

INTO THE ORBIT

3DARTLAB - GAMES IN A BOX SERIES – NR.2

VERSION

18. June 2020 EN

CONTENT

4 dices, 2x green, 1x orange, 1x blue

120 wooden tokens rocket and launch platform parts, 30 tokens per player

[\(show list of all components in detail\)](#)

64 credit tokens value 1C. Clear, 16 per player

48 credit tokens value 5C. Orange, 12 per player

24 victory tokens – green, 6 per player

4 insurance policy tokens dice shaped. Blue. 1per player

1 wooden game box

WARNING! Choking Hazard – not for children under 3 years!

Before the first game please remove the plastic foil on both sides of all laser cutted acrylic glass parts.

ABOUT

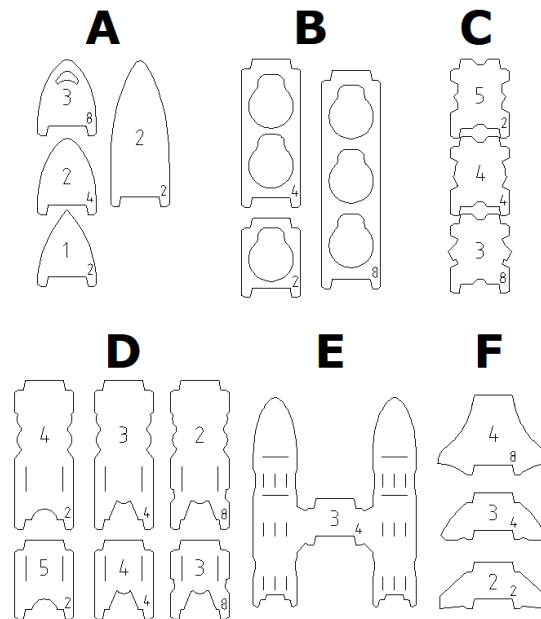
In INTO THE ORBIT you are leading a rocket company and building bigger and better rockets to transport payload into the orbit. You decide which components you develop to enhance your rockets reliability and efficiency. Tremble at every start if your baby will reach the sky or explode right at the start. Furthermore you are under immense pressure to be the first who finish a own space station and win the game!

VICTORY CONDITIONS

The first player who deliver 7 space station parts into the high earth orbit wins. For every of these parts the players will get a single victory point token.

ROCKET PARTS

The price of each part is written at the right bottom of it. The big number at the center is used for dice tests and shows the reliability. Rocket heads and blades showing a bonus value instead which also is a number.



A: Head, protect against space debris, a higher value delivers more protection.

B: Cargo section used to transport satellites into the orbit

C: Landing device allows the rockets to land after the flight

D: Rocket engine

E: Rocket booster

F: Blades, protects against storm effect

SETUP

Each player gets 16 credit tokens with a value of 1 each (clear and hexagonal shaped) and 12 credits with a value of 5 each (orange) to build up their banks pool. Out of this pool each player gets 10C at his hands as start budget.

All wooden parts are placed at the center of the table and counting as unowned and undiscovered.

Out of this pool every player get then gets the following parts:

-Head with value 1 – 1 piece

-Cargo section with 1 slot – 1 piece

-Landing device with value 5 – 1 piece

-Rocket engine with value 5 – 2 pieces

-The base of the launch platform with the letters “INTO THE ORBIT” and all 3 expansion parts: Tank base price 10, tower expansions 1 and 2 with the values 12 and 30.

All these parts counting now as explored and are placed at the left side of each player. Each player can later on buy parts of this pile by paying credits and place build or expand his rocket with them.

The base part of the launch platform is already owned by each player and gets placed right in front of them. This base part is indestructibly and will stay there for the entire game.

BASIC RULES

The tower of the launch platform defines the maximum build height of the rocket. Which means the rocket can be as high as the tower but not overtop it.

Only rocket engines can be added multiple times, different and also the same type of them and any mix. All other components including the rocket booster can only be added a single time at your rocket. For example you only allowed to place a single head at a rocket.

Selling components is allowed but the price is halved and rounded off. Discovered technologies cannot be shared with other player.

Unfinished rockets can be stored at the launch platform but launching the rocket required a completed rocket. To complete a rocket you need at least two rocket engines, or one engine and one booster, a head, a landing device and a cargo section.

Boosters cannot be used as first engine of a rocket.

GAME PHASES

Every player complete phase 1 then all player solve phase 2 and so on.

1) Basic financing:

Every player without victory points now get 3 credits from his bank pool. Every player who already have victory points have to forward this 3 credits from the bank to another player without victory points which he can choose. That way it's possible that one player get multiple times this 3 credits. As soon as all players have victories points this basic financing is over. Even if a player gets bankrupt he not get any more basic financing if he already owns victory points. Risking to much can cause a game over.

2) Discover, buy and assemble components:

Before you buy parts for your rocket you have to discover them first. Discovering components costs the triple of the regular price (The price of each component is written right at bottom of every component). Once discovered components they are placed left nearby the player at the quantity which belongs to every player. *For example there are 4 rocket heads of each type so every player get one of them if he discovered it.*

After being discovered these components can be bought and placed at the rocket. Unused but already bought components can be disassembled and stored right side nearby the rocket.

Components inside the rocket can be also rearranged. By crashes destroyed components and sold components come back into the discovered pool left side of the player.

3) Buy an insurance:

Now every player can buy a single insurance against own rocket crashes for 5 credits. This allows to re role a single dice test during a rocket start once. A weather test with a single dice counts as one probe a single rocket engines start in which are two dices thrown at the same time also counts as only a single probe. Each player is allowed to hold not more as one insurance and can only use it for his own rocket starts.

4) Determine weather:

A single player rolls two dice to determine the weather conditions for all players and the entire turn. He rolls a blue dice for weather and a red dice for the space debris conditions. The dice remaining at the table until the next turn.

5) Launch decision:

Every player beginning with the player who determines the weather conditions and following clockwise have to decide if he wants to launch his rocket or want to delay it.

6) Choose payload and handle rocket launch:

Every sub phase of phase 6 gets handled at the order of players who started a rocket. Players who delayed their start don't get handled. So the first player has to handle its entire rocket start, flight and landing from 6.1 to 6.7 then the second player which started a rocket will follow and so on.

6.1) Choose payload:

First choose if you launch normal or high value satellites and how many of them. You need one cargo slot for each of them. If you choose high value satellites you have to place 2 credits from your capital nearby the cargo section as insurance. If the rocket launch or reaching the planned height for deploying the satellites isn't reached this insurance is lost and gets moved into the bank pool. Then you have to choose the orbital target height for the delivery of the entire cargo load: low, medium or high earth orbit. It is not possible to drop satellites in different orbital heights. Instead of transporting conventional satellites you may decide to transport space station parts to gather victory points. Such parts need 3 cargo slots have to be delivered to the high earth orbit and brings one victory point if successfully deployed there.

6.2) Igniting the first stage:

Now you roll two dice to see if the first engine starts successfully. Add both dice values. If you reach or surpass the big number which is imprinted at the centre of the engine part which stands for its reliability it's a success. If you fail this test the entire rocket directly crashes at the start and destroys all launch platform expansions except there is a tank base expansion. In that case it can evade and doesn't get destroyed.

6.3) Leaving the atmosphere:

To leave the atmosphere the rocket has to fly through a zone of weather followed by a zone of space debris. First you throw a single dice for the weather zone test, then another for space debris zone. To not get distracted and crash at the weather zone you have to roll at least the same value as the weather dice defines or more. If your rocket has blades their bonus value gets added to your dice result. *For example: If the weather dice shows a „5“ and your blades grant a bonus of „2“ its enough to roll a „3“ with a single dice to pass the probe successfully.*

The space debris test is handled the same way but instead of the blades the value of the rocket's head counts as bonus for your dice throw.

Failing a single of these probes will destroy your entire rocket and cargo but not your landing platform.

6.4) Igniting further rocket stages:

Now you can start as many unused rocket engines as you wish (including boosters), from bottom to top of your rocket. For each such ignition you have to roll a dice test like at the first stage. The first of these ignitions moves your rocket into the low earth orbit, the second into the medium earth orbit the third to the high earth orbit. But if such an ignition test fails the rocket will just not increase its height instead of exploding and you are allowed to keep on igniting unused rocket stages after that fail. But rolling two „1“ at the dice probe will result in an instant explosion of your entire rocket except its an engine with the value “2”.

If you reached your estimated height for cargo delivery you can stop igniting further stages.

6.5) Rocket landing:

Landing your rocket gets handled by rolling two dices against the durability of your landing device. As usual you have to reach its value or above for a success. Failing the test will result in crash landing and losing your entire rocket.

6.6) Paying penalties and gain profit:

If you reached the estimated height for cargo delivery you gain 2 credits for the flight itself even if the rocket gets destroyed during landing. Further you get a payment for each satellite as listed below:

Normal satellites in low, medium, high earth orbit: 1C, 2C, 3C

High value satellites in low, medium, high earth orbit: 2C, 3C, 4C

Satellites which are not delivered at the right orbital height don't bring any payment.

High value satellites insurance payments go back onto your hands after successfully delivering them into their orbit otherwise these are lost.

Space station parts which used all three cargo slots bring you a single victory point if you deployed them at the high earth orbit.

If you lost your rocket during start, flight or landing you will get 10C bonus to rebuild a new one.

6.7) Competition payment:

The first player who deploys a satellite of any kind at the medium earth orbit will gather 15 credits.

The first player who deploys a satellite of any kind at the high earth orbit will gather 20 credits.

If multiple players reach the same height at the same turn all will get the full price.

Then the next turn starts with game phase 1.

UPDATES AND FEEDBACK

Still more and more player all over the world playing this game and a lot of feedback still improve the rules. There's no reason to close developing and we decided to make this game even better. So check out the newest Rules at **WWW.3DARTLAB.DE/GAMESINABOX.HTML** to get the newest version.

Any feedback, suggestions, fixes, house rules, or grammar corrections? Please let me know!

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CREDITS

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