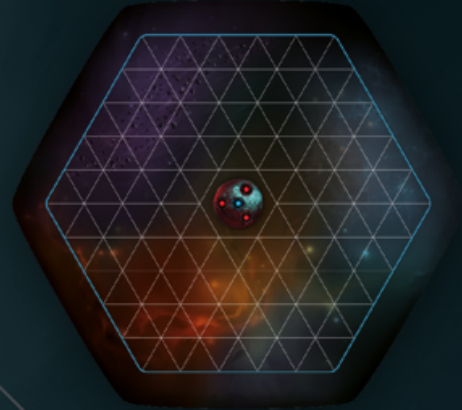


# Theme



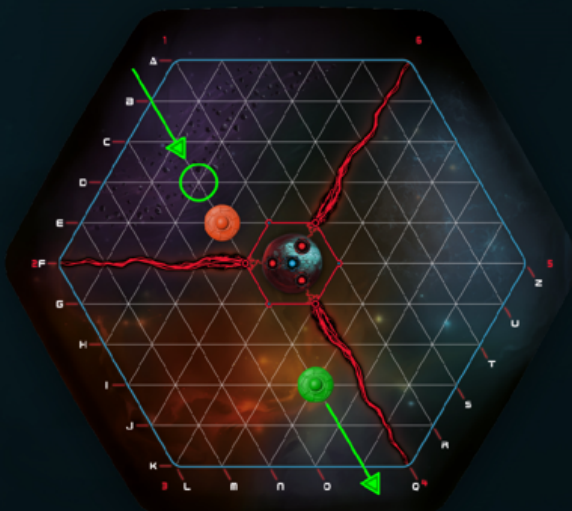
Some planets are a cosmic reserve of a valuable material called **Dakalio**. Although many universal beings live together in what they call "peace", they put all their efforts to get the most **Dakalio** and prevent others from taking it.

**Orbix** is a group of routes in planet's gravitational surface, **spaceships** can enter and move inside the **Orbix** to get **Dakalio**. **Control Zone** (external Line/Hexagon) is the only place to enter and exit the **Orbix**.



**Dakalio** is taken from Bases to **Stations** and from Central Base to **Ports**.

Bases send **anti-gravity signals** to transport **Dakalio**. **Spaceships** can't move over **Load Zone**.



The **Orbix** has an spheric shape around the planet.

A **spaceship** traveling towards **Control Zone** will disappear for a moment given the planet's curvature and will reappear in the opposite side.

# Rules

## Contents:

- ▶ Rulebook
- ▶ **Orbix** mat
- ▶ 4 **Dakalio** crystals
- ▶ 6 Asteroids
- ▶ 2 **Portals**
- ▶ 20 Spaceships

x10



x2



Setup



x10



x2

Setup



## Play modes:

### Simple

- ▶ First player is decided (p. 4)
- ▶ Only one game is played

### Supremacy

- ▶ First player is decided (p. 4)
- ▶ At least 2 games are played
- ▶ First player is switched for each new game during supremacy
- ▶ Supremacy ends when a player gets 2 consecutive victories

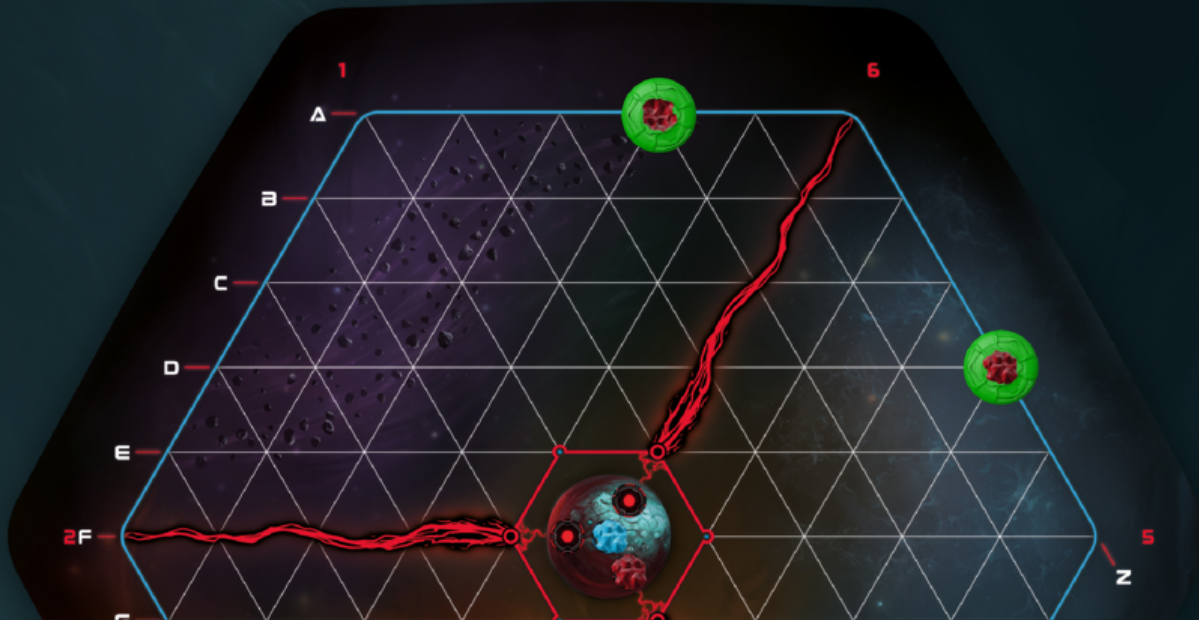


# Victory Conditions

Players use their actions to create routes that allow them to meet 1 of the 2 following conditions, first to achieve it wins the game.

## ① Dakalio delivery / Offensive play

Getting 2 **spaceships** with **Dakalio** to **Control Zone**. **Spaceships** won't move for the rest of the game.



## ② Block / Defensive play

Make an opponent's **spaceship** with **Dakalio** run out of valid moves.

### Dakalio block:

Occupy all adjacent spots of an opponent's **spaceship** with **Dakalio**.

A block can include both player pieces and it's valid as long as the opponent can't move the blocked **spaceship** in the next turn.



### Double Dakalio block:

Happens when a **spaceship** with **Dakalio** of both players are blocked at the same time.

The player who causes the double block wins the game. The opponent loses as is the first player unable to move the blocked **spaceship**.

### Details:

#### ► Capture:

When a **spaceship** without **Dakalio** is blocked, **spaceship** is removed from the game.

#### ► Players can block their own **spaceships**.

#### ► Asteroids and **Load Zone** can help to block.



## Before start

### First player



(Stickers 1 and 2 must be already placed on Asteroids).

A player randomly takes an Asteroid.

The sticker indicates player's turn.

### Setup

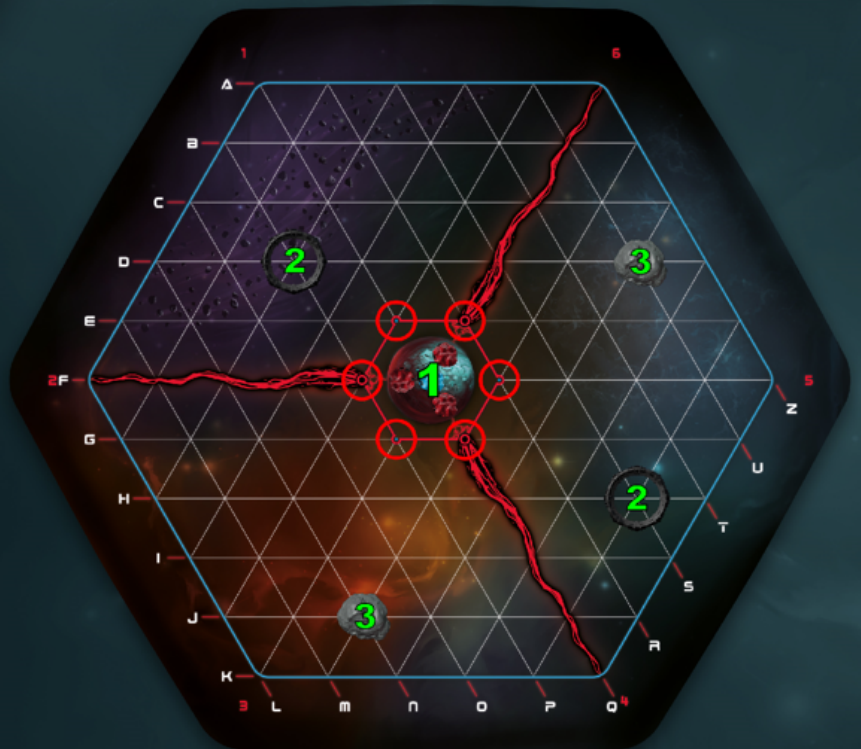
- ① Place **Dakalio** on their bases.
- ② First player decides on playing with **Portals** (p. 8).

If playing with **Portals**, first player places a **Portal** in the **Orbix**.

The opponent performs the same action.

- ③ First player places an Asteroid in the **Orbix**.

The opponent performs the same action.



### Details:

- ① No piece can be placed over **Stations** or **Ports** during setup.



# Player's turn

The game starts after setup. A turn consist in carrying over a single action.

## Actions

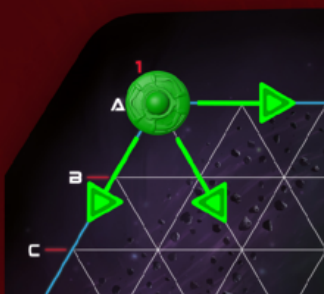
**Steps** section of each action indicates the total execution of an action. Each step is indicated with the symbol "▶". There are 4 actions: Enter, Move, **Dakalio** and Asteroid.

## Steps

### ① Enter

- ▶ Take one of your **spaceships** and place it on any empty **Control Zone** spot.
- ▶ Choose an entry line and move over it.

#### 3 entry lines



#### 2 entry lines



#### 0 entry lines



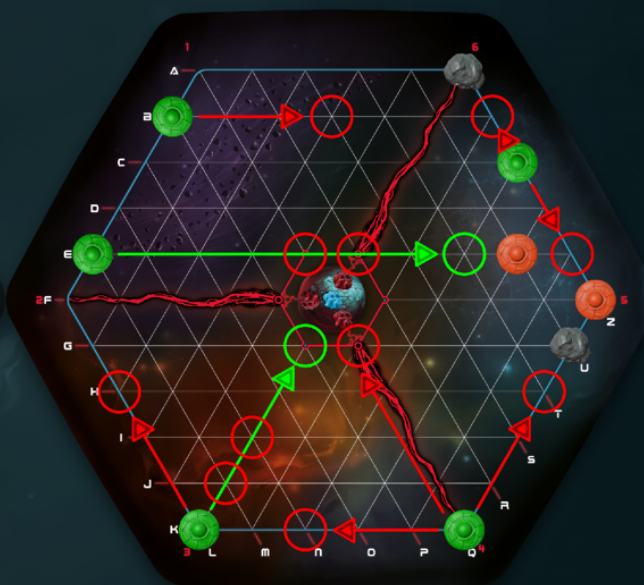
- ▶ Stop before touching a **spaceship**  
Or before touching an **Asteroid**  
Or before moving inside **Load Zone**.

**Anti-gravity signals** can't be used to enter the **Orbix**.

### Valid entries



### Invalid entries



## Details:

- ① Stopping without a **spaceship**, **Asteroid** or **Load Zone** as obstacle to complete the move is an invalid action.

## Steps

### ② Move

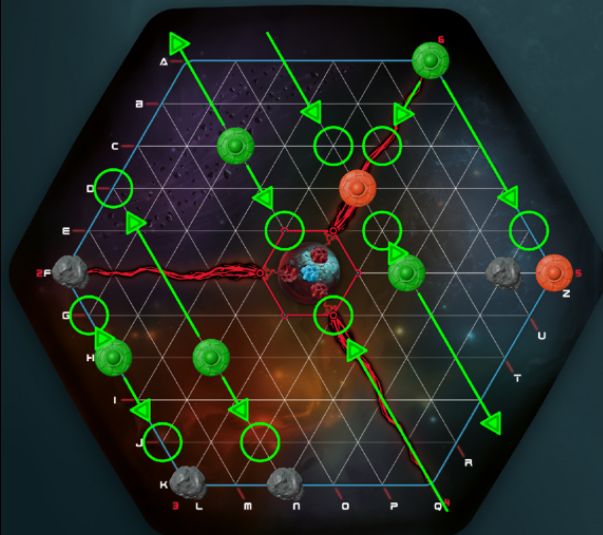
- ▶ Take one of your **spaceships** already inside the **Orbix**.
- ▶ Choose a direction and move over that line.
- ▶ Stop before touching a **spaceship**  
Or before touching an **Asteroid**  
Or before moving inside **Load Zone**.

### Dakalio Delivery

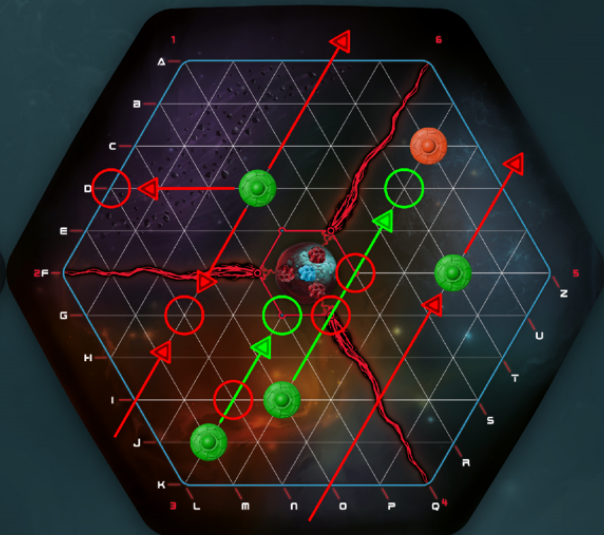
- ▶ If a **spaceship** with **Dakalio** stops in a **Control Zone** spot, is considered delivered and won't move for the rest of the game.

Offensive play victory (p. 3)

#### Valid moves



#### Invalid moves



#### Details:

- ① Stopping without a **spaceship**, **Asteroid** or **Load Zone** as obstacle to complete the move is an invalid action.
- ② It is possible to go around the planet (exit the board and reappear in the opposite side). Spots that connect opposite sides of the **Orbix** are considered adjacent.
- ③ **Spaceships** already inside the **Orbix** can stop over **anti-gravity signals** and move over them.
- ④ **Repetitive moves:** A player can repeat moves by continue blocking **Dakalio** delivery threats, the opponent must take new actions or resign. Any other repeated move is valid.



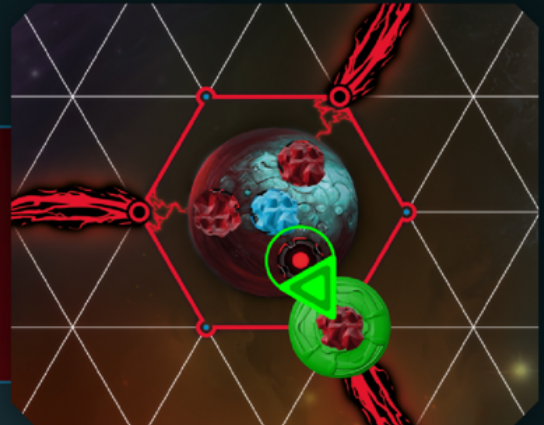
### ③ Dakalio

It can be done from Bases to **Stations** or from Central Base to **Ports**.

#### Steps

- ▶ Your **spaceship** must be in a **Station**.
- ▶ Take **Dakalio** from the respective **Station**.
- ▶ Place it in your **spaceship**.

**Station:**



**Port:**

#### Steps

- ▶ Your **spaceship** must be in a **Port**.
- ▶ Take **Dakalio** from Central Base.
- ▶ Place it in your **spaceship**.

#### Details:

- ① A player wins by delivering a second **Dakalio**, so taking a third **Dakalio** is an invalid action.

**Offensive play victory (p. 3)**

### ④ Asteroid

If you still have available **Asteroids**, they can be placed inside the **Orbix**.

#### Steps

- ▶ Take an **Asteroid** and place it on any empty **Orbix** spot except **Stations** and **Ports**.

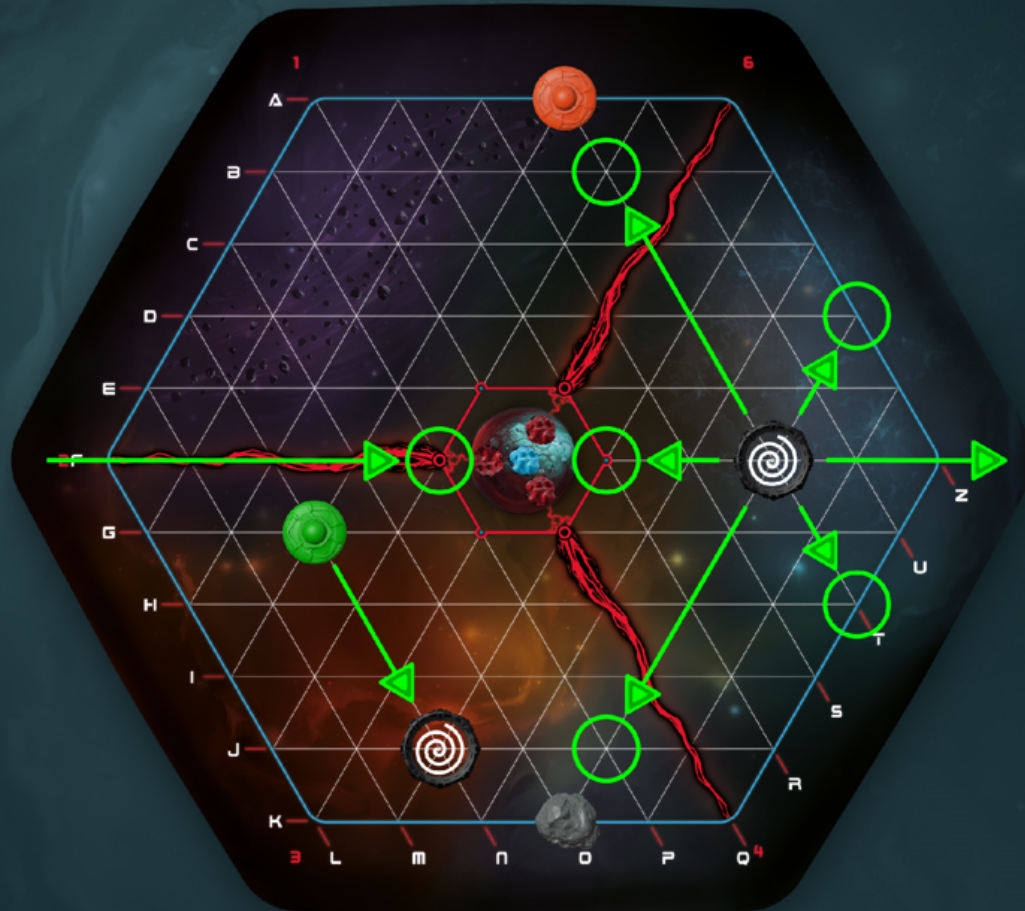


#### Details:

- ① Once placed, the **Asteroid** won't move for the rest of the game.
- ② **Asteroids** can be used to give access to other **Orbix** spots, to block **spaceships** or to block routes. **Asteroids** can help or make things worse for both players.

# Portals

A **Dakalio** game can be played with or without **Portals** depending on first player decision. In case of playing with **Portals**, as part of the setup (p. 4), **Portals** are placed in the **Orbix** before the initial **Asteroids**.



## Entry:

A **spaceship** moves towards the **Portal** until placed over it.

## Exit:

The **spaceship** is transported to the other **Portal** and will choose a new direction to continue its movement.

## Details:

- ① **Portals** are empty spots and can't be used as obstacles to stop **spaceships** movement.
- ② The use of **Portals** consist in one clear entry and exit per turn, if not possible, the player must choose another action without using **Portals**.