Order is an area control, open drafting board game for 3-4 players. Played over a series of 7 rounds, players use their ever changing hand of 4 cards to gain effects allowing them to place their Markers on a variety of boards (Tarot sized cards); each with their own effect and possible Points.

At the end of 7 rounds, players gain Points for their placed Markers and **INDEXED** cards, and the player with the most points wins.

For a how to play video, please visit: smallboxgames.com/order

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80 Markers (20 in each player Color)
4 **EDICT** Boards (1 in each player Color)
4 **SECT** Boards (1 in each player Color)
4 **MANDATE** Boards (1 in each player Color)
4 **RANK** Boards (1 in each player Color)
1 **GUILD** Board
1 **POSITION** Board
4 **ROUND SEQUENCE** Cards
16 Starting **ORDER** Cards (4 in each player Color)
4 **SCORING REFERENCE/POSITION** Cards
44 **ORDER** Cards

ORDER
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DESIGN | JOHN CLOWDUS
RULES V2.4 11.23.25

SETUP

Place the **POSITION** board, **GUILD** board, and **ROUND** board in a row in the middle of the play area. Place the 4 **SECT** boards in a row in the middle of the play area. Place the 4 **MANDATE** boards in a row in the middle of the play area.+

Shuffle together the 44 **ORDER** cards and place them in a facedown deck in the middle of the play area, below the **POSITION, SECT,** and **ROUND** boards, forming the deck.+

+Please note, that due to the modular nature of this game's boards, players are welcome to set up the boards and deck in a manner that makes sense for the available play space.

Next, shuffle together the 4 **SCORING REFERENCE/POSITION** cards and deal 1 to each player, randomly, **POSITION** side up. *In a 3 player game, remove the Fourth **POSITION** card.*

In ascending order, beginning with the player with the Fourth **POSITION** card and moving upwards, each player takes a single Color's 20 Markers, **EDICT** board, and **RANK** board, as well as that Color's 4 starting **ORDER** cards (indicated by their card back), and places them in their play area. This will be their Color for the game. Each player also takes a **ROUND SEQUENCE** card.

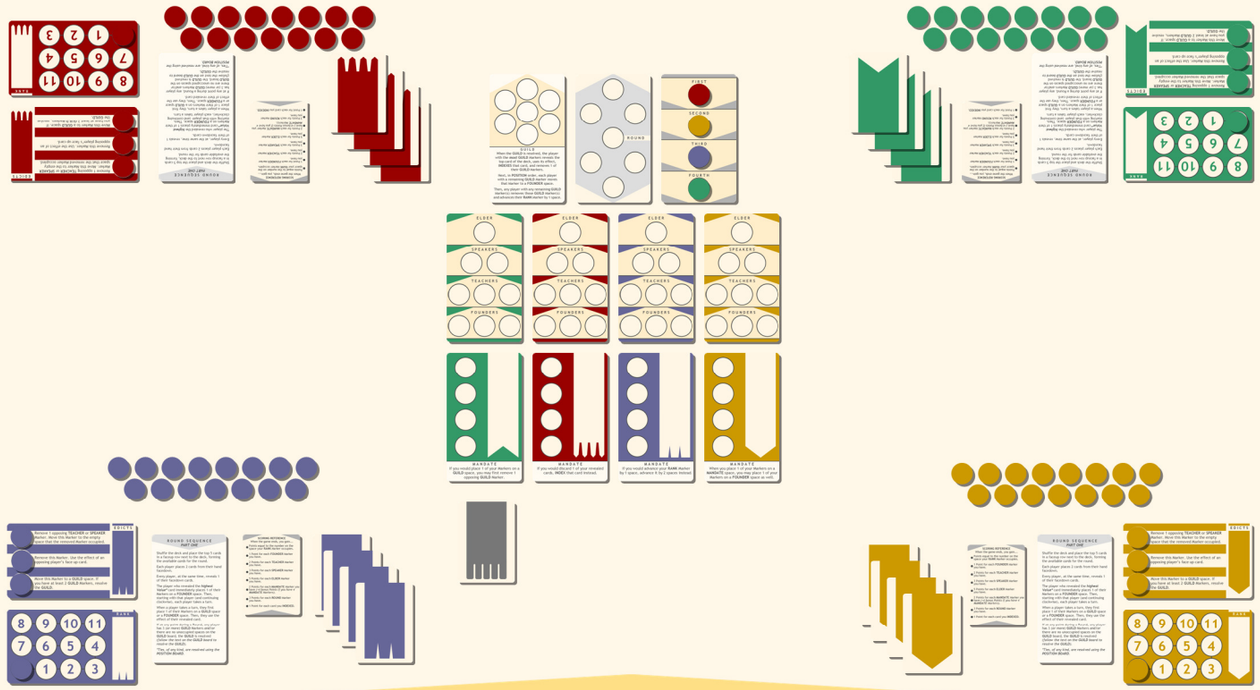
Next, each player places 3 of their Markers on the 3 **EDICT** spaces on their **EDICT** board and places 1 of their Markers on the 0 space on their **RANK** board.

Then, each player places 1 of their 20 Markers on the **POSITION** board space indicated on their **POSITION** card, and flips their **POSITION** card over to the **SCORING REFERENCE** side and places it in their play area.

Finally, each player moves the 4 starting **ORDER** cards of their Color to their hand, forming their hand.

The first Round begins.

In a 3 player game, return the unselected Color's Markers and starting ORDER cards to the box. Make sure the GUILD, MANDATE, SECT, and POSITION boards are flipped to the 3 player side (indicated by 3 half dots).



COLORS

There are 5 Colors in *Order* (*Red*, *Orange*, *Purple*, *Green*, and *Gray-which is never a player Color*). Each player chooses and receives 20 Markers, an **EDICT** and a **RANK** board in a single Color; indicating each player's Color. Aside from a player's personal Markers, **EDICT** and **RANK** board, these Colors exist to simplify set up and to reinforce an overarching aesthetic.

ORDER CARDS

Each player begins the game with a hand of 4 **ORDER** cards *(and hands are kept secret from other players)*. The back of those 4 ORDER cards bear the player's Color. Additionally, there is a deck of 44 **ORDER** cards bearing the universal gray back. A player may use or play an **ORDER** card of any Color. *These different card backs have little bearing on the game.*

ORDER cards are used by the players to trigger bonus abilities, determine play order, and for their effect. Each **ORDER** card is 1 of 4 *Colors*, has a *Value* of 0-4, and an *effect*. All **ORDER** cards of a given Color have the same effect *(i.e., all Red **ORDER** cards have the same effect)*.

Each **ORDER** card's effect directs the player to do something. If an effect directs the player to do something they are unable to do, they simply do not do it.

There is no discard pile in *Order*. If a card would be discarded, it is moved to the bottom of the deck. A player can **never** look at any facedown **ORDER** card.

If a player is directed to **ACQUIRE** a card, they move the **ACQUIRED** card to their hand.

If a player is directed to **INDEX** a card, they tuck that card facedown beneath their **EDICT** board. **INDEXED** cards remain tucked facedown until the end of the game. However, if at any point, there are no cards remaining in the deck, each player discards half (rounded up) of their **INDEXED** cards.

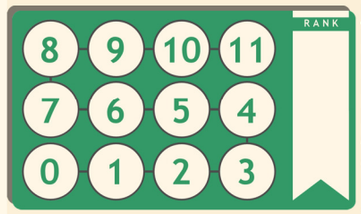
Any references to "card" are referring to ORDER card(s).

MARKERS

Each player begins the game with 20 Markers in their Color. *A player's available Markers are their Markers that do not currently occupy a space.*

When a Marker is placed on a specific space and/or board, it "occupies a space," and becomes a specific type of Marker *(a Marker on a **FOUNDER** space becomes a **FOUNDER** Marker, a Marker on a **GUILD** space becomes a **GUILD** Marker, etc)*.

If a player's Marker is ever removed from a space, it is returned to the player's available Markers. Unless otherwise stated, if a player would place a Marker on a space, but has no Markers remaining, they simply do not place that Marker. Unless otherwise directed, once a Marker is placed, it remains there for the entirety of the game. A player ***may never*** place a Marker on a space occupied by any other Marker.

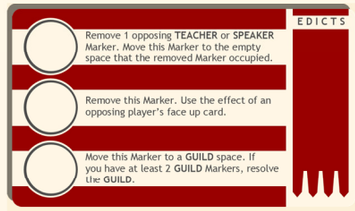


RANK BOARDS

Each player has a **RANK** board in their Color. During set up, each player places 1 of their Markers on the "0" space of their **RANK** board. Each **RANK** board has 12 spaces, numbered 0-11.

Over the course of the game, each player will advance their **RANK** Marker to the next highest space on their **RANK** board. A player can **never** have more than 1 Marker on their **RANK** board. If a player's **RANK** Marker would be advanced past the "11" space, they do not advance their **RANK** Maker.

All RANK boards are identical, aside from their Color.

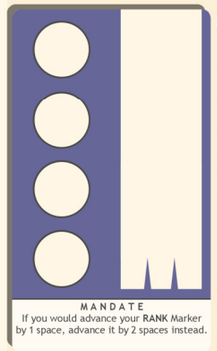


EDICT BOARDS

Each player has an **EDICT** board in their Color. During set up, each player places 3 of their Markers on the 3 spaces of their **EDICT** board; and each **EDICT** space offers a single use **EDICT**.

All EDICT boards are identical, aside from their Color.

Once removed, a player's **EDICT** Markers are never replaced.



MANDATE BOARDS

There are 4 **MANDATE** boards, each with 4 spaces and a unqiue **MANDATE**.

When a player is directed to place 1 of their **Markers** on **MANDATE** space, they place 1 of their unused Markers on an unoccupied space on any **MANDATE** board where the player does not yet have a **MANDATE** Marker.

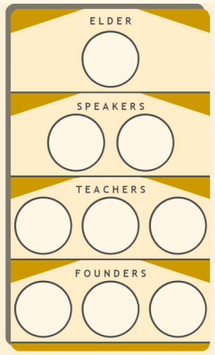
A player may place their Marker on any **MANDATE** space, regardless of its Color. However, a player can **never** have more than 1 **MANDATE** Marker on a single **MANDATE** board.

When a player has a **MANDATE** Marker on a **MANDATE** board, they gain that **MANDATE**.

*NOTE: In a 3 Player game, each **MANDATE** board only has 3 spaces.*

SECT BOARDS

There are 4 **SECT** boards. Each board has 3 **FOUNDER**, 3 **TEACHER**, 2 **SPEAKER** spaces, and 1 **ELDER** space.



Throughout the game, players will be directed to place a Marker on a **FOUNDER** space. To do this, they simply place 1 of their available Markers on a **FOUNDER** space.

A player may place their Marker on any **FOUNDER** space, regardless of its Color. However, a player can **never** have more than 1 Marker of the same type a single **SECT** board *(i.e., the player could not have 2 **FOUNDER** Markers on the Orange **SECT** board)*.

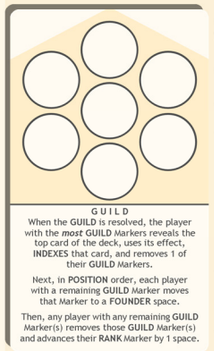
When a player is directed to place a Marker on a **FOUNDER** space, if the player already has 1 **FOUNDER** Marker on that **SECT** board, they may instead place a Marker on 1 of that **SECT** board's **TEACHER** spaces.

When a player is directed to place a Marker on a **FOUNDER** space, if the player already has 1 **TEACHER** Marker on that **SECT** board, they may instead place a Marker on 1 of that **SECT** board's **SPEAKER** spaces.

When a player is directed to place a Marker on a **FOUNDER** space, if the player already has 1 **SPEAKER** Marker on that **SECT** board, they may instead place a Marker on that **SECT** board's **ELDER** space.

All SECT boards are identical, aside from their Color.

*NOTE: In a 3 Player game, each **SECT** board only has 1 less **TEACHER** space.*



GUILD BOARD

The **GUILD** board has 7 spaces and a **GUILD** resolution effect.

When a player is directed to place 1 of their Markers on a **GUILD** space, they place 1 of their unused Markers on an unoccupied **GUILD** space.

If at any point during a Round, ***any*** player has 3 **GUILD** Markers and/or there are no unoccupied **GUILD** spaces reaming, the **GUILD** is resolved.

When the **GUILD** is resolved...

The player with the ***most*** **GUILD** Markers reveals the top card of the deck, uses its effect, **INDEXES** that card, and removes 1 of their **GUILD** Markers.

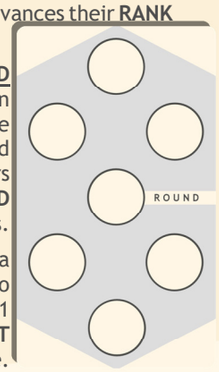
Next, in **POSITION** order, each player with a remaining **GUILD** Marker moves that Marker to a **FOUNDER** space.

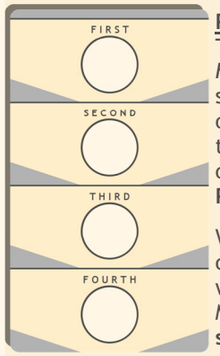
Then, any player with any remaining **GUILD** Marker(s) removes those **GUILD** Marker(s) and advances their **RANK** Marker by 1 space.

ROUND BOARD

The **ROUND** board has 7 spaces. When a round ends, the player with the highest combined value of revealed **ORDER** cards places 1 of their Markers on a **ROUND** space. When all **ROUND** spaces are occupied, that game ends.

If a player would place a Marker on a **ROUND** space, but they have no remaining Markers, they **must** move 1 of their **GUILD, MANDATE,** or **EDICT** Markers to a **ROUND** space.





POSITION BOARD

The **POSITION** board has 4 spaces: *First*, *Second*, *Third*, and *Fourth*. At the start of the game, each player places 1 of their Markers on this board, based on the **POSITION** card they are dealt. Ties often occur, and are resolved using the **POSITION** Board.

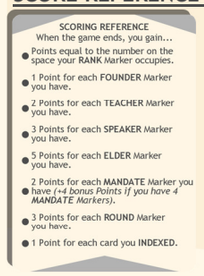
When a two-way tie occurs, the player occupying the *highest* **POSITION** space wins the tie. Then, the **POSITION** Markers of the 2 tied players are **swapped** on the **POSITION** Board.

When a three or four-way tie occurs, the player occupying the *highest* **POSITION** space wins the tie. Then, the **POSITION** Markers of the *highest* and *lowest* tied players are swapped.

ROUND SEQUENCE CARD

Each player has a **ROUND SEQUENCE** card that lays out the overall play structure of *Order*.

SCORE REFERENCE CARD



Each player has a **SCORE REFERENCE** card, showing how the player scores Points when the game ends.

PLAYING *ORDER*

Order is played over a series of 7 Rounds. Each Round will see each player placing 2 cards from their hand facedown and revealing them. Revealed cards determine turn order, bonuses, and effects; all of which may allow the players to place Markers on the various boards (covered previously). Additionally, each player will acquire a single card for their hand, but must discard 1 of the cards they placed facedown for the Round. At the end of 7 Rounds, players earn Points for their placed Markers and **INDEXED** cards. The player with the most Points wins.

The Round sequence occurs in 2 parts, and must be followed in the presented order. Concepts and effects presented in this sequence are covered in the previous sections of these rules.

ROUND SEQUENCE—PART ONE

Shuffle the deck and place the top 5 cards in a faceup row next to the deck, forming the *available cards* for the round.

Each player places 2 cards from their hand facedown.

Each player, simultaneously, reveals 1 of their facedown cards.

The player who revealed the ***highest Value**** card immediately places 1 of their Markers on a **FOUNDER** space. Then, starting with that player (and continuing clockwise), each player takes a turn.

When a player takes a turn, they first place 1 of their Markers on a **GUILD** space *or* a **FOUNDER** space. Then, they use the effect of their revealed card.

If at any point during a Round, any player has 3 *(or more)* **GUILD** Markers *and/or* there are no unoccupied spaces on the **GUILD** board, the **GUILD** is resolved *(follow the text on the **GUILD** board to resolve the **GUILD**)*.

ROUND SEQUENCE—PART TWO

After each player has taken a turn, the player who revealed the ***lowest Value**** card reveals their second facedown card, use its effect, and **ACQUIRES** 1 available card. Each other player, in clockwise order, **ACQUIRES** 1 available card.

Next, each player who has not yet revealed their second facedown card reveals that card. Whichever of those players revealed the ***lowest Value**** card uses the effect of 1 remaining available card. That card, and any other remaining available cards, are discarded.

Then, in ***POSITION Order***, any player who revealed 2 cards of the same color *may* use 1 of their **EDICTS**.

Finally, the player with the ***highest combined revealed Value**** adds 1 of their Markers to a **ROUND** space *(if they do not have a remaining Marker, they **must** move 1 of their **MANDATE** or **EDICT** Markers to a **ROUND** space)*. If all 7 **ROUND** spaces are occupied, the game ends.

Otherwise, each player discards 1 of their revealed cards, returns their other revealed card to their hand *(all players should have 4 cards in hand)*, and a new Round begins.

Ties, of any kind, are resolved using the POSITION BOARD.

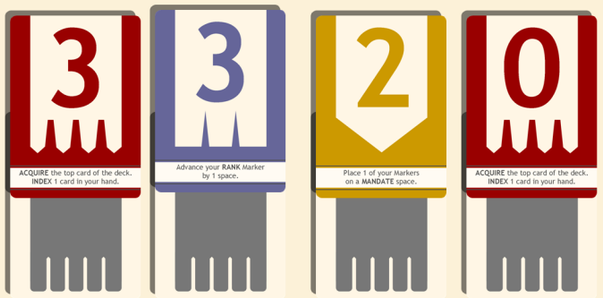
END OF GAME SCORING

When the game ends, each player scores Points for their placed Markers and **INDEXED** cards as follows:

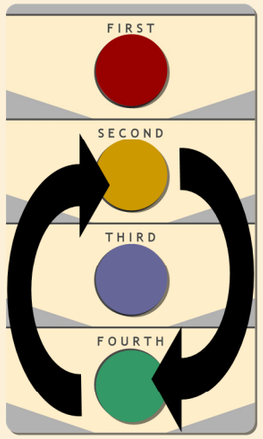
-Points equal to the number on the space of their **RANK** Marker.
-1 Point for each **FOUNDER** Marker they have.
-2 Points for each **TEACHER** Marker they have.
-3 Points for each **SPEAKER** Marker they have.
-5 Points for each **ELDER** Marker they have.
-2 Points for each **MANDATE** Marker they have
*(+4 bonus Points if they have 4 **MANDATE** Markers)*.
-3 Points for each **ROUND** Marker they have.
-1 Point for each card they **INDEXED**.

The player with the most points wins.

EXAMPLES *(not to scale)*

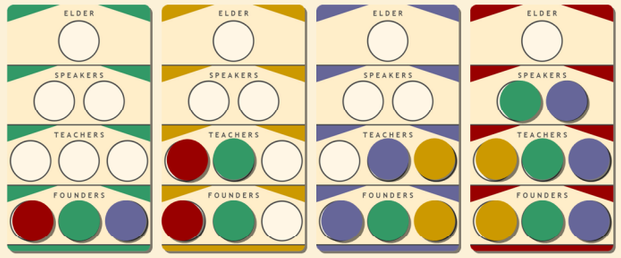


Green Player Orange Player Purple Player Red Player



*In this example 5th Round, each player has revealed their first facedown **ORDER** card. The Green player and the Orange Player have both revealed the highest Value card. Since they are tied, the tie is determined by the **POSITION** board.*

*Orange is higher than Green, so the Orange player wins the tie. The Orange player gets to place 1 of their Markers on a **FOUNDER** space. Then, the Orange and Green player's Markers are swapped on the **POSITION** board.*



*In this example, when the Orange player places their **FOUNDER** Marker, they have a couple of options:*

*They **could not** place it on the Green **SECT** board, as a there are no unoccupied **FOUNDER** spaces.*

*They **could** place it on an Orange **SECT** board **FOUNDER** space.*

*They **could** place it on Purple **SECT** board **SPEAKER** space, since they already have a **TEACHER** Marker on that **SECT** board.*

*They **could not** place a Marker on the Red **SECT** board. Even though they have a **FOUNDER** and a **TEACHER** Marker on this board, there is no unoccupied **SPEAKER** space.*

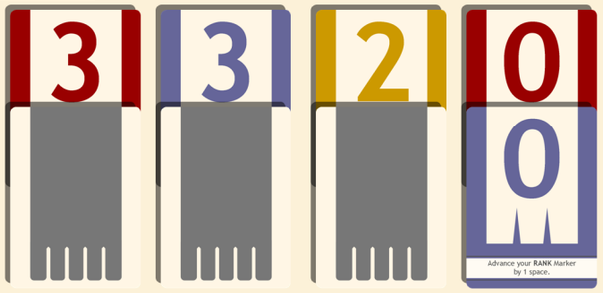
*After placing a **FOUNDER** Marker, the Orange player takes the first turn, followed by each other player in clockwise order...*

*The Orange player places 1 Marker on a **GUILD** space and follows the effect of their revealed **ORDER** card.*

*The Purple player places 1 Marker on a **FOUNDER** space and follows the effect of their revealed **ORDER** card.*

*The Red player places 1 Marker on a **GUILD** space and follows the effect of their revealed **ORDER** card.*

*The Green player places 1 Marker on a **FOUNDER** space and follows the effect of their revealed **ORDER** card.*



Green Player Orange Player Purple Player Red Player

*Since the Red player's revealed the lowest Value **ORDER** card, after each player has taken a turn, the Red player reveals their second facedown **ORDER** card and use that card's effect, and **ACQUIRES** 1 available card.*

*Then, the Green player **ACQUIRES** 1 available card. Next, the Orange player **ACQUIRES** 1 available card. Finally, the Purple player **ACQUIRES** 1 available card. Those 3 players reveal their second facedown card.*

Green Player Orange Player Purple Player Red Player

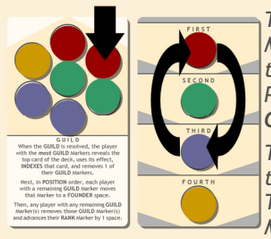
The Purple player's second revealed is lowest Value, so they use the effect of 1 remaining available card. All remaining available cards are discarded.

*Both the Green player and the Purple player's revealed **ORDER** cards are of the same Color.*

*The Green player is in the second POSITION while the Purple player is in the third POSTION. So, the Green player may use 1 of their **EDICTS**. Then, the Purple player may use 1 of their **EDICTS**.*

*The Green player has the highest combined revealed Value, so they place 1 of their Markers on a **ROUND** space.*

*Each player discards 1 of their revealed **ORDER** cards. The deck is shuffled and a new Round begins.*



*The Red player places a **GUILD** Marker, causing the **GUILD** board to resolve. The Red, Green, and Purple players are tied for most **GUILD** Markers.*

*The Red player wins the tie, since they have the highest **POSITION**. The Red and Purple **POSITION** Markers are swapped.*

*The Red player reveals the top card of the deck, uses its effect, **INDEXES** that card, and removes 1 of their **GUILD** Markers. The Red and Purple **POSITION** Markers are swapped.*

*The Purple player, then the Green player, then the Red player, then the Orange player moves 1 of their Markers to a **FOUNDER** space.*

*The Red, Green, and Purple players remove their remaining **GUILD** Markers and they advance their **RANK** Markers by 1.*