

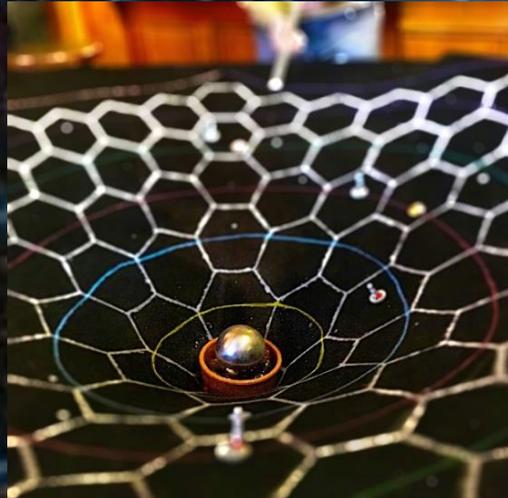
ORBIT REX

GRAVITY WILL DRIVE YOU ROUND THE BEND...

THIS GAME CONTAINS:



- Marbles – 6 red, 18 blue
- 1 space station
- 12 “interceptor” ships
- 1 lycra circle as “the board”
- 1 4 m fibreglass pole
- 6 scoremarker pegs



SETUP

- Piece together the fibreglass pole into a hoop around the Lycra to make a large stretched Lycra disc (like a trampoline).
- Place 3 chairs into a triangle facing towards each other.
- Tie the hoop to chair backs using the string provided.
- Place the “sun” weight in the centre
- Place score marker pegs along the various scoretracks.
- Each player takes an “interceptor” and chooses their colour launch side from the 6 available. In a two player game, take three interceptors each, in a 3 or 4 player game take 2 each.

AIM

- Take it in turns to place a space station in the other half of the solar system and then try to shoot cargo into it past your opponents interceptors.
 - Decide where you want to place your space station and launch-bay.
 - Your opponents place interceptors to block your shot.
 - Choose to either shoot your opponents or go for the cargo delivery.

The last person to have gone into space goes first.
That person is the “Launcher” for this turn.

SET-UP FOR THE DELIVERY

- 1) The Launcher chooses their launch slot (where you will rest the end of your launch tube). This must be one of the slots adjacent to your launch zone. Mark this with your interceptor.
- 2) Choose an intended landing hex anywhere in the opposite half of the board from your launch zone. Place your space station there to be entirely within this hex.

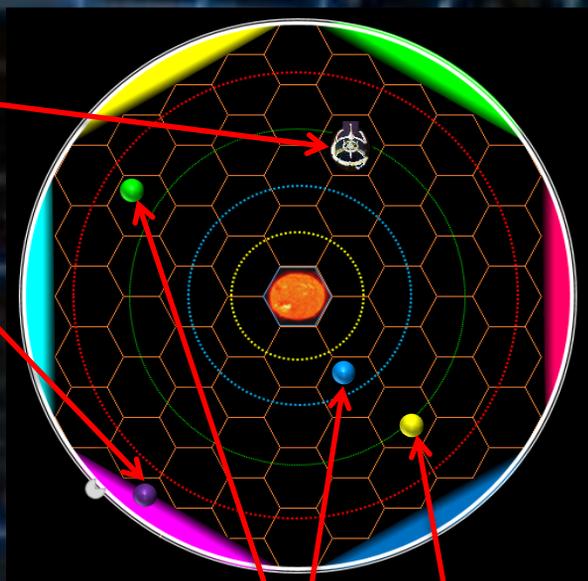
Count the number of cells in straight line between your launch hex and the Space Station hex (not including either hex in the count). This is your base score for any cargo shots.

- 3) Opponents now place their interceptors on the grid, each one entirely within its own hex, and more than 1 cell away from the landing hex.

Opponents place in clockwise orbit order from the launcher.



Launcher (pink) – chooses and makes where they want to launch from and to. These are 7 hexes apart so worth 7 (or 27 or 47...) points.



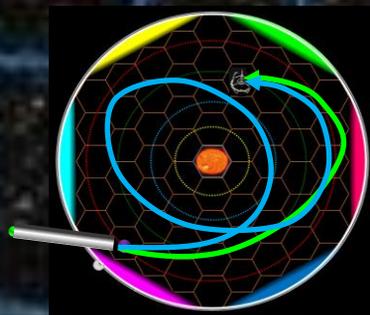
Opponents – place their interceptors to try and catch cargo to win 7 points. They also want to be far away enough to avoid getting shot by a missile!

PREPARE TO FIRE!

The Launcher now gets 3 shots at the current configuration. You can either choose to shoot the **cargo** or a **missile**.

If you fire a (blue) **cargo marble** it is worth distance points to you if you get it into the space station, or your opponents if they intercept it (the cargo hits them). If you complete an orbit before landing in your station, you get a bonus 20 points (your opponents do not get this if they intercept).

Launcher could go for the green path and get 7 points, or be adventurous and go for an orbit first to earn 27 points (or 47 or 67 if they have several orbits!)



If you fire a (red) **missile marble**, you deliberately want to hit an opponent's interceptor.

A hit means that interceptor is removed from further play this turn – maybe freeing up a path to the space station! It also costs the owner of that interceptor 5 points*.

Notes:

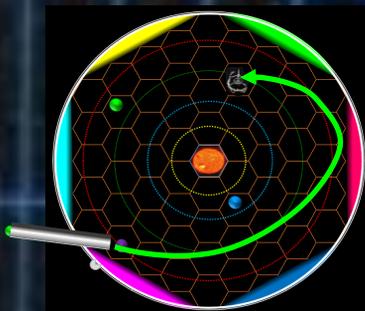
- The interceptor is restored in the next turn.
- if your missile hits or lands on your landing station, that costs YOU 5 points*!

(*Minimum points = zero).

Launcher chooses to shoot down the yellow interceptor with a **missile** first – costing that player 5 points.



It also frees up a path for the **Launcher** to try to land a **cargo** in their space station.



FIRE!

Use the launch tube.

- Place it so that one end touches the board inside the hex you are launching from.
- To shoot, angle the tube and roll a marble down it.



The cargo is in play till it hits something: the target spacestation, an interceptor, the outer edge of the Lycra system, or the sun.

- If the cargo hits the space station before hitting interceptors then the Launcher gets distance points plus 20 for each orbit.
- If it misses everything till it lands in the sun, or the edge of the system, then no points are scored.
- If it hits an interceptor before anything else then the opponent gets the distance points (but not any orbit points). Only the first interceptor hit scores.

Take three shots (either a missile or a cargo). Remaining Interceptors can be moved between each shot, but spacestation and launch slot remain the same.

Mark your scores using pegs on the score trackers at the edge of the sheet using your pegs.

Now, change launch player, in a clockwise orbit.

1. The next player claims the launch and spacestation hexes.
2. Opponents place their interceptors. Any “shot” interceptors are re-instated!
3. The player takes their three shots of missiles or cargoes.

TO WIN

First to **50 points** wins and gets domination of the Solar System!