

ORPHAN BLACK

CARD GAME



RULEBOOK

OVERVIEW

In the world of *Orphan Black*, human cloning experiments have succeeded beyond our wildest dreams. Play as the factions striving to influence the clones and control their destinies. Use your agents and pit the clones themselves against each other to forward your hidden agenda. But play your cards close to your chest because if your rivals correctly identify your allegiance, they will use this vital information to ruin even the most cunning of your plans.

OBJECT

Each player is given a Goal card identifying their faction and the 3 clones they want to influence the most. Score points by using your Influence cards and the abilities of the clones and other agents in the world of *Orphan Black* to sway the most clones to your faction. Score even more points by attempting to deduce which factions your opponents belong to. The player with the highest score at the end of the game wins.

COMPONENTS



1 SCOREBOARD



3 FACTION SCORE
TOKENS



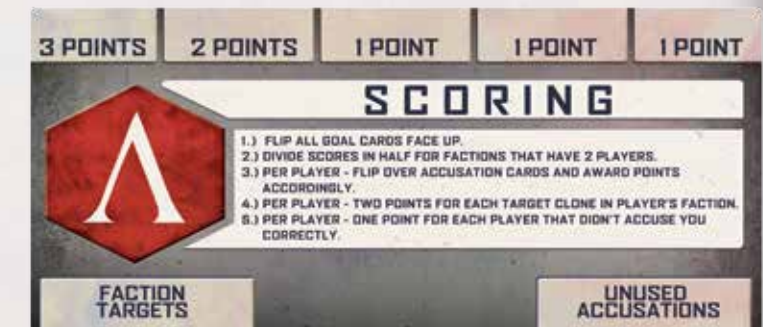
6 PLAYER SCORE
TOKENS



6X6 SETS OF ACCUSATION CARDS



3 FACTION CARDS



6 PLAYER MATS



9 GOAL
CARDS



9 CLONE
CARDS

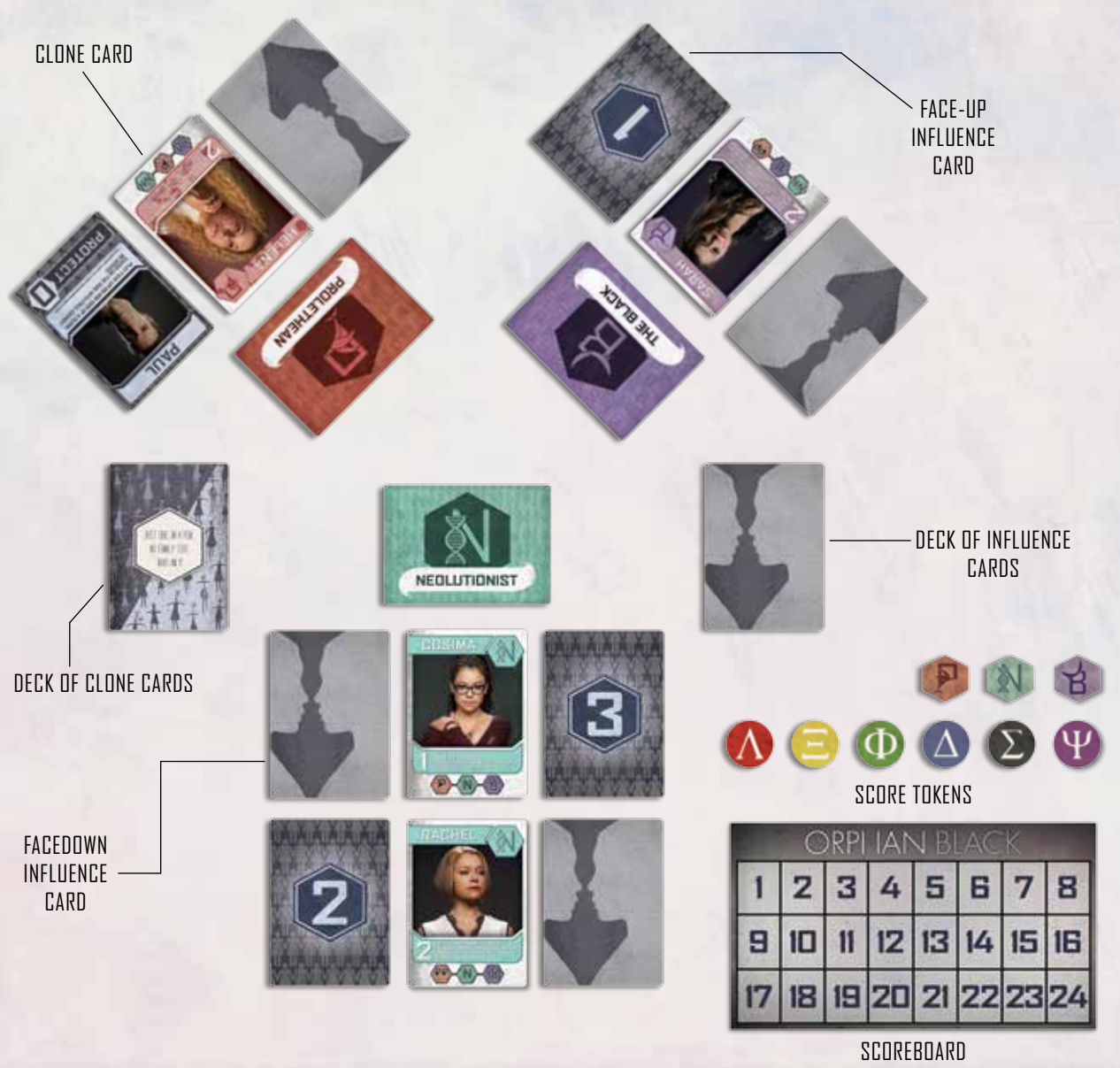


52 INFLUENCE CARDS
(INCLUDES 16 CHARACTER CARDS)

GENERAL SET-UP

- 1. Create the Starting Faction Set-Up:** Place the factions so that they form a triangle in the same orientation as shown to the right. Neolutionists should have Proletheans to the left and The Black to the right. (See set-up picture to the right.)
- 2. Choose an Active Player:** The player with the rarest genetic anomaly is the starting Active player.
- 3. Deal Starting Hands:** Shuffle the 52-card Influence deck (36 number cards and 16 characters). Deal out 3 cards to each player to form their starting hand. Place the remaining Influence deck near the middle of the table.
- 4. Scoreboard:** Place the Scoreboard and all Faction Score tokens to one side of the table.
- 5. Player Setup:** Give each player a matching set of Player Score tokens, Player mat, and 6 Accusation cards, all of the same color/symbol.
- 6. Assign Goal Cards:** Separate the Goal cards by faction. Shuffle each faction set separately, and discard one card from each set facedown to the box - these will not be used this game. You should be left with 6 Goal cards - shuffle these together and deal one out facedown to each player. Players should look at these in secret, then place the Goal and Accusation cards in the respective areas of their Player mat.
- 7. Draw a number of Target clones equal to the number of players using the following steps:** Starting with the Active player and going clockwise, each player will:
 - A.** Draw 1 clone and place her face-up below her respective starting faction as indicated on the upper-right hand portion of the card. *Example: Alison begins in The Black faction.*
 - B.** Draw 2 Influence cards, look at them and place 1 Influence card facedown on one side of the clone and one Influence card face-up on the other side of the clone.
 - i.** The Scoring indicators on the bottom of the Clone card indicate which faction an Influence card will sway a clone toward. *Example: Influence cards played to Alison's left count toward her joining the Neolutionists, Influence cards played to her right counts toward the Proletheans.*

SET-UP IN CENTER OF TABLE



SET-UP IN FRONT OF EACH PLAYER

3 POINTS

2 POINTS

1 POINT

1 POINT

1 POINT

SCORING

1.) FLIP ALL GOAL CARDS FACE UP.
2.) DIVIDE SCORES IN HALF FOR FACTIONS THAT HAVE 2 PLAYERS.
3.) PER PLAYER - FLIP OVER ACCUSATION CARDS AND AWARD POINTS ACCORDINGLY.
4.) PER PLAYER - TWO POINTS FOR EACH TARGET CLONE IN PLAYER'S FACTION.
5.) PER PLAYER - ONE POINT FOR EACH PLAYER THAT DIDN'T ACCUSE YOU CORRECTLY.

FACTION TARGETS

UNUSED ACCUSATIONS

1 GOAL CARD

6 ACCUSATION CARDS

1 PLAYER MAT

3 INFLUENCE CARDS

HOW TO READ A CLONE CARD

THRESHOLD

SCORE INDICATORS

SARAH

STARTING FACTION

CLONE'S ABILITY

TURN OVERVIEW

Beginning with the starting Active player and proceeding clockwise, players take turns executing the following actions in this specific order:

1. Play one Character card face-up and utilize its power (optional).
2. Play an Influence card facedown beside a clone and use that clone's ability.
3. Resolve and score any clone that has 6 Influence cards or more next to it.
4. Make an accusation (optional).
5. Draw Influence cards to bring hand back up to 3.

After a player has executed all of the requisite steps, play proceeds to the player on their left.

TURN DETAIL

1. **Play one Character card** (this is an optional action)
 - A. Character cards can be played face-up:
 - i. Reveal the Character card to all players and execute the power as described on the card. Expanded details on Character card powers can be found in the appendices. Character cards played face-up are discarded after they are used, unless specified otherwise on the card.
2. **Play an Influence card**
 - A. Play one Influence card facedown (which could be a normal Influence card (valued 1-3) or a Character card) on either side of a Clone card, splaying the cards such that it is easy to see how many cards are on either side of a Clone card.
 - i. Character cards played facedown do not activate that character's abilities upon playing them. They will just be a zero-valued Influence card.

TURN DETAIL CONTINUED

B. When a card is played on either side of a Clone card, the Clone's ability is activated. See the appendices for further explanation of each power and examples of play.

C. If a Character card is flipped face-up during this phase, then ignore the text on it and count it as a zero-valued Influence card.

3. Resolve and score any clone that has a total of 6 Influence cards next to it

A. If, after a player has completed steps 1 and 2 and all abilities have been executed fully, any clone has 6 or more Influence cards combined to the left and right of it, the clone will resolve and be scored to one of the three factions.

B. To resolve:

i. First, turn all cards facedown, then gather the cards up from one side and shuffle them and flip them face-up on the side where they came from. Then do the same for the other side (this helps hide who played which card).

ii. Add up the values of the cards on the left of the clone.

iii. Add up the values of the cards on the right of the clone.

iv. Is the difference greater than the Threshold on the clone?

1. Yes: The clone has been influenced enough to change factions! Place the Clone card facedown underneath the Faction card where she now belongs.

2. No: The clone will stay in the faction that she started in! Move the Faction marker for the faction that scored the clone, and place the clone facedown underneath the Faction card where she now belongs.

v. Score: Wherever the clone ends up - look at the Score Indicators on the Clone card. Whichever faction she ends up in - she scores as many points as there are Faction logos (matching the faction she ended up in) in the Score Indicator area. Move the Faction marker for the faction that scored that clone.

C. It may happen that multiple clones may be resolved in a single turn.

D. All Influence cards that were attached to a resolved clone are discarded from play face-up.

TURN DETAIL CONTINUED

E. If there are clones remaining in the Draw pile, the active player draws 1 Clone card and places her face-up on her starting faction, then draws 2 Influence cards, looks at them, and places 1 face-up and 1 facedown on either side of this new Clone card.

4. Making Accusations (optional)

Before a player ends their turn, they may make an accusation. Players can make as many accusations as they want on their turn. To accuse someone, simply take the appropriate Accusation card and place it above the accused player's mat next to the highest available number.

EXAMPLE

If you are first to accuse someone, then you'd place your facedown Accusation card next to the 3 pts. New accusers place their cards to the right of your card in order of play.



5. Draw Influence cards to bring hand back up to 3 and pass play

A. Players draw cards from the Influence deck to refill their hand to 3 cards total.

B. If there are no remaining cards in the Influence deck, shuffle the Discard pile to form a new facedown Influence deck.

C. Play passes clockwise (to the left).

SCORING EXAMPLES

Rachel is resolving as there are 6 influence cards attached to her in total.

EXAMPLE 1

In this example, the right side adds up to 8 and the left side adds up to 4. The difference between them is 4 - which is higher than the threshold of 2 (that is printed on the Rachel Clone card).

In this case, Rachel has been influenced to join the faction with their Scoring Indicator on the right side of her card: The Black.

Place the Rachel card facedown under The Black Faction card, and move The Black Score token up 2 because there are two The Black Scoring Indicators on her card.



EXAMPLE 2

The difference between both sides is not high enough to pass the threshold, so Rachel stays a Neolutionist.

Place the Rachel card facedown under the Neolutionist Faction card and move the Neolutionist Score token up 1 because there is only 1 Neolutionist Scoring Indicator on this Clone card.



EXAMPLE 3

The difference between the two sides surpasses the threshold and Rachel has been influenced to go to the Proletheans since the larger card total is to the left of her card.

Place the Rachel Clone card facedown under the Prolethean Faction card and move the Prolethean Score token up 2 because there are 2 Prolethean Scoring Indicators on this Clone card.



GAME END CONDITIONS

The game ends when all of the clones have been resolved and scored. If the final clone has been resolved and players still haven't played all their Accusation cards, then it's too late and they will lose out on those potential points. At this time, players will gain points for having influenced their specific targets towards their faction and for having made correct accusations against other players.

HOW TO SCORE

1. All players reveal their Goal card.
2. If 2 players were on the same faction, divide that faction's score in half before proceeding, rounding up, as that faction had 2 players working towards similar goals.
Example: If 2 players are found out to be Neolutionists and the score for Neolutionists is 9, then move the score down to 5.

3. Start with the player who resolved the last clone and resolve their Accusation cards:

A. Flip the Accusation card next to the 3. If the accusation was correct, then the accusing player gets 3 points. If that player was NOT correct, then place that card to the side (but do not return it to the accusing player yet) and slide all the other Accusation cards over - keeping their order intact.

B. Continue flipping Accusation cards and either awarding points for correct accusations or sliding other Accusation cards down. The easy way to think about it is - the first player to correctly accuse will get 3 points. The next player to correctly accuse will get 2 points. All other correct accusations will get 1 point.

C. To score points individually, a player takes one of their Scoring tokens and starts it on the scoreboard from the spot where their Faction Score token is located. So if their faction is Neolutionist and the score for Neolutionists is 5, then that player would start moving their own scoring token from 5.

D. Continue this process with each other player, moving clockwise. Once this scoring round has completed move on to:

4. Resolving Targets:

A. Flip over all the Clone cards under each Faction card - keeping them next to their Faction card that they ended up in.

B. Each player gets 2 points for each of their targets that ended up in their faction.

Example: You are a Neolutionist and your targets were: Rachel, Cosima, and Charlotte - Rachel and Charlotte were in the Neolutionist pile at the end of the game, so you would score 4 points.

5. Each player scores 1 point for each player that did NOT accuse them correctly.

Example: You were a Neolutionist and 2 people accused you of being Prolethean, 1 accused you of being in The Black and 1 correctly accused you as Neolutionist. You would get 3 points since 3 players made incorrect accusations against you.

6. The player with the highest score at the end wins. In case of a tie, the player who influenced the most targets listed on their Goal card wins. If there is still a tie, all tied players share the victory.



APPENDICES

CLONE ABILITIES

SARAH



Swap 2 cards, flip 1 of them.

Swap any two Influence cards then flip one of those cards from facedown to face-up or face-up to facedown.

ALISON



Flip 2 cards.

Flip any two Influence cards from face-down to face-up or face-up to facedown.

BETH



Look at a card and move it.

Look at any Influence card (facedown or face-up) and move it next to the clone of your choice, if you wish.

RACHEL



Lock a card.

Lock any Influence card by turning it sideways. A locked card cannot be looked at until it is resolved.

COSIMA



Look at 2 cards.

Look at, then return any two Influence cards without showing anyone.

CHARLOTTE



Next player plays face-up.

The next player must play their Influence card face up.

APPENDICES

CLONE ABILITIES

HELENA



Look at one card and remove it if you wish.

Look at one Influence card and then either discard it (face-up) or put it back.

TONY



Look at a card and show to any player.

Look at an Influence card then show it to the player of your choice.

KRYSTAL



Play an Influence card face-up (does not activate that clone).

Play an Influence card face-up on any clone other than Krystal.

CHARACTER INFLUENCE ABILITIES

FEE



Distract: Look at a card. Switch it with one from your hand - or not.

You do not have to tell players whether you switched the card or not. You may take the card you are looking at into your hand, then return any card you like to the spot you removed it from.

DONNIE



Monitor: Give to target player. On target's turn, target must show you which card they are playing, then discard this card.

ART




Investigate: Look at one Accusation card.

This may be an Accusation card that someone played on you or on someone else. Don't show it to anyone else and replace it where you got it from.

APPENDICES

CHARACTER INFLUENCE ABILITIES


PAUL



Protect: Play face-up on one side of a clone. Cards on the side with Paul cannot be moved. (Paul does not count as a card towards resolving a clone.)

This card doesn't count as a card towards the 6 cards needed to resolve a clone.


DELPHINE



Spy: Look at an opponent's hand and take one card.

That player will not be able to fill back up to 3 cards until the end of their next turn.


DR. LEEKIE



Copy: The card you place facedown this turn can activate any clone's ability.

The clone you activate must be one that is currently active. So you could play your card next to Rachel, but activate Krystal instead - assuming Krystal was currently in play.


MRS. S



Hide: Play on a clone - Increase the threshold by one for this clone.

If the threshold was 2, then it would be at 3 after Mrs. S is played. This card doesn't count as a card towards the 6 cards needed to resolve a clone.

MARK



Brainwash: Next player must play on the same clone as you (on either side).

If the clone you played on was resolved on your turn, then the next player is free to play anywhere.



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