

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 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).

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.

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.

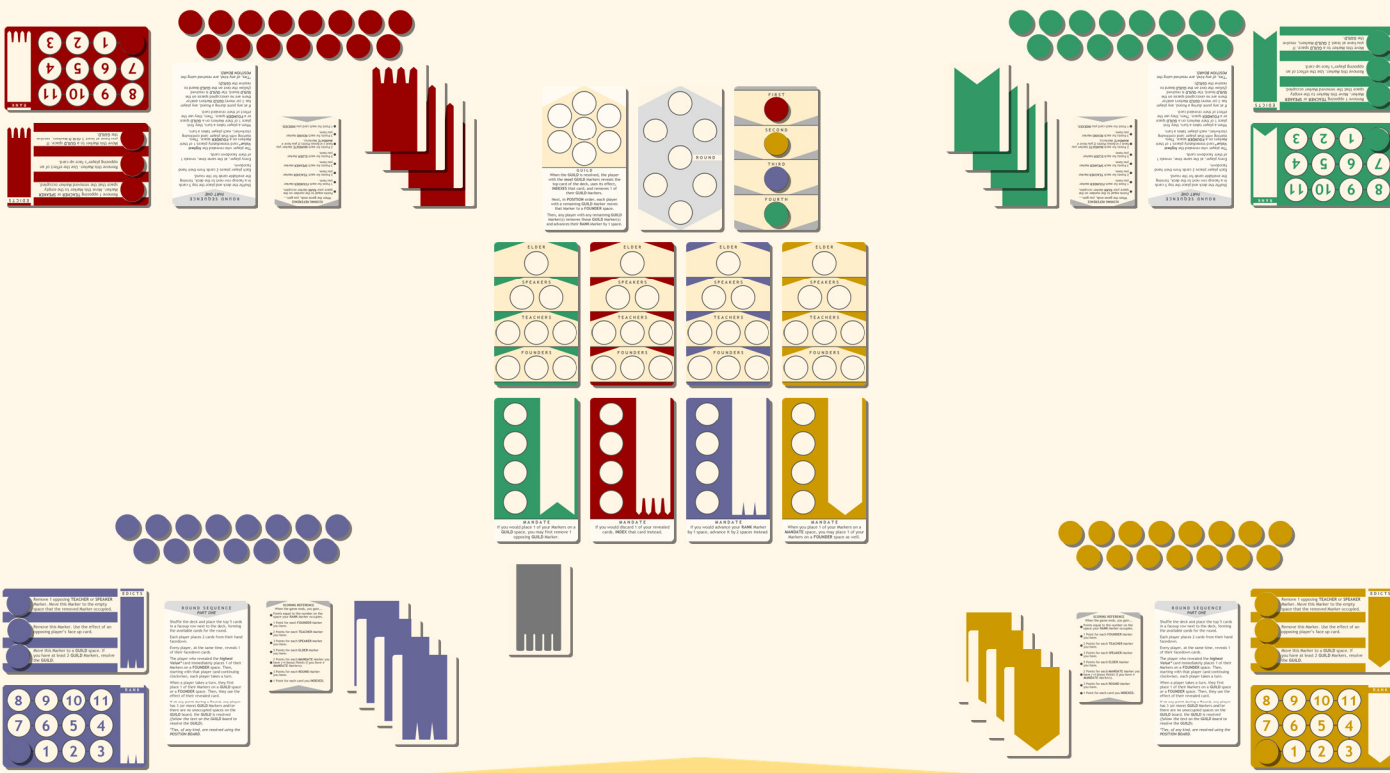
RANK BOARDS

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.

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 unique 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 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.

