L5 | 0.6.5

IN THE BOX

3 CHARACTER IDS & MATCHING TOKENS

1 TECH & 1 ACCESSORY PER CHARACTER

20 ORBIT CARDS: (RED-BLUE-VIOLET-GREEN)

4 EARTH CARDS

1 REMINDER CARD

1 BLUE ARCADE (4 Rooms & 1 Keep)
1 RED ARCADE (3 Rooms)
1 VIOLET ARCADE (2 Rooms)
1 GREEN ARCADE (2 Rooms)

40 DATA (DICE): (10x each: RED, BLUE, VIOLET, GREEN)

SETTING UP

Shuffle the deck of **Orbit Cards**.

Place **The Internet** face-up on the bottom of the deck of Orbit Cards.

Place the **3 Earth Cards** face-up next to the deck.

Freely arrange **the Arcades** on the floor or table, creating **the Station.**

Players select their **characters** by arranging the character's **ID, Tech** and **Accessory** in front of them, matching the Career Symbols on all three cards (i.e. AS for Astronaut) and placing the corresponding character **token** in **the keep**.

Players may play multiple characters. L5 - version 0.6.5 is designed for 1-3 Players, and balanced assuming all three characters are played in each game.

if it's your first time playing a character,
> you must choose a **Lucky Number** for your character
> by filling in any number of dots in the lower right corner of your character's ID.

Each character also receives **3 action counters.**
These can be anything small and easy to pick up: coins, beads, etc.

Deal the top three Orbit Cards of the deck into **the Stream** - one card placed on each of the three Earth Cards, covering them such that the name and lower two orange circles are still visible.

And now you're ready to play.

GOALS

*In **L5 - The Orbital Board Game**, you and your friends play as a team of specialists working together to illuminate the truth about what's happening on Earth, which was abandoned long ago by the Orbital Society.*

When references to Earth appear, they are quickly buried by the mundane distractions and concerns of life in the Orbit - represented by the deck of Orbit Cards. The goal of L5 is to **clear the Orbit Cards from the stream** by depositing data (dice) matching those cards, and **then illuminate the cleared Earth Cards with each characters' "soul-data"** - a data that exactly matches the character's own culture (color) and lucky number.

You win each time **all three characters are able to illuminate an Earth Card** by placing their unique soul-data on the orange circles on the card. This prevents any new Orbit Cards from burying it.

You have three chances to win, and when the Orbit Deck runs out, you have one extra turn to attempt to illuminate the Internet.

4 Wins - Impossible!
3 Wins - Superb!
2 Wins - Great!
1 Win - Sufficient!

The game ends:
> **when you've illuminated all visible earth cards,**
> **one turn after the Internet is revealed.**
> **or**
> **when it's time to receive a data (die)**
> **and there are no data of that culture (color) left in the data pool**

TAKING TURNS

Characters (and Players) take turns freely, in any order (internally and team-wide) until no one has any action counters left or every player decides they're done.

On the first turn, each character begins by receiving their **soul-data** from the data pool and placing it on the orange diamond on their Tech.

Beyond that, **each character may use 3 actions each turn** by placing their action counters on the powers listed on their ID, Tech, and Accessory. They may distribute them across those three cards in any way, though they may only use each power once per turn.

Follow the individualized text on the character's ID, Tech, and Accessory to understand the specific effects of each power.

When the turn is over, (either because all the action tokens are used, or the team decides it's over), **deal one new Orbit Card onto each pile in the stream,** skipping any fully-illuminated Earth Cards (Earth Cards with all three characters' soul-data placed on the card.)

Then, all players **remove the turn counters from their characters' IDs, Tech, and Accessory** and the turn is over.

At the beginning of each turn, **each character receives & rolls a new data matching the culture (color) of the arcade they're in.** Characters in the keep receive their soul-data and may not roll it.

If a character has no open data displays on their tech and accessory, they do not receive a new data and must roll all the data on either their accessory or their tech.

The players then place the new data on any open yellow display or orange diamond on their tech, displaying the number rolled. Once a data is placed on the tech or accessory, it can only be moved or removed through the effect of a power or by using it to clear or illuminate.

> In L5, the sixth side of the data shows a Star, and **Stars are wild and can be used as any number**. If you want, you can put a gold star sticker on your data the first time it rolls a Star.

Then everyone plays through the new turn as before, until all action counters are allocated or players decide they're done.

PLAYING CHARACTERS

There are three playable characters in 0.6.5 - the **Blue Astronaut,** the **Tārā Producer,** and the newest addition to the game, the **Red Cleric.**

L5 is a board game designed to welcome role-playing without requiring it. Players may make choices about the personalities of their characters, but the premise of L5 is that all these characters are part of a unified team trying their individual and collective best to achieve success together. So don't be mean.

Characters are defined by their allegiance to one of the Five Cultures, which are identified with the five colors of light.

The Cultures are:

RedCorp (red) - a culture that values economy and creativity
Gaia (green) - a culture that values heritage and progress
bluecorp (blue) - a culture that values unity and beauty
Tārā (ultra-violet) - a culture that values pleasure and the unknown

The fifth culture, IRiS (white light), is not available in 0.6.5

Characters are also defined by their commitment to one of the Five Careers, which collectively work to support life in the Orbit.

The Careers are:

Astronaut (AS) - they keep everything and everyone moving forward together through space and time
Producer (PD) - they design and provide the the objects and environments necessary for life in the vacuum of space
Cleric (CC) - they remember and interpret the society's values and goals

The fourth and fifth Careers - Divas (DV) and Programmers (PG) are not available in 0.6.5

Each character has a unique powerset determined by their Career and Culture, and spread across their ID, Tech, and Accessory.

USING POWERS

IDS

All citizens in L5 carry ID cards that identify them and allow them to move around in and interact with the station, and gives them permission to publicly illuminate the truth when they discover it.

The right side of the ID displays information about the character's Culture, Career, Lucky Number, and an image of their Face.

The left side contains a number of Powers, which can be used by covering them with an Action Counter.

MOVING

Characters can move between adjacent **rooms (spaces)** on a given **arcade**. There are five types of large public spaces aboard the station: **Observatories, Servers, Studios, Amphitheaters**, and **Garages.** They're identified on the board and on the cards by the symbols listed on the Reminder Card.

The only way to move between the free-floating Arcades is to **jump.** Each career is able to jump between different kinds of rooms, as indicated next to their MOVE power.

Characters may move when an action counter is placed on the yellow MOVE button on their ID. They then have X number of moves available to them throughout the turn. They can then move between adjacent spaces and may jump any number of times, but each jump counts toward the total number of Moves.

Characters are allowed to take other actions (or let their teammates take actions) between moves.

In addition to a MOVE button, **the Cleric (who has no jumps) also has a button to RETURN TO THE KEEP**, which allows them to do just that. The Cleric may MOVE and RETURN in the same turn, but each requires an action counter.

RESTING

When a character rests, they may freely rearrange the data on their tech and accessory, and freely rearrange their Stack (of Orbit Cards) throughout their turn.

SHARING

A character who has taken the Share action may give any of their data and cards to other characters in the same room. Sharing lasts all turn, regardless of what actions the character takes in between.

ILLUMINATING

**To Illuminate, a character must have a Soul Data
(matching their own culture and lucky number) on their Orange Diamond,**

and an Earth Card must be totally clear of any Orbit Cards.

**The Character's token must be in the Keep
or in the room listed on their second orange power,**

**and they must place an action Token on either Illuminate
or to use the character's culture-specific illumination technique.**

**The soul data is then placed on an Orange Circle on the Earth Card
and, when all three character's have placed soul data on an Earth Card,
and the card is fully Illuminated,
no more orbit cards are placed on top of it at the end of the turns.**

An Earth Card must be illuminated by all three characters to Win.

TECH & ACCESSORIES

Tech and Accessories are the tools characters use to perform their careers, and each collect and create data from the station in different ways. Tech and Accessories are represented by cards with yellow and orange squares where data (dice) are stored after they're received from the datapool.

Once a data is placed on the tech or accessory, it can only be moved from its spot by resting, sharing, discarding it to clear, or using it to illuminate.

Tech and Accessories also give the characters special **powers**, which an be used by placing an action counter on the corresponding white box.

Orange Diamond Powers only affect the data in the orange diamond display on a character's Tech. Soul data on the orange diamond is required to Illuminate Earth Cards, and the Orange Diamond power is often useful in making sure you're ready to go when an Earth Card is clear.

Site Specific Powers can only be used from within a specific kind of room on the station, as indicated by a gray room symbol on the power.

n-of-a-kind Powers can only be used when the character has filled their accessory with data displaying the same number (culture is not important here). They're worth resting to arrange, since they give the character's Tech a major boost.

Power Moves let you move directly to or from specific rooms. Characters can both Move and use a Power Move, but they both require action counters.

Some powers **Change Data** to a different face-up number or **Exchange Data** with data of another culture, but keeping the same number. Only exchange data for new data from the datapool -- discarded data is not available for exchanges.

CLEARING ORBIT CARDS

Orbit Cards accumulate in the Stream, blocking the Earth Cards below.
They must be cleared in the order of the piles - the most recent card cleared first.

Clearing is always a free action, and can be done multiple times a turn.

TO CLEAR -
A character must have a data matching the card's number and culture anywhere on their tech or accessory

and they must be in the room indicated on the card.

The character discards the data (removing it from play) and takes the card, adding it to the top of their personal Stack.

It's a good idea to preserve the number on the data in the Data Discard so you can keep track of what cards have already been cleared.

When characters clear an Orbit Card, they can now use it's **Effect** - a power listed at the top of the card. **Effects are free actions: they do not require an action counter, and can be used once per turn from any room. However, characters must match any culture or career icons listed in the Effect box to use them.**

As cards are cleared, they're added to the top of each character's face-up Stack.
The stack should be arranged so that you can see all the effects,
but only the effect on the top card is available to be used.

Only the most recent card's effect is available,
but stacks can be rearranged while resting and give away when sharing.

Orbit cards come in five suits, comprising the Five Common Elements of life in Orbital Society.

The Common Elements are:

permits (1s) - citizens of L5 are constantly seeking permission from the Orbital Society to transgress its strict laws and limitations

feeds (2s) - new knowledge and information is generated in collaboration with these semi-autonomous archives of cultural data and tradition, which vet and distribute new content to keep far-flung communities connected

fashions (3s) - useful and stylish wearables that everyone in L5 can use regardless of career or culture

channels (4s) - human-generated and -curated media packets that spread ideas and opinion and contribute to the local station-wide culture.

drones (5s) - flying automatons that can carry data, objects, and humans around the station while also circulating the station's atmosphere and creating its internal weather.

CRISES

When an Earth Card is buried by 4 Orbit Cards, instead of adding a fifth card, the stream overflows and causes a **Crisis.**

Put the Orbit Card in a discard pile next to the deck and take a data matching the card from the Data Pool and place it any room matching the suit of the card.

This room is now treated as a blank space and can't be used for any Jumps, Power Moves, Site Specific Powers, or to Clear or Illuminate.

If turn over a crisis and all the rooms of that type already have crises on them, then the game is over.

Clearing a Crisis is similar to clearing an Orbit Card: Characters must bring a data (on any display) matching the Crisis Data to the room in crisis. Once there, clearing is a Free Action. Discard both the data used to clear and the data causing the crisis.