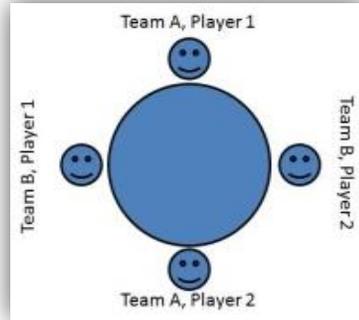# CONQUEST OF ORION

A CONQUER THE GALAXY CARD GAME

OVERVIEW

Conquest of Orion is a 4 player game of galactic conquest played in 2 teams of partners. The partners must sit directly opposite one another. Players on the same team are considered allies, while players on the other team are considered enemies. Conquest of Orion is played for 3 rounds. Each round consists of the following:

1. Setup Phase – cards are dealt and leaders are chosen
2. Conflict Phase – 10 conflicts are played and system cards are won
3. Conquest Scoring – teams will build their systems and score points

After 3 rounds, the team with the most points is declared victorious!

COMPONENTS

Conquest of Orion contains 54 cards of 5 different types:

- Planet (🜨) – 11 cards – planets to be explored (system card)
- Colony (♟) – 11 cards – populations to expand across the galaxy (system card)
- Industry (🏭) – 11 cards – industries to exploit planet resources (system card)
- Ship (♠) – 11 cards – combat ships to exterminate your rivals
- Leader – 10 cards – these cards generally give players special abilities during the round. Leader cards are selected at the beginning of each round and should be displayed face up for all players to see.

The planet, colony, and industry cards are system cards and get shuffled together with the ship cards to form the system deck.

SETUP PHASE

1. Deal cards to players:
   - Shuffle the system deck and then remove 4 random cards. These should be set aside facedown for the remainder of the round. Deal 10 cards to each player.
   - Place the Politician leader card and 1 other random leader card face up in the middle of the play area. Shuffle the remaining 8 leader cards and then deal 2 to each player.
2. Determine the start player:
   - For the 1st round, the player with the 1♠ card announces they have it and becomes the start player. If the 1♠ has not been dealt, the player with the lowest planet (🜨) card becomes the start player.
   - For the 2nd and 3rd round, the alliance with the lowest overall score chooses a start player. If the alliances are tied, determine start player using the method for the 1st round.
3. Choose leader cards:
   - A player may choose from the 2 cards they were dealt or the 2 face up on the table. If selecting one from the table, they should replace one from their hand to replace it so that there are always 2 cards remaining.
   - The start player chooses first, and then, clockwise from the start player, the other players will select a leader card. As a player selects a leader card, they should place it face up in front of them.
   - Once each player has selected a leader card, set the remaining aside for the rest of the round.

CONFLICT PHASE

The Conflict Phase is a series of 10 conflicts being played, each conflict including 1 card played by each player. The first conflict of each round begins with the start player playing any system or ship card from their hand. After the start player plays a card, in clockwise order, each other player then plays 1 system or ship card. Cards are played according to the following rules:

1. A player may play a system (🜨, ♟, 🏭) card. They must try to play a different type than has been played so far this conflict. If a player cannot play a different type of system (🜨, ♟, 🏭) card, they may play a type that has already been played.
2. A player may play a ship (♠) card. A player may play a ship card at any time, even if no other cards have been played yet.

After all 4 players have played a system or ship card, determine the winner of the conflict according to the following rules:

1. If ships (♠) have been played, the player with the single highest ship value (after modifiers) wins the conflict. If two ships are tied for the highest value, the conflict turns into a war.
2. If no ships (♠) were played, the player with the single highest system card (🜨, ♟, 🏭) wins the conflict. If two system cards are tied for the highest value, the conflict turns into a war.
3. The winner of a conflict must choose one of the following:
   - **Start a war**
   - **Collect all 4 cards**

All cards that were won should be collected, placed face down next to the winning player, and not looked at again until the end of the round. If there is a tie on the last (10th) conflict, no one wins the cards. The winner of the conflict or war will now start the next conflict by playing a card.

EXAMPLE

Adam (Team A) won the last conflict, so he starts this conflict by playing the 3 Colony card. Clockwise, next up is Betsy (Team B) who plays the 2 Ship card. Andy (Team A) needs to play an Industry, Planet, or Ship at this point. He has no Industry cards left and does not want to play a Ship, so he plays the 4 Planet. Ben (Team B) realizes that his ally, Betsy, will win the conflict and decides to play the 11 Industry card, leaving Betsy to collect the 4 cards and start the next conflict.

DESTROYED CARDS

Occasionally card effects will cause a card to be destroyed. Cards that get destroyed are removed from the current round of play, but are added back during the setup phase of the next round.

TIMING

Most ship cards have special abilities. A ship's special ability is executed immediately after each card play in a conflict. So, if a card that destroys planets is played first, it will destroy any planet as it is played for the rest of the conflict.

WAR

If a conflict turns into a war:

1. Turn current conflict cards facedown and leave them in the middle of the play area. These cards are no longer affected by card abilities played during the war.
2. The same player that started the conflict will start the war.

In clockwise order, each other player plays 1 card. All war cards should be played according to the following rules:

- A player must always play a ship (♣) card if possible.
- If a player cannot play a ship card, they may play any card.

After all 4 players have played a card, evaluate the winner of the war in the same way a regular conflict is evaluated. The winner of the war should take all 4 cards from the war and any cards from the previous conflict. If a tie occurs, one war may lead to another war. If that happens, the final winner takes all the cards from the previous conflicts and wars. If there is a tie on the last (10th) war, no one wins the cards.

CONQUEST SCORING

At the end of each round, players will organize their cards into systems and score points:
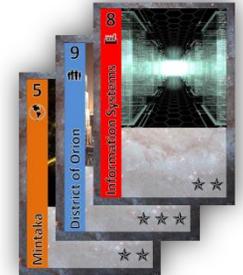
1. Ship cards are set aside and are not part of building a system.
2. Allies combine collected cards into one pile and then arrange them into systems.
3. A complete system contains 1 planet (🜨), 1 colony (🏘), and 1 industry (🎬) card. If there are additional system cards, but not a complete set, they are not scored.

Score:

- Each star icon (✳) on a card in a complete system is worth 1 additional point.
- Bonus points supplied by leaders should be calculated.

EXAMPLE

Team A has 3 planet, 4 colony, and 4 industry cards that they have collected during the round. They will be able to form 3 complete systems (1 planet, 1 colony, and 1 industry). There will be 1 colony and 1 industry card left over that cannot be scored. They can now count the total number of stars showing on completed systems to calculate their score. The example system pictured to the right is worth 7 points. Additionally, Adam was able to win a war during the Conflict Phase as the Admiral and scores an additional 10 bonus points for his team.

GAME END

After the 3rd round, the game ends. The alliance with the highest score wins. If tied, the alliance with the highest cumulative score at the end of the previous round wins. If still tied, the higher score at the end of the 1st round wins. If still tied, play another round!

MISCELLANEOUS

TABLE TALK

Players are never allowed to show their cards to another player, tell another player exactly which card they hold or should be played next, or describe a card in such a way that it could be individually identified. Players are allowed to describe their hand of cards in general ways, for example, "I have a stellar hand this round" or, "I think you're going to have to win it this entire round."

CREDITS