

ORION TRAIL

OVERVIEW

Players are racing to get to Orion to be the first to colonize a new world. Will they plan well and achieve victory, or will they die of space dysentery along the way?

COMPONENTS

- 47 cards:
 - 3 player ship cards (double sided)
 - 5 location cards
 - 1 Independence Station
 - 1 Orion
 - 3 supply stations
 - 27 event cards
 - 3 clear
 - 6 of each of 4 types
 - 12 crew cards
 - 3 of each of 4 types
- 3 ships (1 per player)
- 3 score markers (1 per player)
- 9 settlers (3 per player)
- 9 resource markers (3 per player – money, supplies, fuel)

SETUP

1. Locations
 - a. Set Independence Station face up
 - b. Place player ships on it
 - c. Set Orion aside as the last location
 - d. Set remaining locations aside and shuffle
2. Difficulty
 - a. Choose easy, medium, or hard
 - b. If some players are more experienced, they can have a handicap by choosing a harder difficulty than the other players
3. Event Cards
 - a. Deal 6 cards to 4 decks
 - b. Turn the first deck of 6 event cards face up one at a time next to Independence Station to start the trail

- c. Place the first supply station face up at the end of the trail
4. Ships
 - a. Set money at 10
 - b. Set fuel and supplies at 1
 5. Crew cards
 - a. Shuffle crew cards
 - b. Deal 2 to each player
 - c. Set out the rest in a line

TURN

All players will simultaneously choose a crew card to play. Once all selections have been made, turn them face up and play them in numeric order. On each player's turn:

1. Move ship and execute events
2. Select new card
3. Place current card at end of the line

MOVEMENT

Movement must always be towards Orion and players may be on the same space. Before movement, a player may increase their movement value by 1 if they spend a fuel. This new speed value is used for rolls instead of the printed value.

When a player moves onto an event, execute the event (see event execution below).

After the event has been executed, the player may move again if desired, up to a maximum number of spaces equal to their speed value.

If a player begins or ends their movement turn on a supply station, they may trade there.

CREW CARD SELECTION

When selecting a new card, players may only choose a card allowed by their planning. If the card has a planning value of 1, the first card in the line must be selected. If 3, any of the first 3 cards may be selected.

After selecting a card, move the rest of the cards down to fill in the gap.

EVENTS

Each turn, players will have to react to event cards. There are 3 of each event:

1. Asteroid Field/Crossing – captain
2. Nebula Crossing - captain
3. Sickness (space dysentery) – medic
4. Disease – medic
5. Malfunction – engineer
6. Abandoned Ship – engineer
7. Native Orions (friendly) – comm
8. Native Orions (hostile) – comm

When a player lands on an event, roll the die and consult the symbol and speed on the currently played crew card. If the symbol of the crew member matches the symbol on the event, the result is improved. After seeing the die roll, a player may choose to reroll the die by using a fuel.

Roll	Effect	Effect (w/matching symbol)
<= speed	Bad	Neutral
>= speed	Neutral	Good
6	Good	Good

Each event effect can only be executed once. If the effect causes a player to simply lose something, it must be executed. If an effect causes a trade, players do not have to execute it. When executing a trade, simply adjust the levels on the ship to lose the item before the arrow and gain the item(s) after the arrow.

If an effect causes a player to lose something and they do not have it (money, supplies, fuel), they lose a crew member instead. If they run out of crew members, their trip is doomed and they must start over from the beginning.

SHIPS

Each player has a ship. Players choose which ship they will use and place it face up.

Ship	Settlers	Fuel	Supply
Freighter	3	5	5
Cruiser	3	6	4

SETTLERS

Settlers are along for the ride. They need to reach Orion! If a crew settler dies, remove it from the ship. If all the settlers die, your mission has failed.

FUEL

Fuel is used when setting a strenuous pace or when danger needs to be avoided.

MONEY

Money is used to purchase fuel, settlers, and supplies at stations.

SUPPLIES

Supplies are used during various events and for scoring victory points upon arrival in Orion.

STATIONS

Whenever a player reaches a new station, turn over the next set of cards and set out the next location. Players may trade at stations as many times as they like as long as their ship is there.

GAME END

The game ends when the last player lands on Orion and is declared the winner. Once a player has reached Orion, they collect 1 VP per turn instead of taking a normal turn until the game ends. The first player to land on Orion starts their ship on the 3 VP mark, and each player after that will start on the 1VP.

SCORING

After the game ends, players calculate player scores:

Item	Points
1 supply	1
1 fuel	0
1 crew member	1
Each turn reaching Orion early	1
1 money	0

CREDITS

Game Design: Steven Cole

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