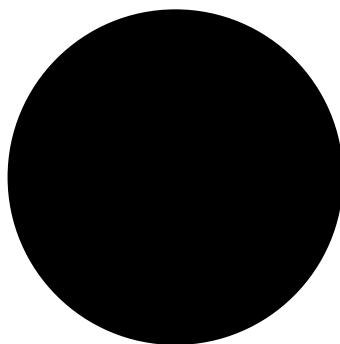# OFFICIAL ORB RULES
## *8th EDITION*

# SET-UP

Each Orbtestant is given the following items:

- 5 Orb Element Cards
- 3 Orb Resource Cards
- 2 Orb Tickets: Type Alpha
- 2 Orb Tickets: Type Two
- 1 Orb Stat Tracker

# OBJECTIVE

The main objective of The Orbs is, generally speaking, to collect the most Orbs. In truth, the main objective is to achieve an Orb Victory (or, conversely, have all other Orbtestants declare an Orb Desertion) – but for now this simplification will suffice. There are 5 main ways to collect orbs: Open Orb Play, Challenger Orb Duels, Orbacle Verdicts, Special Orb Phenomenon and Stand-Up Comedy. Each game goes through three distinct stages: Orb Pre-Game, Orb Competition, and Orb Finale. There are additional sub-stages depending on the time of the Orb Clock as well as each Orbtestant's Orb Status.

# ORB PRE-GAME

The first phase of the game is called Orb Pre-Game. Each Orbtestant has 13 Orb Stats:

- Health (HEA)
- Attack (ATK)
- Defense (DEF)
- Special Attack (SPA)
- Special Defense (SPD)
- Stamina (STM)
- Speed (SPE)
- Agility (AGI)
- Wisdom (WIS)
- Dexterity (DXY)
- Cannabinoid Intoxication (CBD)
- Luck (LCK)
- Double Jointed (DJD)

Each Orbtestant picks how many VP (value points) each stat has at beginning of the game. They can distribute value points to the stats in any manner they please, so long as the following criteria are met:

1. Each stat has no less than Two (2) VP
2. Each stat has no more than Twelve (12) VP
3. The total VP of all the stats does not exceed Fifty-Six (56)

**2**

A common strategy is to max-out the VP of Three (3) Orb Stats and minimize the rest (the so-called MINMAXVP strategy). There are pros and cons to this approach.

Once each orbtestant has determined their stats' VPs, they should write it down on their Orb Stat Tracker. At any time during play the Orbacle (or any Orbtestant with an appropriate Orb Resource card) may request to "audit" their Orb Stat Tracker to make sure that the VP of their Orb Stats follow the aforementioned criteria. If an Orbtestant is found to be playing an illegal Orb Stats Value Points Distribution (OSVPD Infraction, for short) then they will enter into Orb Court, which will be covered in a later section.

After the VPs of the Orb Stats are determined, we now turn our attention to the Five (5) Orb Element Cards and the Three (3) Orb Resource Cards that each Orbtestant has.

First, the Orb Element Cards. There are Seven (7) Orb Elements:
There are 7 types of Orb Elements:

- Water
- Fire
- Plasma
- Childood
- The Fog of War
- Christmas
- Air

The Orb Element Cards have Three (3) purposes:

- They can be used to activate Orb Resource Cards during the Orb Competition phase of play.
- Three (3) Orb Element Cards of the same element can be traded in for Three (3) Orbs
  - This holds for all elements, except for the Christmas Element. The Christmas Element only requires Two (2) Orb Element Cards which yields Two (2) Orbs. If an Orbtestant tries to trade in Three (3) Christmas Elements, the first Orbtestant to declare an Orb Violation* will receive Two (2) Orbs instead, pending an Orb Verdict
- One of every Orb Element can be traded in for Five (5) Orbs

*3*

In the Orb Pre-Game phase, trading of Orb Element Cards is encouraged. At no point during the game may a player have over Eight (8) Orb Element Cards, if so the first Orbtestant to declare an Orb Violation* will receive Three (3) Orbs and the Orbtestant with Eight (8) Orb Element Cards will surrender all Orbs as well as all but One (1) of their Orb Element Cards, pending an Orb Verdict.

*An Orb Violation is Declared by standing and yelling "Orbacle I declare an Orb Violation. Please render your Orb Verdict O Wise One". This will pause the game until the Orbacle renders their Orb Verdict. There will be more information in later sections about the nuances of this process. If an Orb Violation is attempted to be called but the wording is incorrect, another Orbtestant may call an Orb Violation on said Orbtestant. Typically in this situation, the punishment of the original Orb Violation will now be applied to the Orbtestant who called the Orb Violation incorrectly. In the case that the second Orb Violation call is also administered incorrectly, the punishment will reside with be given to everyone to call an Orb Violation incorrectly.

Trading Orb Element Cards is allowed throughout both the Orb Pre-Game and Orb Competition phases of play, but not the Orb Finale.

Now to Orb Resource Cards. There are 21 Orb Resource Cards:

- Wood
- Steel
- Magma
- Tungsten
- Berries
- Wool
- Acetaminophen
- Whale Oil
- Cochlear Implants
- Bullets
- Watercress
- The Tears of a Deranged Man
- Literature
- Cooled Magma
- Fairy Wings
- The Mourner's Kaddish
- Eggs
- Dogshit
- Celiac's Disease
- Lightning
- S&P 500

Each Orb Resource Card has 5 qualities:

1. Its corresponding Orb Element. An Orb Resource card can only be played by playing its corresponding Orb Element Card (for example, if an Orb Resource Card has Plasma as its Orb Element, then an Orbtestant must have and use the Plasma Orb Element Card to summon it)
2. Its stat effects. Each Orb Resource has 6 stats that it either positively or negatively affects. By default, the stat effects are conferred to the Orbtestant that summons the Orb Resource Card, but there are some Orb Resources that affect opponent's stats instead. The special action of the Orb Resource will specify if this is the case.
3. Its special action. This is what the Orb Resource Card does, in addition to or in conjunction with the previously mentioned stat effects
4. Its normal roll. This is the number in the square. A number One (1) to Six (6), if an Orbtestant gets the corresponding normal roll, then all stat effects are doubled!
5. Its special roll. This is the number in the circle. A number One (2) to Twelve (12), if an Orbtestant gets the corresponding special roll, then all stat effects are tripled! NOTE: If both the normal roll and special roll are activated, then the Orbtestant receives Five (5) Orbs.

# ORB COMPETITION

Orbtestants will have 4 minutes to complete the Orb Competition phase of play.

Orb Tickets function similarly to Orb Resource Cards, except Orb Element Cards aren't strictly necessary to summon them (although some Orb Resource Cards confer benefits to summoning Orb Tickets). Both Orb Tickets produce different effects:

First, Orb Tickets: Type Alpha. Using one of these allows the Orbtestant to turn over Two (2) Orb Cups scattered on the tables, which may contain one of three entities:
1. Orbs (Varying in number, anywhere from 1 to 5)
2. Nothing
3. Anti Orbs

Turning over a cup with Orbs confers said Orbs to the Orbtestant, of course. However, turning over a cup with Anti Orbs triggers an interesting event, depending on the number of Orbs the Orbtestant currently has and the value of their Orb Stats (aka their Orb Build)

*7*

|  | 0 Orbs (Under Saturated) | 1-3 Orbs (Saturated) | 3+ Orbs (Over Saturated) |
|---|---|---|---|
| SPA > 8, LCK > 8 **Sorcerer Build** | Orbtestant surrenders One (1) future Orb, if they ever receive one | Orbtestant surrenders One (1) Orb | Orbtestant surrenders Two (2) Orbs |
| DEF = 12, SPD = 12 **Bulky Build** | Orbtestant receives Two (2) Orbs | Orbtestant receives Two (2) Orbs | Orbtestant receives One (1) Orb |
| CBD > 6, ATK > 8 **Buzzed Build** | Orbtestant surrenders Two (2) Orb Element Cards at random | Orbtestant receives Five (5) Orbs | Orbtestant may challenge someone to an Orb Duel |
| WIS > 10, AGI > 10 **Einstein Build** | Orbtestant may receive Two (2) Orbs if they correctly call a coin flip, otherwise they are docked One (1) future Orb | Orbtestant may receive Four (4) Orbs if they correctly call a coin flip, otherwise they are docked Two (2) future Orbs | Nothing |
| DXY = 7 **Acrobat Build** | Nothing | Nothing | Nothing |
| STM > 4, SPE > 4, DJD > 9 **Endurance Build** | Orbtestant receives Two (2) Orbs | Orbtestant receives One (1) Orbs | Orbtestant surrenders One (1) Orb |
| ANYTHING ELSE **No Build** | Orbtestant surrenders One (1) Future Orb, if they ever receive one | Orbtestant surrenders One (1) Orb | Orbtestant surrenders One (1) Orb |

The astute observer will notice that a single Orbtestant may qualify for more than one of the six unique builds. In this case, they may select whichever build they like. But if they qualify for one of the builds, they cannot opt for the "No Build" scenario. Doing so is an Orb Violation which at a minimum will result in the loss of Two (2) Orbs, however it is up to the discretion of the Orbacle to determine the appropriate verdict, of course.

Finally, Orb Tickets: Type Two. Using one of these allows the Orbtestant to select a table which has an orb-related trivia question on it. Similarly to Orb Tickets: Type Alpha, the outcome depends upon the Orb Build of the Orbtestant whether or not they answered Orb Trivia correctly.

| | Answered Incorrectly | Answered Correctly |
|---|---|---|
| DEF = 2 , SPD = 2, HEA < 6 **Haphazard Build** | Orbtestant surrenders One (1) future Orb, if they ever receive one | Orbtestant receives Three (3) Orbs |
| WIS = 12 **Erdös Build** | Orbtestant receives One (1) Orbs | Orbtestant receives Two (2) Orbs |
| ANYTHING ELSE **No Build** | Nothing | Orbtestant receives One (1) Orbs |

The final stage of Orb Competition is performing stand-up comedy.

Once an Orbtestant is on the clock, they may not leave the Orb Zone as denoted by tape on the main Orb Playing Area. Any Orb Infractions (when any part of the Orbtestants body leaves the Orb Zone) will be adjudicated by the Orbacle. The general guideline is that the first infraction will result in a warning and potentially a time loss and the second infraction and beyond will result in the loss of Orbs. However, during tournament play and/or when the Orbtestants have been especially rowdy, the punishments may be elevated. Again, this is at the total discretion of the Orbacle.

The final element to be aware of during Orb Competition is the presence of the Orb Goblin. The Orb Goblin may appear at any time during this phase of play to steal a variety of items, Orb Tickets, Orb Element Cards, Orb Resource Cars, and even Orbs themselves! The only way to prevent an Orb Goblin attack is to say the following exact phrase before the Orb Goblin can enter the Orb Zone. The phrase is as follows:

*10*

"Nay, Orb Goblin! Today my Orbs are Safe – Don't my Weapon against they skin Chafe! I warn thee Orb Goblin – Be Gone!"

Similar to the Orb Violation phrase, any mistakes in reciting this call can be adjudicated by the Orbacle if an Orb Violation is called by another Orbtestant. If an Orbtestant successfully repels the Orb Goblin, there is a chance they may receive an Orb or another Orb Element Card.

# ORB FINALE

After all Orbtestants have completed the Orb Competition phase of play, the Orb Finale will begin with the top two Orbtestants by number of Orbs.

The top two Orbtestants will return to the Orb Zone. A challenge will be given out by the Orbacle to determine the Grand Orb Champion.