

REVENTURE ORBTALE

Hero's guide

Quick start

If you're not that much into reading, you may be better off watching this video:



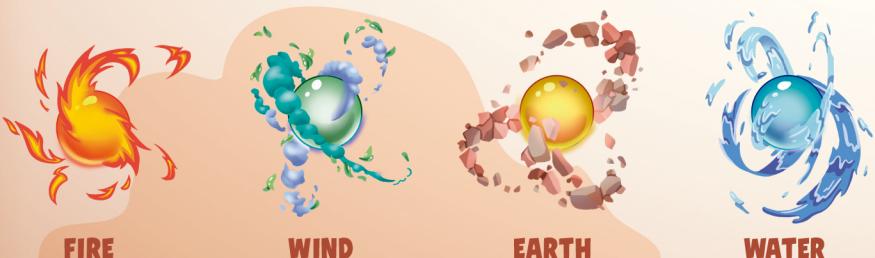
orbtale.com

Game concept and goal

In Reventure: Orbtales you will take the role of one of the heroes who fighting to retrieve the legendary orbs: 4 magical spheres that grant any wish to whoever gathers them all.

The adventure is divided into different chapters, featuring places and situations with unique effects that you will have to overcome and take advantage of.

Use any equipment and skills you can acquire to overcome your opponents: they have the ability to reincarnate to get their revenge, so don't get cozy!



FIRE

WIND

EARTH

WATER

You will win the game as soon as you meet at least one of these two conditions:

- 1) You own all 4 orb treasure cards (reveal them and make your wish).*
- 2) You're the only player with hero cards left (at play or in your supply).

* We are not responsible for your wish becoming reality. We recommend to ask for simple things, like a free hug, eating what's left in the chips bag or being gifted a copy of Reventure: Orbtales by your friends.

Components

22 Hero cards

58 Treasure cards

15 Left chapter cards ("ORB" back)

15 Right chapter cards ("TALE" back)

40 Health tokens

1 Turn token

Instruction booklet (this "Hero's Guide")

Game setup

Common area

TREASURE DECK: set aside the 4 orbs from the treasure deck (so no one starts the game with any of them). Shuffle the rest of the treasure cards into a deck and place it where every player can reach.

HERO DECK: shuffle all the hero cards into another deck and place it next to the treasure deck.

DISCARD PILES: leave some space next to each of the decks for their corresponding discard piles.

CHAPTER DECKS: shuffle the 2 chapter decks ("ORB" and "TALE") separately and place them together in the center of the table, as shown in the picture.

CURRENT CHAPTER: leave some space under the chapter decks to place the corresponding cards each game round.

TURN TOKEN: give the turn token to the player who likes to play Orbtales the most. If you are equally enthusiastic about it, choose one at random.

Players' areas

HEALTH CONTAINERS: each player puts 5 full health containers (red side up) in front of them to represent their initial health status.

INVENTORY: it's the area of the table in front of each player, where they play cards face up (when equipping them) or face down (when storing them). All inventories are empty at the start of the game.

HERO SUPPLY: each player draws 3 cards from the hero deck, picks 1 as its starting hero, without showing it, and places the other 2 facing down in their player area as their "hero supply". After that, everyone reveals their starting hero simultaneously.

PLAYER'S HAND: each player draws 3 cards from the treasure deck as their starting hand.

Orbs

And finally: take the 4 orb cards and shuffle them within the top half of the treasure deck. All set!

Game structure

The game is played in a sequence of rounds called "chapters", which are divided into several phases. In each phase the players will take turns, starting with whoever has the turn token and proceeding clockwise.

1. Chapter start phase

Whoever has the turn token will generate the current chapter by revealing one card from each chapter deck and placing them facing up.

The chapter effects do not apply right away, but in the **Chapter resolution phase**. You should take them into account to plan your strategy ahead, though.

2. Exploration phase

Each player must draw 2 cards from the treasure deck and add them to their hand. This action is called "exploring" and is mandatory.

3. Organization phase

Do any of the following until you have 3 or less cards in your hand:

- Store cards from your hand in your inventory, placing them face down.
- Return any stored cards from your inventory to your hand.
- Discard cards from your hand or inventory into their discard pile.

4. Combat phase

In your turn, you may choose to attack another player or skip your combat turn. For the details on how combat works, check the **Combat rules** section.

5. Chapter resolution phase

After the last combat, it's time to resolve the text of the current chapter. To do this, whoever has the turn token reads both chapter cards together, out loud, and their effects are applied to every player who meets the criteria, also in turn order.

6. Orb resolution phase

In turns, each person can decide whether or not to use the ability of each orb they have equipped (facing up). This is not mandatory, and you may decide whether to use or not each of them.

7. Reincarnation phase

If your current hero has been eliminated, you can reincarnate into another one. Discard the defeated one, turn 1 of the heroes in your reserve into your new current hero and set its health back to . If there are no heroes left in your supply, you are out of the game and free to finally go to the bathroom.

8. Chapter end phase

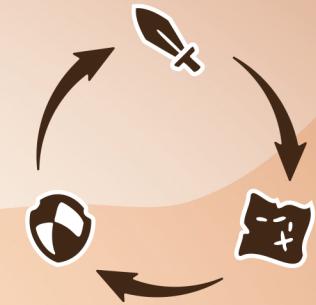
The turn token is passed on to the next player clockwise and a new chapter starts. Repeat everything starting again from the **Chapter start phase**.

Combat Rules

To attack another player, declare it as your **rival**, choose a treasure card from your hand and place it face down on the table. Wait for your **rival** to do the same, and then reveal both cards and apply the following rules:



Attack cards wins against **Equipment** cards.
Defense cards wins against **Attack** cards.
Equipment cards wins against **Defense** cards.



Ties

If both cards share the same type, the player with fewer cards in his inventory (both stored and equipped cards should be accounted for) is declared the combat winner.

If the tie persists, you must fight a new combat round using the remaining cards in your hands. If just one of the participants has no cards left in their hand, the other will automatically win the combat with any of their remaining cards; but if both run out of cards at the same time, the combat ends without any winner or result applied.

Whoever played the winning card should read and apply the text written on it. After this, the combat is over and all cards played throughout the combat are returned to the hand of whoever played them (unless specified otherwise, e.g. equipment cards).

Equipment cards

After winning a combat with an equipment card, it's not returned to your hand, but placed facing up in your inventory instead. From this moment on, it will be "equipped" and will provide you with a new permanent skill.

Equipped cards cannot be voluntarily unequipped, but will be automatically stored (i.e. flipped facing down) when the hero is eliminated. Note that orbs are also equipment cards.

Inventory

This is the area in front of each player, where they can store or equip their treasure cards.

- **Equipped cards (face up):** these are equipment cards that have been successfully played in previous combats and provide some permanent advantage.
- **Stored cards (face down):** these are the cards of any type that you have decided to store in the organization phase (or because some card forced you to store them).

There is no limit to the number of cards you may have in your inventory, but the more cards you have, the more likely you are to lose tie-breaks in combat rounds.

Health

Some cards (especially the red/attack ones) will cause someone to take a certain amount of damage. This is indicated on the cards with the icon .

Whenever you take any damage, flip that amount of full health containers () and turn them into empty health containers ().

Some cards allow you to heal and recover your health by doing the opposite.

Eliminated heroes

If all your health containers are empty (, your current hero is eliminated.

Discard your current hero card and store all your owned cards facing down in your inventory, including your hand and equipped cards.

If another player caused your elimination, that player will be able to loot your corpse by looking at all the cards in your possession, drawing up to 3 and storing them in their own inventory.

You can only loot the corpse of a hero when you have directly caused his elimination. If this elimination was due to external causes (such as the resolution of a chapter or self-elimination) there will be no looting.

Reincarnation

If your hero was eliminated but you still have other hero cards in your supply, you can be reincarnated in the **Reincarnation phase**. Otherwise, you will have to discard all of your cards (after any looting) and you will be out of the game for good.

NOTE: orbs must never leave the game. If there are any orbs among the cards to be discarded after the a player elimination or any other cause, instead of discarding them, they must be placed on top of the treasure deck, in the order its previous owner wants.

Sudden death

When there are only 2 people left in the game, the way to victory is accelerated.

Play chapters in the usual way: exploring, organizing, fighting and solving chapters and orbs. But now, after the orb phases, each person must destroy one of their full health containers ().

No player can reincarnate from this point on, so the last player standing will win.

FAQ

Question - How can I win if one of the orbs was discarded?

Answer - Orbs cannot be discarded. If an orb were to be discarded, instead place it on top of the treasure deck.

Q. - What happens if 2 heroes eliminate each other simultaneously?

A. - Both keep their cards in their respective inventories. That is, no one wins and therefore there is no looting. If they have no heroes in their supplies, they must discard all their cards.

Q. - What happens if a deck runs out of cards?

A. - Shuffle the discarded cards of that type back into a new deck. This applies to the hero deck, the treasure deck and the two chapter decks.

Q. - Is "suffer one point of damage" the same as "flip one of your  containers"?

A. - No, it is not. There are ways to prevent or increase damage (, but flipping containers () is a cost or sacrifice that cannot be avoided. As a general rule, damage is done or prevented, and containers are gained, destroyed or flipped.

Q. - What happens if whoever has the hero card "The Mimic" as an active hero eliminates another hero who has attached hero skills (i.e. by using "The Phone")?

A. - Whoever has "The Mimic" will be able to choose up to 2 skills from any of the available ones (those attached to "The Mimic", the one of the eliminated hero and the ones attached to them).

Q. - What happens when a card with attached hero skills changes its owner? (for example, those acquired with the "The Mimic" skill or "The Mask").

A. - The skills remain attached to the card even if the owner changes, so they will go wherever the hero goes. They will only stop being attached when the hero is eliminated.

Q. - Is there a limit to the number of skills a hero can have attached?

A. - Your hero may have up to 2 other hero skills attached (that's 3 skills counting its own).

Q. - The combination of chapter cards that has come out makes no sense because no one is going to participate or it is not going to have a relevant effect. What do we do?

A. - When the chapter cards are revealed, anyone can propose to omit that chapter and generate another one. If there is unanimous agreement, a new chapter can be revealed to replace it.

For an updated FAQ, check:



Credits

Game design

Javi Cepa

Production

Fali Ronda

Software

Juan Delgado

Main artist

Palma Sánchez

Artists

Laura Femenía

Antonio Berrocal

Ignacio Carretero

Raúl González

Additional art

Hamza Fakkar

Additional development

Konstantins Pečkuns

Cristina Coll

Álex Garcigregor

Special thanks

Alberto Rico, Álex Garcigregor, Álvaro Luque, Alberto Martín, Annabelle Escobar,
Arturo Monedero, Adrián Núñez, Berni Palomares, Cristina Coll, Dam Kalloh, Daviz Báez,
Elena Blanes, Francisco Miranda, Guinxu, J. Martín Fernández, Marco Vicente, Luis Sanz,
Sergio Vaquero, Tiago Blanch, Vandyos, Ximo Ventimilla, Zacky.