



ORCONOMICS



10+
ages



2-5
players



60
min

Rulebook

Hey Orc! Are you sad that the age of heroes is now only a glorious memory? Do you feel upset that brave warriors such as yourself have no outlet for your rage, no arena where you can display your courage? If so, we have just the thing for you! Dive into the world of business, a maelstrom of competition, wheel and deal to be the best. Build up your companies with your strong green hands and fight to the bitter end with your rivals. Legends will be told of your glorious business ventures!

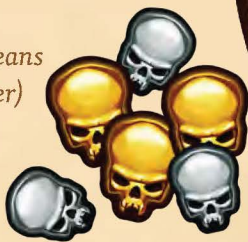
Components



50 Company Tokens of 5 colors
(10 per Player)

50 Silver Skulls
(when not specified, a Skull means any Skulls, both Gold and Silver)

30 Gold Skulls
(1 Gold Skull equals to 4 Silver Skulls)



5 Player reference cards

40 Industry Cards
(used to play Industry Abilities and create Startups within Industries)

16 Quest Cards
(one of the ways to gain Victory Points)



1 Game Board containing 10 Industry Segments and a central section
(before you start, arrange all Industry Segments around the central section)

2 Forecast Dice



1 Crisis Token
(overrides the default Revenue level for the affected Industry with a -2)



1 Activity Token
(indicates the Industry where all the fun is going on)





- The number of the industry sector and the likely frequency of its activation (marked with stars)
- The Skull Bank
- Activity token
- The Company Area of an Industry
- Company — a player's Company token placed within the Company Zone
- Pledged Company — marked by flipping the Company token
- Startups, indicated by Company Tokens placed at Industry borderlines
- The Industry type
- Startup's bases
- The default Revenue/Loss level for every Company within the Industry
- The Crisis Token: overrides the default Revenue level for the affected Industry with a -2

Game Overview

Orconomics is a game for two to five players, competing against each other to establish Companies in ten industrial sectors. Companies in each industrial sector generate income or losses, and grant players abilities that can be used during the game.

The first Player to gain 11 Victory Points is declared the Winner. Players are awarded 1 VP per Company owned and 1 VP per Quest completed.

In case a Player becomes a Winner when he purchases or otherwise acquires a Company that brings him the 11th VP, he is not required to have a spare Token to secure this Company. In other cases, a Player is required to provide a spare Token for any Company he has purchased or otherwise acquired by discarding one of his less valuable Companies or Startups.

Turn Sequence

Start of a Turn

- The Oracle (active player) pays interest on his loans
- The dice are rolled, and the respective Industry is activated.

In case the dice total calls for the same Industry as in the preceding turn, the poorest Player is awarded an aid of 1 Gold Skull, the Crisis Token is moved to the next Industry, and the dice are re-rolled.

Stage 1. Revenues & Losses

- Startups are promoted
- Revenues are collected and losses paid

In case the Crisis Token is in the current active Industry, it should be now moved forward.

Stage 2. Auction

Stage 3. Development

Industry Cards Played by the Oracle: Industry Abilities, creating Startups, or promoting Startups.

End of a Turn

- The Oracle can buy new cards
- Handing over the dice

Set-Up

1. Roll the dice to decide on the first Player (Oracle). The one with the highest total starts the setup and begins the game as the Oracle for the starting turn. *Later the turn and the Oracle status will be passed along clockwise.*

2. Put the game board together by placing the central section on top of a table and arranging Industry Segments around it in a random order. *In case you are playing this game for the first time, we recommend that you arrange the Industry Segments in the numerical order.*

3. Each Player chooses a color and takes all of the 10 Company Tokens in that color.

4. Pour out all of the Skulls to the central section to create the Bank. *And remember: Orcs just go out and grab their catch, and nobody better get in their way!*

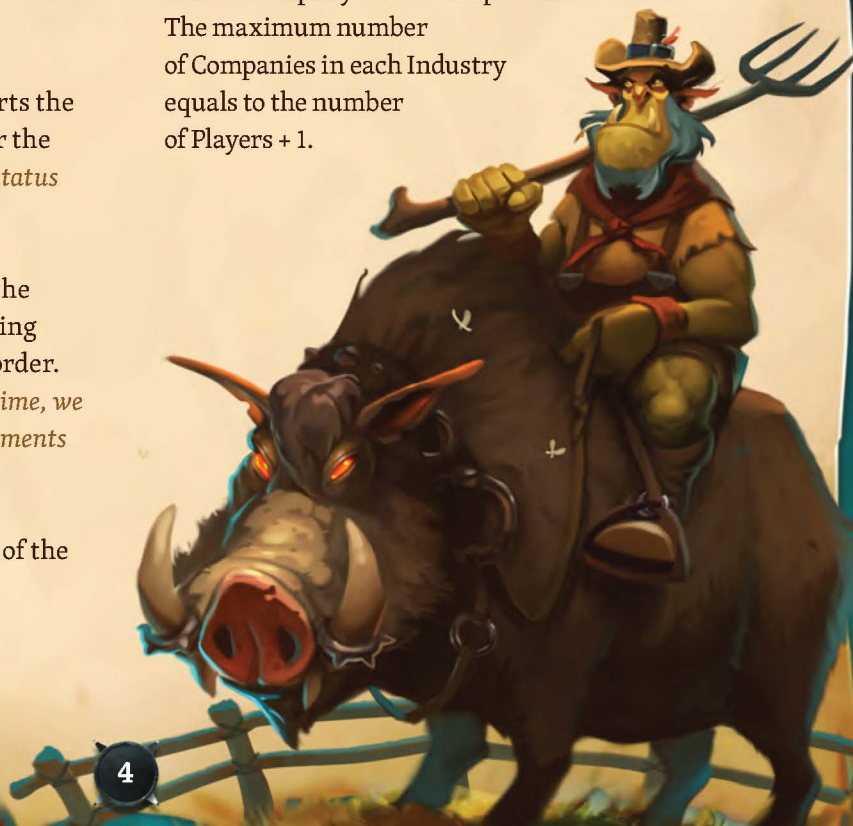
5. The starting Player takes 5 Gold Skulls from the Bank as his starting capital. The following Player clockwise takes 5 Gold and 1 Silver, the one following takes 5 Gold and 2 Silver, and so on. *Players are free to exchange their Skulls at the Bank at any time at the rate of 1 Gold = 4 Silver.*

6. Shuffle the Quest Card deck and place it with the back side up next to the game board. Open up 3 Quest Cards and lay them out next to the deck.

7. Shuffle the Industry Card deck and deal 3 per Player face-down (see page 9 for Industry Cards). *Players are free to look at their cards right away.*

8. Roll the Forecast Dice and place the Crisis Token on top of the Revenue/Loss figure in the respective Industry Segment whose number corresponds to the dice total. *Crisis Token overrides the default Revenue level for the affected Industry with a -2.*

9. Make the starting setup where each Player founds 2 Companies. To do that starting with the Oracle and proceeding clockwise, each Player places one of his Company Tokens (with Orc face up) to the Company Area of any Industry of his choice. Proceed in the same order so that all the Players place their second Company Tokens. Important! The maximum number of Companies in each Industry equals to the number of Players + 1.



Let's Start!

The Oracle starts the first turn, announces each stage played in a turn, and ensures that all Players observe the required sequence of actions.

Start of a Turn

1. In case the Oracle has loans, he pays an interest of 1 Silver Skull on each of those to the Bank.

In case the Player is unable or unwilling to pay interest on his loans, he removes one of his Companies (takes back a respective Token from the board). In case the Player did not pay his interest and any other Player points this out before the end of the turn, the Oracle is required to either pay double interest or remove 2 of his Companies from the board.

2. The Oracle rolls the Forecast Dice, announces the dice total and moves the Activity Token to the Industry with the corresponding number.

In case the Forecast Dice total calls for the same Industry where the Activity Token currently is, the Embargo sequence is to be played:

- The poorest Player is awarded a Donation of 1 Gold Skull, taken from the Bank,
- The Crisis Token is moved to the following Industry clockwise,
- The Oracle re-rolls the Forecast Dice.

In case the dice total calls for the current Industry again, the Embargo sequence is to be replayed until the dice total calls for any other Industry.

3. When an Industry is activated, all the Startups at its borderlines are immediately moved one Base down (for details, see Startups).

Stage 1.

Revenues & Losses

This stage is played for Companies in the currently active Industry as well as two adjacent ones!

All Players collect Revenues and/or pay Losses for all Companies they own **in the current active Industry as well as two adjacent ones**. The default Revenue/Loss level for each Company is specified on the Industry segment. In case a Player is unwilling or unable to pay losses for his Company, he is required to remove that Company from the board and take back the respective Token.

At the time of collecting Revenues and/or paying Losses for their Companies, Players are allowed to take out loans for them:

- Flip the Company Token so that the bones side faces up;
- Take out 1 Gold Skull from the Bank.

Before the Auction stage of any turn, you are allowed to take out loans for any number of your Companies that are generating Revenues or Losses in the course of that turn and that are currently free from loans. Loans can possibly be used for paying the losses due.

First thing at the start of their every turn, the active Player (the Oracle) is required to pay an interest of 1 Silver Skull on each loan they have. Orcs never pay off their loans (with the only exception offered by playing the Ability of the Tourism Industry).



Stage 2. The Auction

This stage is only played in the current active Industry.

In case there are more Companies in the active Industry than there are Players (Startups are not counted as Companies), bypass the Auction stage and move on to the Startups stage. Otherwise, start the Auction intended to create a new Company in the active Industry. Starting with the Oracle and going clockwise, each Player either calls out his bid in Gold Skulls or passes.

The first bid must be no less than 1 Gold Skull. Players have the option of either overriding the latest bid by calling out a bigger number of Gold Skulls or passing. Passing means opting out of the current Auction for good. As soon as all Players but one have passed, the one remaining Player wins that Auction.

The Player who wins the Auction is required to:

- pay his bid to the Bank, possibly using his active Industry Cards to pay any part of his bid at the rate of 1 card per Gold Skull;
- place one of his Tokens in the Company Area of the active Industry.

During the Auction, Players should not bid more than they can afford to pay. However, they are allowed to bid more than their number of Gold Skulls in hand, if they can compensate for the difference with their active Industry Cards in case they win.

Stage 3. Development

This stage can be played in any Industry.

Only the active Player (the Oracle) can play his Industry Cards and buy new Cards in the course of his turn.

On this stage the Oracle is free to play one or more Industry Cards in any order, choosing one of the following options each time he plays card(s):

- Playing an Industry ability
- Creating a Startup within the Industry represented by the card
- Promoting all of his Startups within the Industry represented by the card

To PLAY AN INDUSTRY ABILITY, a Player needs to play 1 Industry Card in case he has at least one Company in that Industry or 2 same cards in case he doesn't.

Cards that have been played go to the discard pile next to the deck, face-up. As soon as the Industry Card deck runs empty, shuffle the discard pile and use it as your new deck.

Completing the Turn

At the end of the turn, the Oracle can buy 2 new Industry Cards by paying 1 Gold Skull. He can do it only once.

If a Player has more than 5 cards in hand at the end of his turn, he is required to discard the excess. Finally, the Forecast Dice are handed over to the following Player clockwise, and the next turn begins.



Startups

While Players have the option of buying vacant Companies at Auctions, they are also free to launch their own Startups, playing their Cards in their turn. Unlike Companies that are in the Company Areas of Industries, Startups are created by placing Company tokens at Startup Bases on Industry borderlines.

Startups do not generate Revenues, do not qualify for loans and cannot be sold. At any moment in any Industry a Player can remove any of his Startups, taking back the tokens.

Only the Oracle (active Player) can create and/or promote his Startups in his turn by playing Industry Cards.

To CREATE a Startup, a Player plays one of his Industry Cards and places one of his Company Tokens at Base 1 at one of the borderlines of the respective Industry. In case there is a Startup owned by another Player at this Base, it has to be removed and the respective Token goes back to its owner.



A Player plays two Cards to make 2 Startups in the respective Industry. One of the Startups takes the place of a rival (red) Startup. The red Startup is discarded (its owner takes back the token).

To PROMOTE his Startups, a Player plays one of his Industry Cards and moves each of his Startups in the respective Industry one Base down. Any rival Startups along the way are to be moved one Base back up.



A Player plays one Card to promote both of his Startups in the respective Industry. One of his Startups moves a rival (blue) token one Base back up. The other Startup of the Player was on Base 3, and being promoted it becomes a Company in any of the two adjacent Industries.

Each Startup has 3 Bases to cover, following which it is moved to the Company Area of any of the two adjacent Industries at the Player's choice and continues to operate as a proper Company.

Regardless of the number of existing Companies within an Industry, a qualified Startup can always enter it as a new Company. As soon as a Startup qualifies to become a Company, its Token is moved to the Company Area of the respective Industry (even if there are already more Companies than players) and starts to operate as a proper Company. When 2 Startups owned by different Players qualify to become Companies at the same moment, the Oracle or his nearest Player clockwise has the priority of choice for Company placement.

Every time an Industry is activated (the Activity Token is placed into it), the Startups of all players in the Industry move 1 Base down.

Actions Allowed at Any Point in a Turn

Removing Companies or Startups

Since Players have only a limited number of Company Tokens available, they may need to remove a Startup or a Company of less value in order to create a new one. When removing a pledged Company, a Player is not required to pay the loan back to the Bank or to pay any interest.

Players are free to take back their Company or Startup Tokens from the board at any moment. They are also free to make their bids at Auctions without having spare Tokens in hand, however, they will be required to provide one in order to secure their new Company in case they win.

Completing Quests

As soon as a Player completes the challenge of a Quest and is the first to claim so, he is awarded that Quest Card, that means 1 VP.

When a completed Quest Card has been claimed, another one is to be opened up to take its place. In case a Quest turns out to have been completed at the moment it is opened up, or in case an event in the course of a game leads to multiple Players having completed a Quest at the same moment, the related Quest Card is to be discarded (removed from the game), and a new one opened up.



Industry Abilities

2/12. Tourism

Discharge all your loans in any one Industry for free (flip the Company Tokens back).



3. Livestock

Take out a loan for other Player's Company in the active or adjacent Industries.



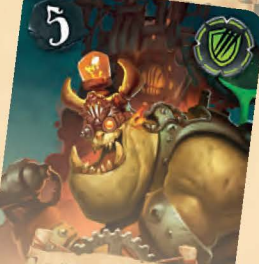
4. Communication

Collect Revenues and pay Losses for all of your Companies in any 3 adjacent Industries.



5. Innovations

Move all of your Startups 1 step forward.



6. Food Processing

Get 3 Industry Cards for free instead of buying cards at the end of your turn.



7. Transportation

Move any Company to any other Industry. The Company generates the Revenue or Losses immediately.



8. Totemology

Move the Crisis Token to an adjacent Industry and activate it. Get the Skulls / Companies lost by other Players.



9. Banking

A chosen Player pays you the interests for all his loans or gives you one of his Companies on his choice (replace his Company Token on yours).



10. Smuggling

Remove 1 Company or 2 Startups that you own and take any face-up Quest Card.



11. Weapon Crafting

Take 1 Gold Skull or 1 random Industry Card from any Player.



Quests



Quests of Dare

Have 2+ Startups at Base 3.

Own Companies in every green-colored Industry.

Play 3 different Industry Abilities within one turn.

Own 3+ Companies in unprofitable / crisis Industries.

Have no Company Tokens in hand.

Own 6+ pledged Companies.

Buy a Company spending exactly 1 Gold Skull for it.

Own Companies in 5+ adjacent sectors.



Quests of Greed

Own 3+ Companies in one Industry.

Own Companies in every gold-colored Industry.

Have 5+ different cards in hand.

Buy a Company for 5+ Gold Skulls.

Have 8+ Gold Skulls.

Collect a Revenue of 2+ Gold Skulls as part of the Revenues & Losses Stage.

Own 6+ Companies without loans.



Quests of Rage

Create a Company within an Industry that is already full.

Overtake a rival Startup without driving it out.

Own Companies in every red-colored Industry.







IGROLOGY

igrology.ru/eng



ECONOMICUS

economicusgame.com

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