Planet.

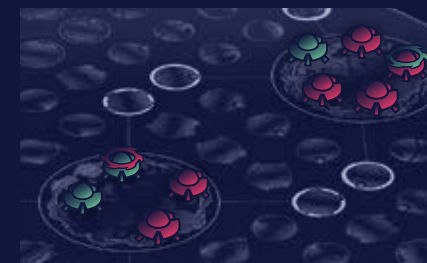
When one player has invaded the planet with three spaceships, this planet is conquered and no more spaceships can enter this planet.



(example)

How to win the game

The first player to capture two Big Planets wins the game.



(example)

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