Periorbis — Game overview

In *Periorbis* you represent an interstellar asteroid mining company and your aim is to mine, transport and sell as much ore as possible over the course of a year. You compete with the other players to set up mining bases on asteroids, develop your HQ, hire more skilled employees, negotiate ore contracts with trading ships, and transport and sell the ore you've mined.

Each turn is made up of 3 phases and represents a month of game time. The 3 phases are explained briefly below and in more detail in the main rules. Players always act in reverse player order i.e. the "losing" player goes first. The player who sells the most ore by the end of turn 12 wins!

Phase 1 — Hire Employees (which is not played in the first turn)

You may hire one new employee or pass.

If you hire a new employee, place them into an empty HQ slot or replace an existing employee in the HQ.

Once all players have hired a new employee or passed, employees who were not hired have a discount token placed on them, making it cheaper to hire them next turn. Un-hired employees are removed from the game after 3 turns. Once all players have hired an employee or passed, update the Wage Track.

Phase 2 — Employee Actions

Each of your employees can perform one of the following actions each turn.

- **Build a mining base** (**bonus for engineer**) - Allows you to transport a miner to that asteroid. *Costs credits.*
- **Develop HQ slot** (**bonus for engineer**) - Develops a new HQ employee slot (slot 6 or 7). *Costs credits.*
- **Upgrade fleet capacity** (**bonus for engineer**) - Increases your Fleet Capacity by one. *Costs research data.*
- **Upgrade drive technology** (**bonus for engineer**) - Allows access to a higher orbit. *Costs research data.*
- **Sign contract** (**bonus for agent**) - Opens a trading ship contract so that you can transport ore to that ship. *You receive credits and Victory Points for supplying ore crates to trading ships.*
- **Sell ore from storage** (**bonus for agent**) - Allows you to sell ore directly from your HQ storage. *You receive credits and Victory Points for selling ore.*
- **Transport cargo** (**bonus for captain**) - Allows you to move employees and ore (up to your Fleet Capacity).
- **Research** (**bonus for scientist**) - Generates the research data that you need to upgrade your fleet.
- **Sell research** (**bonus for scientist**) - Allows you to sell your existing research data for credits.
- **Mine ore** (**bonus for miner**) - Ore from an asteroid is converted into ore crates at your mining base.

All employees can carry out any of these actions but specialists are more effective. Employees can be used in any order but must complete their action before the next employee is used. More than one employee can perform the same action.

Any credit or research data costs (less bonuses) must be paid immediately. At the end of your turn, you pay the wages for all employees who carried out an action. If an employee doesn't perform an action you don't need to pay their wages.

Phase 3 — Bureaucracy

Involves getting things ready for the next turn.

Trading ships leave if they have all of their minimum fulfilment spaces filled. Players receive income, and may receive victory points, if they supplied ore to any of the trading ships which leave.

Draw new employee and trading ship cards and advance the turn marker.

Periorbis - Game components

- Game rules and set up guide
- Main game board
- 6 HQ boards
- 180 coloured player cubes, 42 employee discs (numbers 1-7) and 36 base markers in 6 colours
- 27 ore cubes (9 black, 9 grey, and 9 white)
- 95 employee cards (small)
- 5 limited edition employee cards (gold border)
- 30 trading ship cards (large)
- 12 unfinished HQ slot cards (small)
- 6 reference cards (large)
- 64 credit chips in 5 denominations
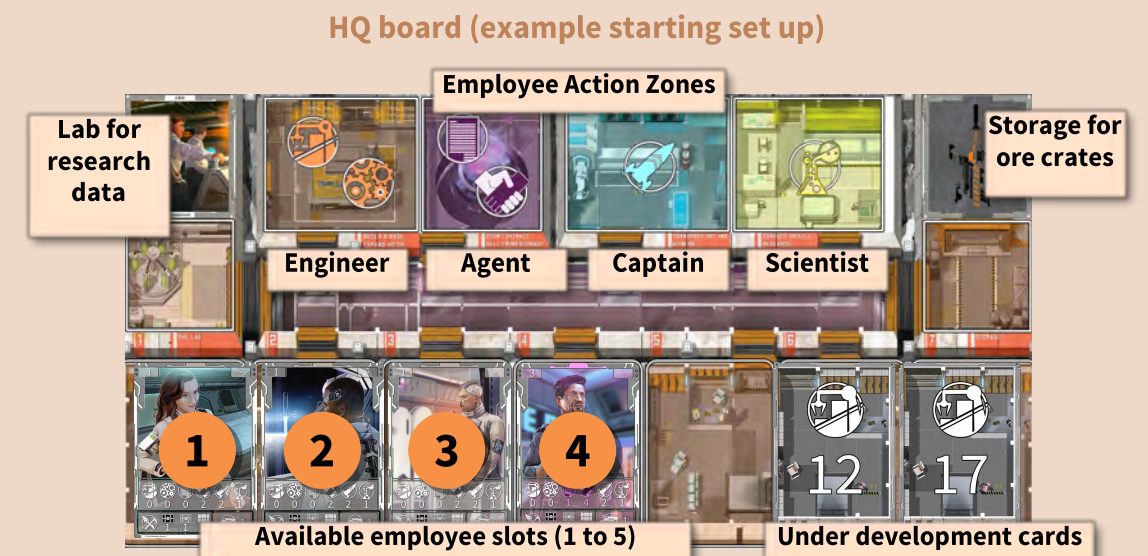- 12 double sided discount tokens
- 1 turn marker

Set up step 2

Each player should take:
- the cubes, employee discs and base tokens for one colour
- 3 basic starting employee cards (with " - " on the back)
- 1 of the unique starting employees (with **?** on the back)
  These can be assigned randomly, or players can be allowed to choose.
- 1 HQ board
- 50 credits

Place your four employee cards into slots 1 to 4 on the HQ board (the order doesn't matter), and then two under development cards (12 and 17 credits) into slots 6 and 7.

Place your employee discs numbered 1 to 4 on top of the relevant employee card (disc 1 goes on top of the card in slot 1 and so on).

HQ board (example starting set up)

Labels: Lab for research data · Employee Action Zones · Storage for ore crates · Engineer · Agent · Captain · Scientist · Available employee slots (1 to 5) · Under development cards
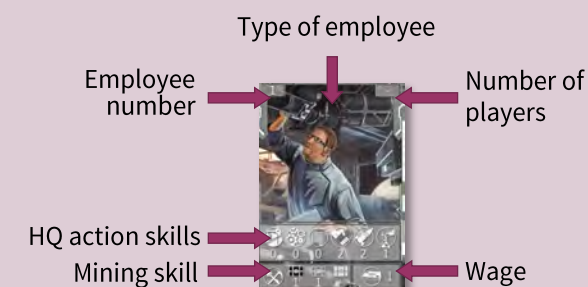
Set up step 1

If there are less than 6 players, return the employee cards and the trading ship cards marked 3+, 4+, 5+ or 6 as appropriate to the box (located top right of card). They will not be used in the game.
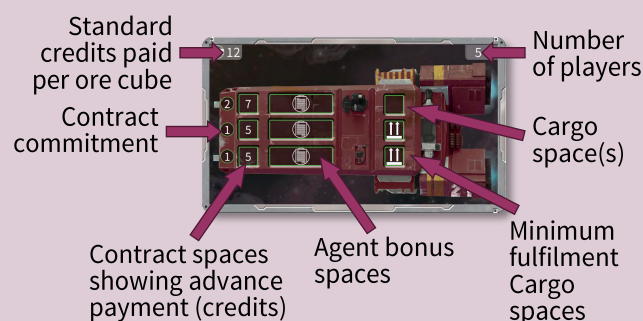
Example: In a 4 player game, remove all cards marked 5+ and 6.

Employee cards

Type of employee · Employee number · Number of players · HQ action skills · Mining skill · Wage

The various employee skills are summarised at the back of this set up guide and in more detail in the main rules. Limited edition employees are fun add-ons that have higher skill bonuses than other employees. Playing with limited edition employees is optional.

Trading ship cards

Standard credits paid per ore cube · Contract commitment · Number of players · Cargo space(s) · Minimum fulfilment Cargo spaces · Agent bonus spaces · Contract spaces showing advance payment (credits)

Set up step 3

Sort the remaining employee cards into two piles and the trading ship cards into 3 piles according to the level of the card (see back of card for level). Shuffle each pile separately and place them next to the game board.

Turn cards from the basic starting trading ship pile face up and place them next to the game board (1 card for a 2 player game, 2 cards for a 3 or 4 player game, and 3 cards for a 5 or 6 player game). These are the trading ships which are available at the start of the game.

Specialist employees

Agent · Captain · Engineer · Scientist · Miner

All employees can carry out any action in the game, but specialists are more effective.

Card levels

Basic starting · Unique starting · Level 1 · Level 2

Set up step 4

Each player places five cubes on the main board to show the starting position. All players start with 0 Victory Points 🟊 3 Fleet Capacity 🚀 and basic Drive Technology 🜨. Players with employee numbered 1 (Basic) and 2 (Agent) start on a Wage 💰 of 4, all other players start on a wage of 5. The "Winning player" 🚩 (right hand end of the Player Order track) is the player with the highest employee number, next is the player with the second highest number and so on.

Place ore cubes to reflect the amount of each type of ore (Black, Grey and White) on each asteroid by referring to the asteroid set up table over the page. Finally, place the turn marker at turn 1 of the Orbit Track. You are ready to play!

Main board (*example for 4 players*)

Labels: Asteroid Information Track · BERTHA · CAPEK · DATURA · EROS · FREIA · GOTZ · HEKTOR · ADA · JUSTUS · Turn marker · Orbit Track · Victory Point Track · Fleet Capacity · Player Order Track (Winning player right / Losing player left) · Drive Technology · Wage Track