

# L5 | .0.6.3

## .IN THE BOX



2 CHARACTER IDS  
& MATCHING CHARACTER TOKENS

4 TECH CARDS  
(2/CHARACTER)

15 STORY CARDS  
(RED-BLUE-VIOLET)



8 REFERENCE CARDS  
(3 GLOBAL POWERS,  
2 TECHNOLOGIES, 2 ECOSYSTEMS, 1 INTERNET)

1 BLUE ARCADE & KEEP  
1 RED ARCADE  
1 VIOLET ARCADE



30 Data (Dice)  
(10 Red, 10 Blue, 10 Violet)



## .WELCOME TO L5

L5 is a **cooperative strategy game** for one to six players  
(but 0.6.3 is only built for 1-2, so far.)

L5 is set in the future, when we live in space.

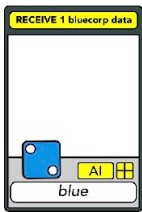
You and your friends will become a team of specialists who arrive at a space station to investigate a rare **reference** to the truth about what's really going on on Earth, which the people of the Orbit abandoned long ago.

But the news cycle is relentless and the references are quickly buried under stacks of **story cards that must be cleared** before they overflow and cause a **crisis** aboard the station.

The goal is to **clear** the story cards and **illuminate** the references to Earth **with data** you receive on the station before the the deck or the dice run out.

## .SETTING UP

Shuffle the **story cards**,  
or arrange them in any order.



**story cards** represent information about different elements of the world of L5. Each has a combination of a number (suit) and color (culture).

The **number** determines:  
what **room** is required to **clear** the card  
what **action** the card grants you when you clear it  
and also suggests what common element  
of life in the Orbit the card relates to -  
Transports, Als, Accessories, Channels, or Drones.

In the World of L5, there are **five cultures**,  
united by five distinct Als - sentient networks of media feeds  
that connect the cultures across the void of space.

(only 3 of the cultures are built into 0.6.3 so far -  
RedCorp, bluecorp, and Tārā.)

The **culture** determines:  
The **color** of the display.  
The **effect** of the action.  
The **name** of the element.

Set **the deck of story cards** aside, face down.

Choose **Three Reference Cards**

one of each **type: global power, technology, ecosystem**  
and place them in a row alongside the deck of story cards,  
near the top of the playing space.

**The Internet** is wild  
and can stand in for any Reference type.



**reference cards** represent information about life on earth.  
Ever since the Orbital Society turned off the Internet  
and destroyed the Space Elevator (generations ago),  
information from Earth is mostly rumors.

The official Story is that there's nothing left down there,  
or at least nothing worth saving.

**for a faster, less tested game**

choose or draw more reference cards  
and place or shuffle them into the story card deck  
and, when they're drawn, use them to create more stacks  
and new opportunities to win.

Freely arrange **the arcades of the station** on the table.

*In L5, stations are made of a collection of **arcades**, each built and maintained by different cultures, which rotate around a **keep**, a central, neutral space that defines the culture of the station as a whole.*

*Station 0.6.3 is a **bluecorp** station - and its **keep** is actually attached to the rest of the bluecorp arcade; this is typical of bluecorp architecture, reflecting the culture's values of unity and centrality.*

*The other arcades were built by **RedCorp** and **Tārā** communities and float freely around the keep.*

There are **Five Rooms** that appear throughout the station:  
**Observatories, Amphitheaters, Garages, Studios & Servers**

*They're represented on cards by square symbols (see the Meta Reference Card or Windows Through Time blog post) and suggested by the artwork of the station, and as labeled on the printable station sheet.*

**Choose Character Tokens** and place them on the **keep**.

We recommend using both characters, even when playing alone.

*(In 0.6.3, there are only two available characters - a **bluecorp Astronaut** and a **Tārā Producer**. In the full game, there will be 25 character types combining **five cultures** and **five careers**.)*

Find and arrange your character's **ID** and **Tech** Cards by matching the face on your Token and the two-letter logos in the upper left of each card.

*The **ID** contains a lot of information about your character:*

*Their **culture, career, move set, ID power** and **lucky number**.*

*Your character's **culture** determines their **ID power** their **career** determines their **move set** their **lucky number** can be anything.*

*The **move set** lets your character move around the station, and move data around on your Tech and between characters.*

*The **ID power** lets your character **illuminate references** from a specific **room** or from the **keep**.*

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

There are two kinds of **Tech** specific to each career:  
**vertical Tech** and **horizontal Tech**.

**VERTICAL TECH** contains some number of **yellow displays**,  
where you will store **data** (dice) that you collect,

and an **orange diamond**,  
which can be used as a normal display,  
but is also referenced on your ID card  
and by the **diamond power** on your Tech.

Vertical tech can also be used for its **secondary power**,  
so long as the character token is in the **room** shown next to the power.

**HORIZONTAL TECH** has no orange diamond,  
but more yellow displays to store additional data.

It has a **travel power**  
that allows the character to travel to a specific room in the station

And it has an **n-of-a-kind power**, which, when the right number of  
matching data (**matching numbers, any cultures**) are displayed on  
the Tech, then you're able to boost your Vertical Tech in some way  
specific to the career.

## .HOW TO PLAY

1) To begin, **deal three story cards** from the top of the deck and place  
them on top of each reference card, so that the reference name and  
type is still visible.

2) Then, each character **receives one Data** (die)  
**matching their culture** (the color found in the upper-left of the ID)

**Each player rolls their Data**  
and may either keep that number  
or turn it to match their character's lucky number.

They then **place the data on any yellow display or orange diamond**  
on their character's Tech.

**In L5, the sixth side of the data shows a Star**, and Stars are wild.  
Stars can be used as any one number at a time  
to clear story cards or fulfill n-of-a-kind requirements,  
but stars can't be copied, so if they're used to produce new data,  
or exchanged for a new culture,  
you must choose a number for them.

*If you want, you can put a gold star sticker on your dice  
the first time they roll a Star.*

3) On the first turn, each character gets **one free move** to **any room**.

**REMEMBER:** The goal of L5 is to **clear the Story Cards**,  
**revealing the References**, which can then be **Illuminated with Data**.

**When your team Illuminates each of the 3 Reference Types, you win.**

## .TAKING TURNS

To start the turn, each character **Receives & Rolls a data matching the culture of the arcade they're in.**

Characters (and Players) take turns in any order, overlapping in any way that helps you achieve your goals.

During your turn, you may:

- 1) **USE the A MOVE** and **EITHER the B or Z MOVES** on the ID
- 2) **USE one power on each of your Techs**, as described on the TECH
- 3) **PLAY any cards you may have collected**
- 4) **CLEAR any Story Cards —**  
     **so long as you:**  
     Are in the Room indicated on the card  
     **and**  
     Discard a Data exactly matching the card  
     somewhere on your Tech.
- 5) **ILLUMINATE any References —**  
     **so long as:**  
     the reference is clear of all Story Cards  
     **and**  
     you have a data on your orange diamond  
     **and**  
     Your character token is in the Keep  
     or in the orange room on your ID  
     **or**  
     You have a CHANNEL card and the  
     corresponding data anywhere on your tech

**At the end of the turn** (when no characters have anything left to do)  
**new Story Cards are dealt onto each active stack.**

## .CLEARING & ILLUMINATING

You can always **clear** or **illuminate** at any time during your turn, so long as you meet the requirements listed above.

To **clear** a story card, you must be in the room indicated on the card. But if you have the data matching story cards immediately below it (in the same stack) you can clear those at the same time by discarding that data as well.

This must be a simultaneous action accomplished by one character.

You may **illuminate** as many times as you can during the turn.

If you're using your ID power, you can only illuminate with the data on your orange diamond.

If you're using the action of a CHANNEL card, you can use data from anywhere on your tech.

## .PLAYING ACTIONS

Once you've cleared a story card, it becomes a one-time use **action** and you may play as many as you want at any time, from anywhere.

Played actions are placed in a **stream**

- a line of cards stacked such that only the actions played are visible. this can be located to the side of the playing space, and serves as a record of the the game.

## .RESOLVING CRISES

**If a stack ever reaches five cards**  
(four story cards on top of a reference)  
**then a Crisis occurs.**

Each time you would normally place a fifth story card on a stack,  
that card is instead placed upside-down in the stream of played actions

and a Crisis (represented by a data (die) matching the card)  
is placed on the station in a room matching the one listed on the card.

**This room is now out of play**  
except as a neutral space to move through.

To **resolve the crisis**, a character must travel to that room  
with a data exactly matching the crisis anywhere on their tech.  
Both data are discarded and the room is back in play.

## .WINNING

Your team wins by illuminating three References –  
one of each type. The Internet is wild and counts as any type.

## .LOSING

Your team loses when it's time to draw a story card  
and there are none left to draw.

Or when it's time to receive a data  
and they've all been displayed or discarded.