

Exordium is a 2 player, 3X (Explore / Examine / Extract) board game comprised of multi-use cards. Players are part of the Exordium Expedition, studying the exoplanet and its Artifact; a towering piece of architecture that may be biological, or the work of some forgotten species. Players will Explore by placing Outposts on the board, Examine by sending Drones to the Artifact, and Extract resources from the Terrain they've explored, gaining points for each. The player with the most points at the end of the game wins.

SET UP

Place the Artifact card face up in the middle of the play area.

Shuffle together the 24 Terrain/Resource cards and place them in a 5x5 Terrain-side up grid (with the Artifact in the middle) in the middle of the play area, forming the board.

Place the 3 Action cards to the side of the play area, face up and in easy reach of each player.

Give each player a set of 13 Outpost/Drone cards (one set is purple, the other yellow). Each player removes their single, double-sided starting Outpost card and sets it to the side, then shuffles their remaining 12 Outpost/Drone cards and places them in a Drone-side up deck in their play area (each player's deck is identical, aside from the color).

The purple player selects 1 of the 8 Terrain cards on the board that is around the Artifact, moves that selected Terrain card to their play area, and places their starting Outpost card in the space left open by their selected Terrain card.

The yellow player selects 1 of 7 remaining Terrain cards on the board that is around the Artifact (that is at least 2 Terrain cards away from the purple player's Outpost), moves that selected Terrain card to their play area, and places their starting Outpost card in the space left open by their selected Terrain card.

The game begins with the yellow player taking the first turn.

THE CARDS

Exordium is a board game that uses cards in place of other components.



The board is comprised of **Terrain/Resource** cards. Each card is a **Terrain** on the front, and a **Resource** on the back. There are 3 different Resources (Red, Blue, and Green).

A Terrain card remains a Terrain card until a player uses an Extract Action to flip it to its Resource side. Only Terrain cards in a player's play area can be flipped, and once a Terrain is flipped to its Resource side, it remains a Resource for the entire game.

Resources make the Action cards more powerful, and are worth points.

The **Artifact** card in the middle is not a Terrain card, and can never be moved from its space on the board.

Each player has a deck of **Outpost/Drone** cards in their color (their deck is always Drone-side up). These feature an Outpost on one side and Drone(s) on the other side (1-3 Drones, indicated by the number of Drones in the illustration and the number of bars on the Drone card).

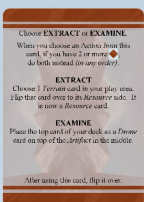
Using the Explore action, each player will play Outpost cards from the top of their deck to the board, gaining a Terrain card in the process. Players score points for their Outposts on the board.

Using the Examine action, each player will play Drone cards from the top of their deck to the Artifact.

Drone and Outpost cards, once played, remain until the end of the game and cannot be moved.



EXORDIUM is played over a series of player turns. When it is a player's turn, they select 1 face up Action card and follow that card's text. Each Action card features 2 different Actions. When a player selects an Action card to use, they select a single Action provided by that Action card. However, if a player has 2 or more of the Resources indicated on the Action card, they may use both Actions listed on the chosen Action card, in any order they choose.



The Actions are **Explore**, **Extract**, and **Examine**.

Explore

The player chooses 1 *Terrain* card that is next to (orthogonally) 1 of their *Outpost* cards on the board. They move that *Terrain* card to their play area. They place the top card of their deck as an *Outpost* in that *Terrain* card's place on the board.

Extract

The player chooses 1 *Terrain* card in their play area. They flip that card over to its *Resource* side. It is now a *Resource* card.

Examine

The player places the top card of their deck as a *Drone* card on top of the *Artifact* in the middle.

A player may select an Action that they cannot complete.

After a player has used an Action card, it is flipped over, and its text is followed.

If there are any remaining face up *Action* cards, the other player takes a turn.

If there are no remaining face up *Action* cards, check for end game triggers. If an end game trigger has occurred, each player's *Drone* cards are moved to their play area, the *Artifact* card is flipped, the game ends, and scoring takes place.

If an end game trigger has not occurred, flip all 3 *Action* cards face up and the other player takes a turn.

END GAME TRIGGERS: If either player has no cards remaining in their deck and/or there are no *Terrain* cards remaining on the board.

SCORING

When the game ends, each player scores points:

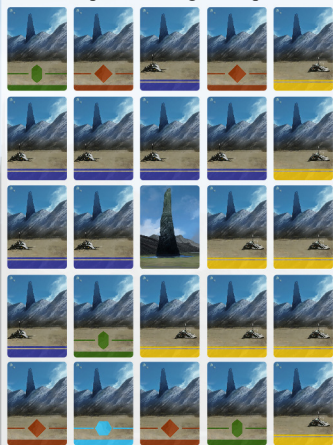
1 point for each *Resource* card in their play area. They gain an additional 5 points if they have 3 different *Resource* cards in their play area.

A number of points equal to the combined value of the *Drone* cards in their play area.

A number of points equal to their longest straight line of *Outpost* cards on the board, multiplied by the number of their *Outpost* cards on the board that are not part of that longest straight line.

The player with the most points wins. In the event of a tie, the player with the most *Drone* cards in their play area wins.

Outpost Scoring Example



The purple player scores 16 points for their Outposts (longest line of 4 x 4 other Outposts not in that line).

The yellow player scores 15 points for their Outposts (longest line of 5 x 3 other Outposts not in that line).