

Introduction:

In Orbellion, two or more players each command a team of three **Hellions** - magical creatures from the underworld with a variety of elemental abilities. Each Hellion comes with a deck of cards representing different actions and attacks a Hellion can make, and by combining their abilities in clever ways, players can defeat their foes.

Your Objective: Defeat all enemy Hellions!

Play a variety of cards to make your Hellions stronger, weaken your enemies' Hellions, and hit Hellions to lower their HP. Once a hellion reaches 0 HP, that Hellion is defeated (denote this by turning the card face-down). Once all of a player's Hellions are defeated, that player is out of the game. The last player standing wins.

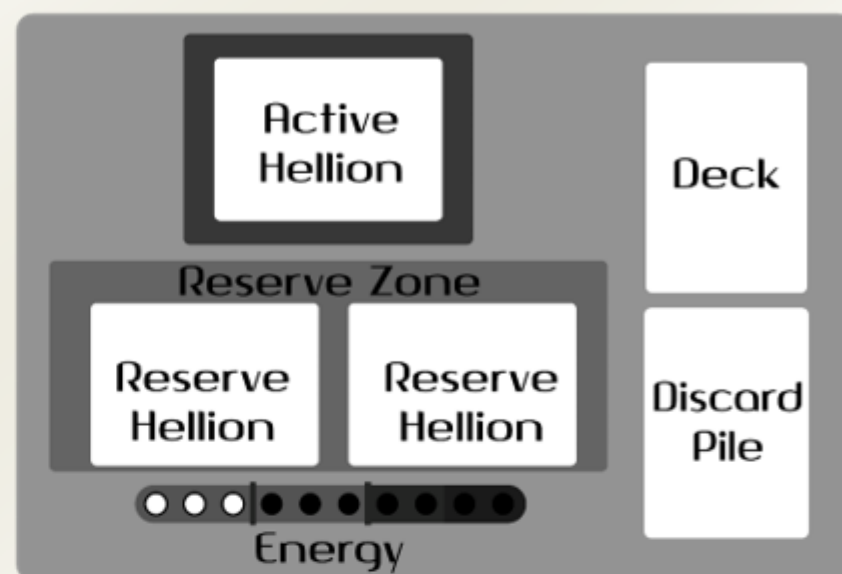


Setting up the Game:

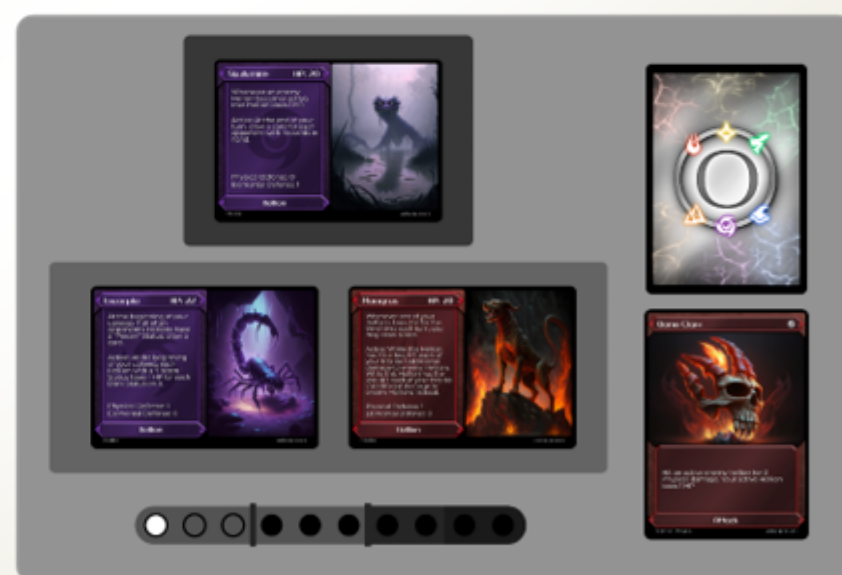
This is a game for 2-4 players.

1. Each player needs a deck of 3 Hellions and 45 other cards. To build a deck, each player takes 3 "packs" from the box, which each contain 1 Hellion card and 15 other cards.
 - You may decide to have each player take turns choosing packs, or players can bring their own decks built from their own collections.
2. Separate your three Hellions from your deck and set them aside. Choose a Hellion to start as your Active Hellion, then place your other two in the Reserve zone.
3. Shuffle the rest of your deck.
4. Set up a way to track your Hellions' HP. You might want to use dice, pen and paper, or the Orbellion mobile app. Each Hellion's starting HP is shown at the top of their card.

- 5.** Set up a way to track your Base Energy, Current Energy, and Maximum Energy. Once again, you can use dice, pen and paper, or the Orbellion mobile app.
- Set each player's Base Energy to 3 on the first turn, Set Current Energy changes to match their Base Energy, and set their Maximum Energy to start at 6. The highest amount of energy a player can have is 10.



- 6.** Determine who goes first using whatever means you choose (including the mobile app). If the players took turns choosing their packs, we recommend that the player who chose their pack last should go first once the game starts. If there are more than 2 players, players take turns in a clockwise order.
- 7.** Each player draws their starting hand of cards. The player who goes first starts with 3 cards, the second player starts with 4 cards, the third player with 5, and so on.



Taking a turn:



Upkeep Phase

1. Increase your Base Energy by 1 if it's below your maximum (Skip this step on your first turn).
 - Your maximum starts at 6.
 - Your maximum increases by 2 for each of your defeated Hellions.
2. Set your Current Energy to your Base Energy.
 - You lose any energy you had left over from your previous turns.
3. You may pay 1 energy to swap your Active Hellion.

Play Phase

- Spend energy to play cards during this phase.

End Phase

1. You may replenish your hand.
 - You may discard your hand, then spend any amount of energy to draw that many cards.
2. Resolve any "end of turn" effects.
3. It becomes the next player's turn.

The Basics:

• Playing Cards:

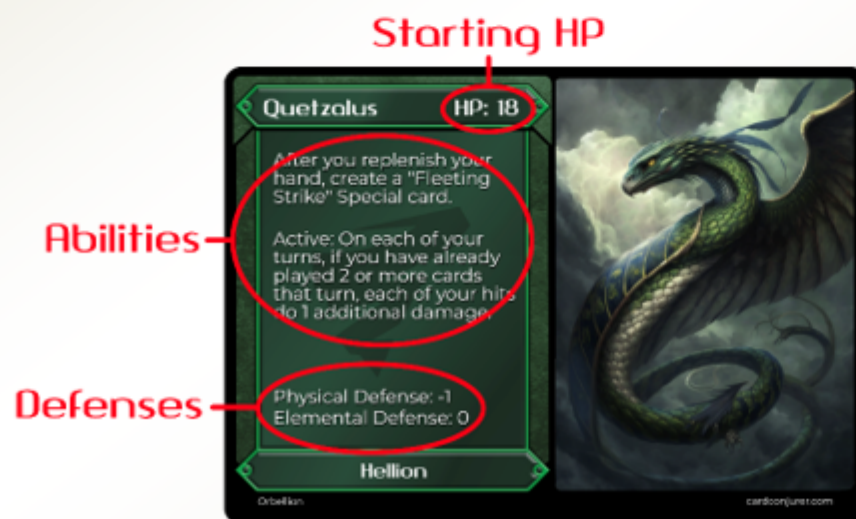
- To play a card, you need to pay that card's energy cost. If your Hellion's Element matches the card's Element, you can pay 1 less energy to play the card.
- You can only play cards during your Play Phase, unless that card is a Reaction card.

• Targets:

- "Any Hellion" means you can target 1 Hellion owned by any player with that effect.
- "Your Hellion" means you can target 1 Hellion you own with that effect.
- "Enemy Hellion" means you can target 1 Hellion owned by one of your opponents with that effect.

• Hits and Damage:

- When a Hellion is "hit" for an amount of damage, first apply any modifiers from its source. You can tell a damage value will be modified by its source if there is a * following the damage value. Read the rest of the card to learn the value of the modifier.
- Then, apply modifiers from any other effects of cards and Hellions on the board in any order.
- Lastly, subtract the targeted Hellion's corresponding Defense value from the damage value. Note that Defense can be negative, which would increase the damage value of hits targeting that Hellion.



Glossary & Details:

- **Hellion:** Each player starts the game with 3 Hellion cards in play. Each player always has 1 Active Hellion, and all other Hellions are in the Reserve Zone. Every Hellion has HP, an Element, Abilities, and Defenses.
 - **HP:** Every Hellion has a starting HP listed on the top right of the card's left side. Hellions lose HP from damage, which is caused by hits, as well as from other effects. When an effect would cause a Hellion to recover, its HP increases by that much, though a Hellion's HP cannot exceed its starting HP. When a Hellion's HP becomes 0 or lower, it is defeated. For more information, see the **Defeated** section.
 - **Element:** Every Hellion has an element, Denoted by the color of the card. You pay 1 less energy to play cards that match your active Hellion's Element. For more information, see the **Element** and **cost** sections.
 - **Abilities:** Every Hellion has abilities, listed on the left side of the card. Abilities are always true so long as the Hellion is not defeated or the ability is Active, which are denoted by the text "Active:" before the ability. Active abilities are only true when that Hellion is your Active Hellion (i.e., not in the Reserve Zone). In the starter box, each Hellion has one ability that is always true and one Active ability.
 - **Defenses:** Every Hellion has a Physical Defense and an Elemental Defense, listed near the bottom left of the card. Hits that do Physical damage to a Hellion are reduced by that Hellion's Physical defense value, and Hits that do Elemental damage to a Hellion are reduced by that Hellion's Elemental defense value. Note that defenses can be negative, which cause hits of that kind to do additional damage.

- **Energy:** This is the resource players spend to play cards, swap their Hellion, and draw new cards.
 - **Base Energy:** This is the amount of energy a player sets their Current Energy to during their Upkeep phase. Each player starts their turn by increasing their Base Energy by 1, up to their Maximum Energy, then setting their Current Energy to the same amount.
 - **Current Energy:** This is the amount of energy a player has. A player's Current Energy is set to their Base Energy at the start of their turn, and it goes down when that player spends it on cards and other effects.
 - **Maximum Energy:** This is the highest amount of energy your base energy can become. This number changes depending on how many of your Hellions have been defeated. When your maximum changes, your Base Energy stays the same until it increases naturally at the start of your turn.
 - If none of your Hellions have been defeated, your maximum is 6.
 - If one has been defeated, your maximum is 8.
 - If two have been defeated, your maximum is 10.
- **Block:** Whenever a Hellion with block takes damage from a hit, remove that much block from the Hellion instead. Excess damage is still dealt. Remove all block from Hellions at the end of each turn.
- **Element:** Every Hellion has an element, and so does every card. The six elements are **Light**, **Fire**, **Earth**, **Dark**, **Water**, and **Air**.
 - **Light** is good at powering up one of your Hellions.
 - **Fire** is good at doing massive damage with a single attack.
 - **Earth** is good at getting cards back from your discard pile.
 - **Dark** is good at weakening your opponents' Hellions.
 - **Water** is good at recovering HP and controlling the board.
 - **Air** is good at quickly playing a lot of small, cheap attacks.

- **Cost:** A card's cost is the number in the upper-right corner of the card. This is the amount of energy a player must pay to play the card.
 - You may pay 1 less energy to play a card if that card's element is the same as your active Hellion's element.
 - If an effect refers to the cost of a card, it is referring to the number printed on the card, ignoring any modifiers.
- **Type:** A card's Type is noted at the bottom of the card. There are 5 primary card Types, each of which are played somewhat differently. All of them besides Reaction cards can only be played during your Play Phase.
 - **Action** cards: When you play an Action card, resolve its effects as explained on its rules text, then put it into your discard pile.
 - **Attack** cards: Like Action cards, When you play an Attack card, resolve its effects as explained on its rules text, then put it into your discard pile.
 - **Status** cards: When you play a Status card, put it on any Hellion. It remains on the field until removed. When a Status card refers to the affected Hellion, that is the Hellion the status was put on.
 - **Terrain** cards: These cards remain on the field until removed.
 - **Reaction** cards: Unlike all other Types of cards, you play these cards during other players' turns. You may only play a Reaction card if its condition is met, such as "Play when an opponent plays an attack card." When you do, resolve the effects of your Reaction card before the card you are responding to, then put it in your discard pile.
 - **Special** cards: On top of any of the 5 normal card Types, a card can also be Special. These cards start outside the game in the Special Zone, and can be added to the game by a variety of effects. Special cards are like any other cards except, if one would enter a player's discard pile or deck, it instead returns to the Special zone.

- Special cards are meant to be infinite, so if you run out of actual cards of a specific kind, you may use anything to represent additional copies of them.
- **Hit:** A hit is an attempt to directly damage a Hellion. Whenever a Hellion is hit, add any modifiers to the damage value, subtract that Hellion's corresponding defense value from the incoming damage, then reduce the Hellion's.
 - Hits can do Physical or Elemental damage, which can change how much HP the hit Hellion loses. For more information, see the **Defenses** [section](#) under **Hellion**.
 - Hits also do damage of a certain Element, which matches the Element of the card that caused the hit unless otherwise stated.
- **Remove:** Move the chosen card to its owner's discard pile.
- **Swap:** Move your active Hellion to the Reserve zone and choose a different Hellion to become your new active Hellion.
- **Replenish:** At the beginning of your end phase, you may replenish your hand. To replenish your hand, discard your hand, then spend any amount of energy to draw that many cards.
- **Defeated:** A Hellion is defeated when its HP becomes 0 or lower.
 - When a Hellion is defeated, remove all Status cards from it and turn it face-down. That Hellion's owner must immediately move the defeated Hellion to the Reserve Zone and choose another Hellion to become their Active Hellion. This does not count as a Swap.
 - Treat defeated Hellions as though they do not exist. They have no abilities, cannot be hit, cannot have Status cards put on them, or be otherwise affected by any effect.
 - Your Maximum Energy changes when your Hellions are defeated. For more information, see the **Energy** section.