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.

3 red bases - **1 blue base**

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**.
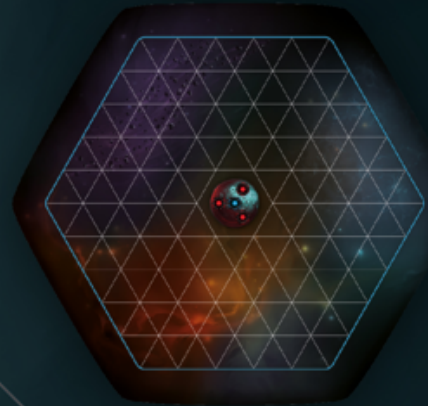
Dakalio is taken from **red bases** to Stations and from **blue base** to Ports.

Red bases send anti-gravity signals to transport **Dakalio**. **Spaceships** can't move over Load Zone.
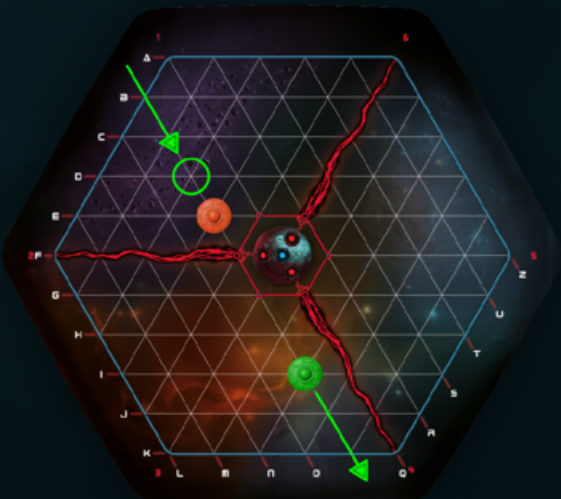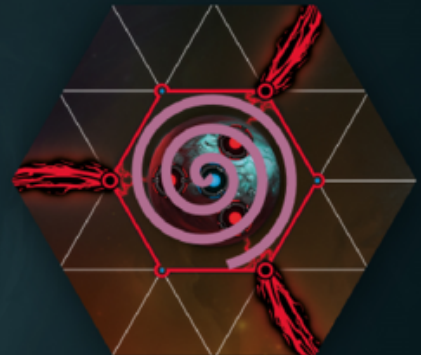
The **Orbix** has an spheric shape around the planet.

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

Asteroids

Portal

Control zone

Orbix

Port

Load zone

Anti-gravity signal

Dakalio

Station

Control zone

Asteroids

Portal

x10

x2

Setup

Play modes:

| Simple	Supremacy
First player is decided (p. 4)	First player is decided (p. 4)
Only one game is played	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

Get 2 **spaceships** with **Dakalio** to **Control Zone**. **Spaceships** won't move for the rest of the game.
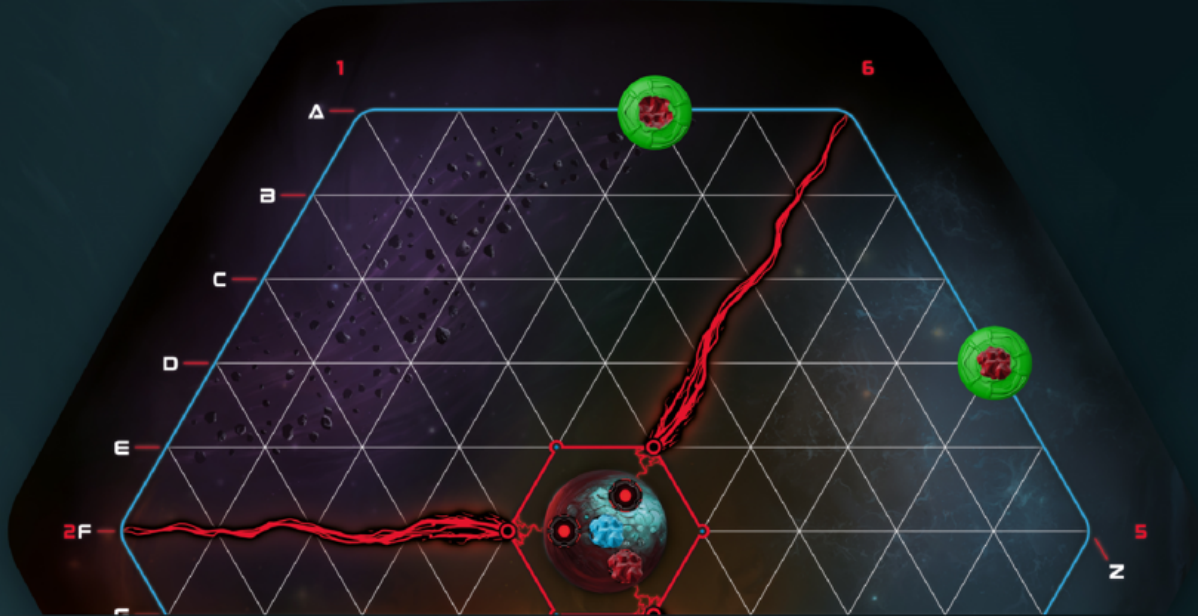
② Block / Defensive play

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.


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 whether to play with or without **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.
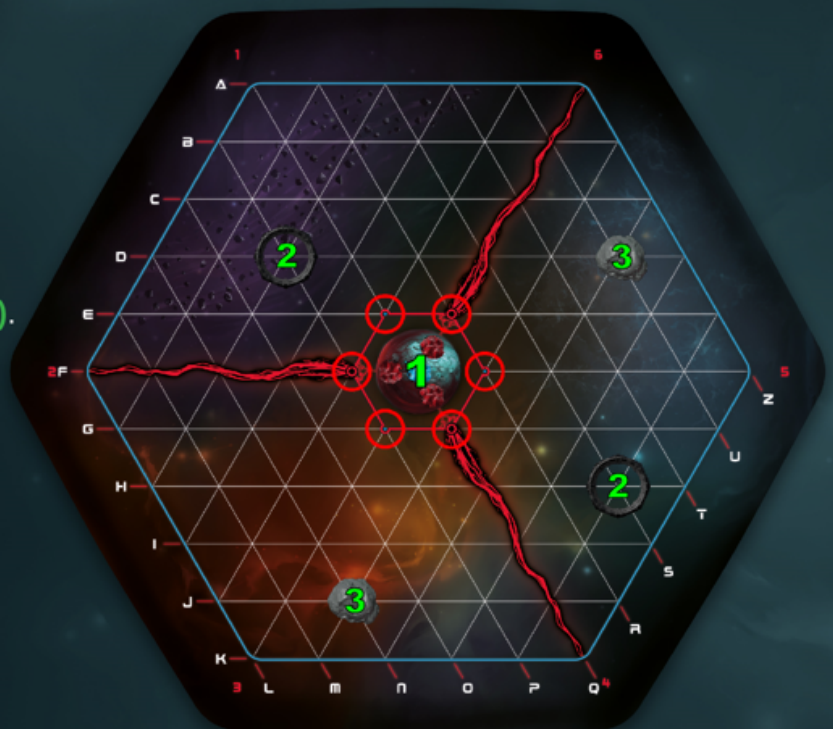
Details:

① **Portals** can not be placed over anti-gravity signals.

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

Turn

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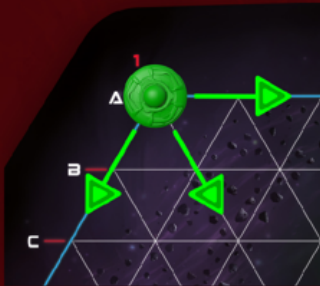
Actions

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**.

① Enter

Steps

▷ Take one of your **spaceships** and place it over any empty **Control Zone** spot.

▷ Choose an entry line and move over it.

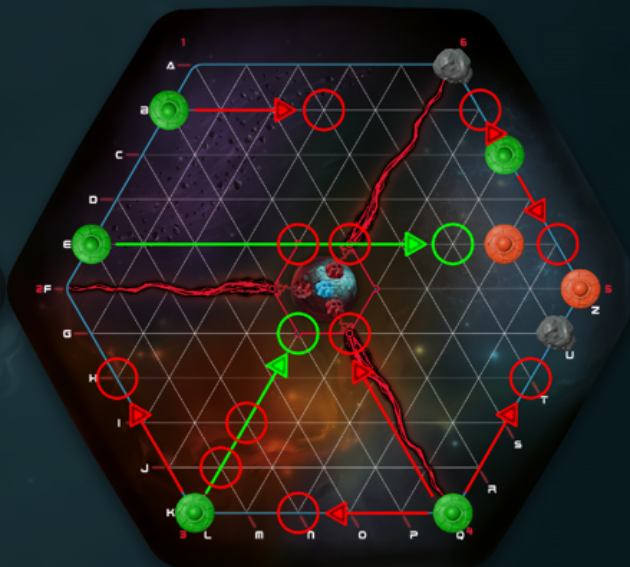| 3 entry lines	2 entry lines	0 entry lines

▷ 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

▷ 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

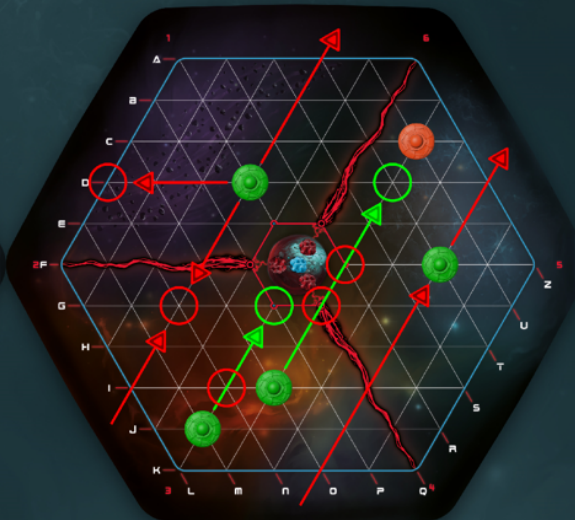 Or before moving inside Load Zone.

Dakalio Delivery

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

Offensive play victory (p. 3)

Valid moves
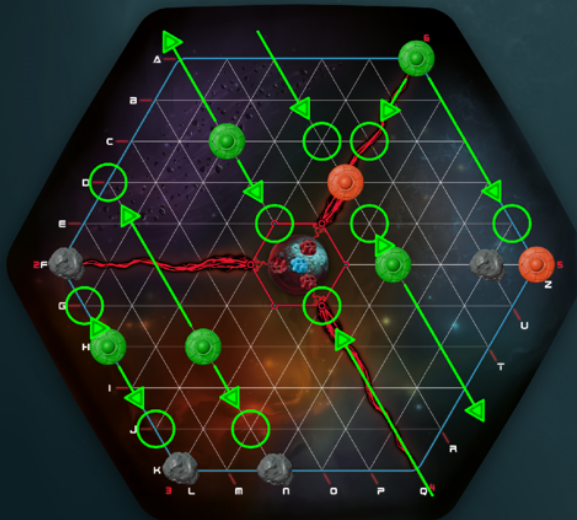
Invalid moves

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:** All repetitive moves are valid, players can keep repeating moves, change strategy or resign.

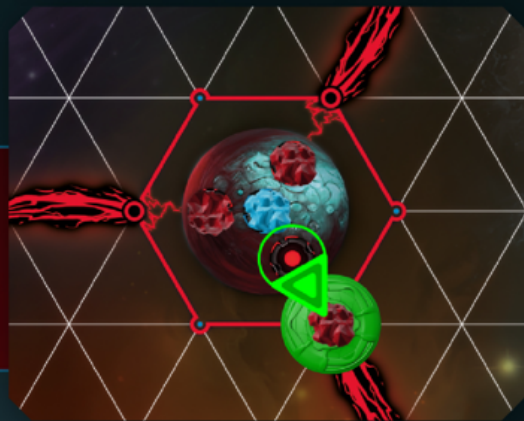## ③ Dakalio

It can be done from **red bases** to Stations or from **blue base** to Ports.

Steps

Station:

▷ Your **spaceship** must be in a Station.

▷ Take **Dakalio** from the respective **red base**.

▷ Place it on your **spaceship.**

Port:

Steps

▷ **Blue Dakalio** must be the last one to be taken from the planet.

▷ Your **spaceship** must be in a Port.

▷ Take **Dakalio** from **blue base**.

▷ Place it on your **spaceship.**

Details:

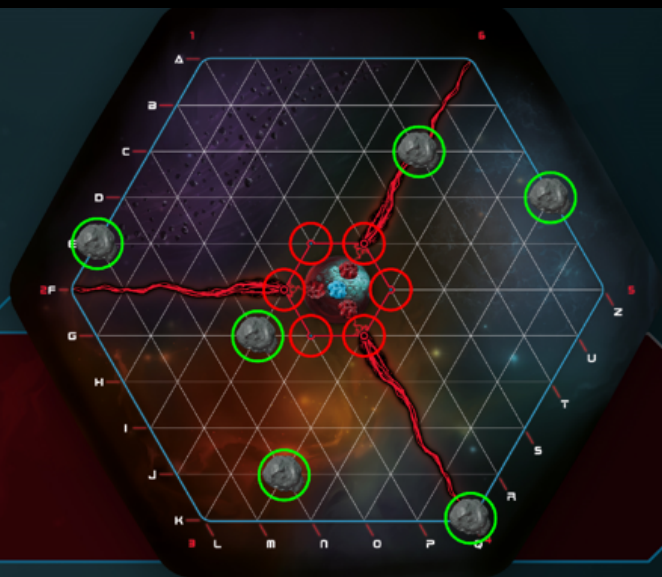① A player wins by delivering a second **Dakalio**, so taking a third **Dakalio** is an invalid action.

Offensive play victory (p. 3)

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④ Asteroid

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

Steps

▷ Take an Asteroid and place it over 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**, and as part of the setup (p. 4), **Portals** are placed in the **Orbix** before the initial Asteroids.
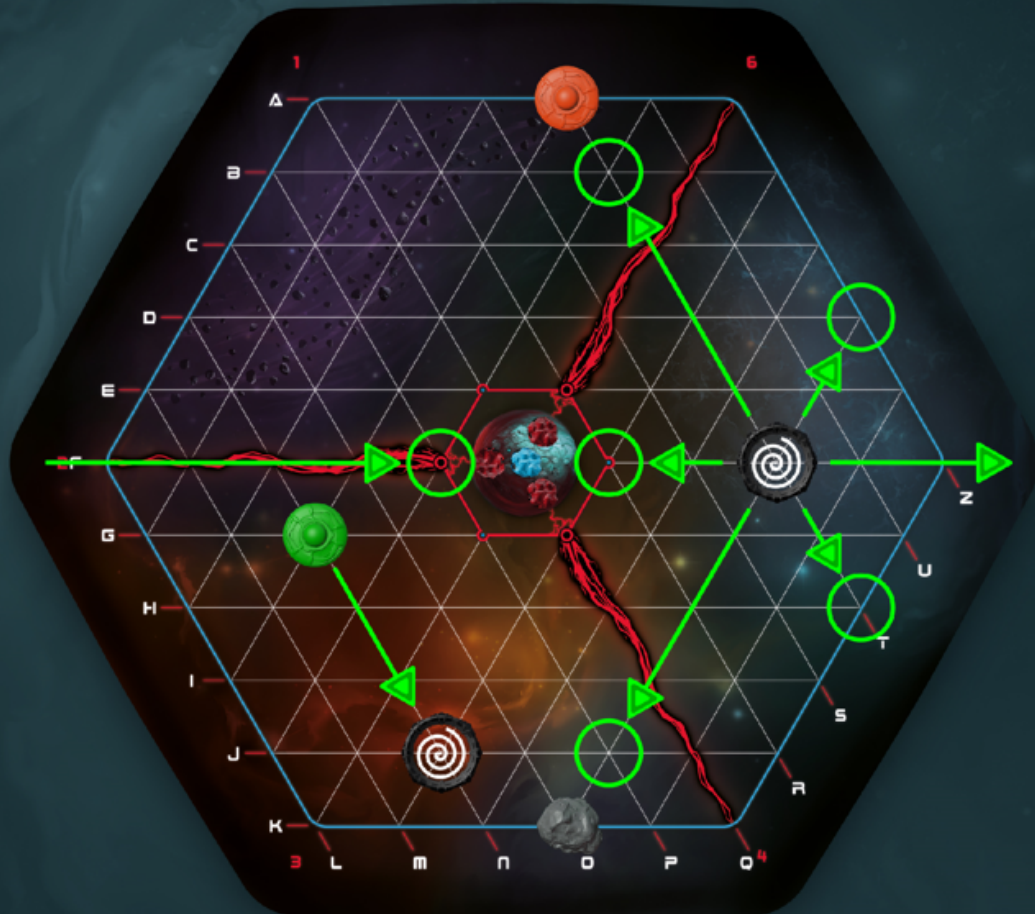
Entry:

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**.