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

CONTENTS

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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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).

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.

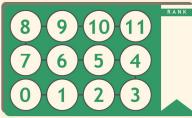
The first Round begins.

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.



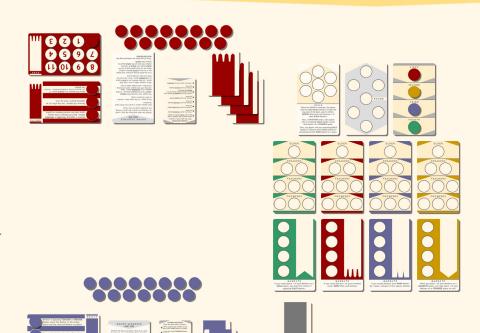
RANK BOARDS

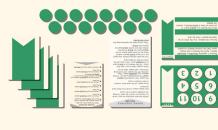
Each player has a RANK board in their Color. During set up, each player places 1 of their Markers on the "0" space of their RANK board. Each RANK board has 12 spaces, numbered 0-11.

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.

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.



EDICTS 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 unquee MANDATE.

When a player is directed to place 1 of their Markers on MANDATE space, they place 1 of their unused Markers on an empty 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 MANDATE

f you would advance your RANK Marker

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.

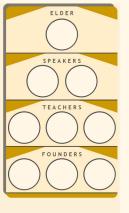
> NOTE: In a 3 Player game, each MANDATE board only has 3 spaces.

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.



G UIL D
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. nen, any player with any remaining GUILD larker(s) removes those GUILD Marker(s) d advances their RANK Marker by 1 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.

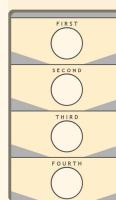
Next, in **POSITION** order, each player with a remaining **GUILD** Marker moves that Marker to a **FOUNDER** space.

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

the player scores

Points when the

game ends.

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

SCORE REFERENCE CARD

SCORING REFERENCE n the game ends, you gain.

- Each player has a Points equal to the number on the space your RANK Marker occupies. **SCORE REFERENCE** 1 Point for each FOUNDER Marker you have. card, showing how
- Z Points for each TEACHER Marker you have. 3 Points for each SPEAKER Marker you have.
- 5 Points for each ELDER Marker you have.
- 2 Points for each MANDATE Marker yo
 have (+4 bonus Points if you have 4
 MANDATE Markers).
- 3 Points for each ROUND Marker you have. • 1 Point for each card you INDEXED.

ROUND SEQUENCE

ihuffle the deck and place the top 5 cards in a faceup row next to the deck, forming Each player places 2 cards from their hand

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 blace 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 (follow the text on t resolve the GUILD).

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 all 7 **ROUND** spaces are full, 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)

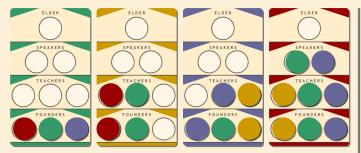
Green Player Orange Player Purple Player

Red Player

ROUND

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

the effect of their revealed ORDER card.



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

use the effect of 1 remaining available card. All remaining available cards are discarded. Both the Green player and the Purple player's revealed

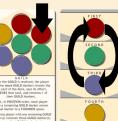
The Purple player's second revealed is lowest Value, so they

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.