ORBITO

2 · 7+ · 10'

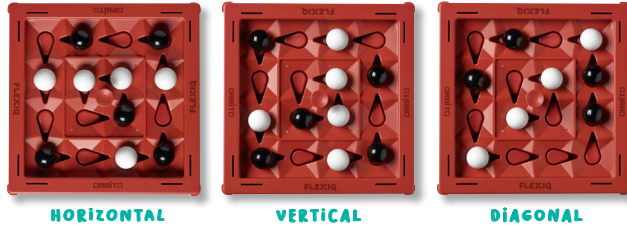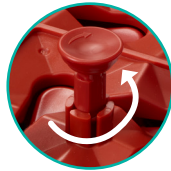## GAME OBJECTIVE

Try to get 4 marbles of your colour in a horizontal, vertical or diagonal line on the shifting game board!

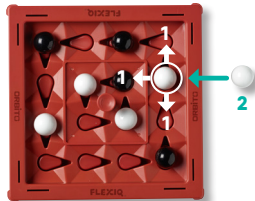HORIZONTAL · VERTICAL · DIAGONAL

SET UP

- The game starts with an empty board.
- Lift the Orbito-button in the center of the board and rotate it a quarter turn to lock it.
- Each player chooses a colour and takes the 8 marbles in their selected colour.
- The players agree who starts first.

PLAY & ADAPT

Each player in turn will add one of their marbles to the game board. Each turn consists of 3 steps:

1 MOVE ONE OF YOUR OPPONENT'S MARBLES TO AN ADJACENT, EMPTY SQUARE.

- This step is not possible during the first turn of the game (as there is no opponent's marble on the board yet) or if all positions adjacent to your opponent's marbles are occupied.
- This step is optional. You can choose not to move an opponent's marble.
- The marble can only be moved to an adjacent square and only horizontally or vertically, not diagonally.

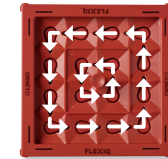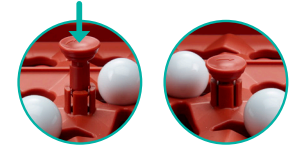### 2 PLACE ONE OF YOUR OWN MARBLES ONTO ANY FREE POSITION ON THE BOARD.

Once placed, you cannot move your own marbles anymore. Only your opponent can! (See Step 1).

3 TO FINISH YOUR TURN, YOU MUST PRESS THE ORBITO-BUTTON!

This will cause ALL marbles to shift 1 position on the board!

Only after pressing the Orbito-button, a valid 4-in-a-row can be created. So never during a player's turn!

2 ORBITS

NOTE Both the inner & outer orbits rotate counter-clockwise.

END OF THE GAME

The game can end in the following ways:

- At any time after pressing the Orbito-button, a sequence of 4 marbles of the same colour is created (See "The Winner!").
- No player has a sequence of 4 after the last marble is placed onto the board and the Orbito-button has been pressed!
  In this case, the Orbito-button needs to be pressed 5 more times.
  The first player to get a sequence wins the game.
  If there is no sequence after 5 times, it's a draw!

NOTE If, after pressing the Orbito-button, both players simultaneously have a sequence of 4, it's also a draw!

THE WINNER!

- The winner is the first player to have 4 marbles of their colour aligned horizontally, vertically or diagonally!
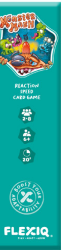
NOTE It is possible that after pressing the Orbito-button, a player creates a sequence of 4 in their opponent's colour and makes their opponent win!

X THIS ICON INDICATES A GAME ELEMENT THAT HELPS TO BOOST YOUR ADAPTABILITY!

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