

ECLIPTIC

The set has 72 playing cards representing the 12 zodiac signs declined in 6 different colors and astronomical symbols (sun, moon, star, galaxy, planet, comet).

Each player has a set of 6 polyhedral dice: D4, D6, D8, D10 (0 is 10), D12, D20.

The set has also 12 neutral and bicolor (blue / white) cards that have to be aligned to form the Zodiac line of consecutive signs. This line separates the two sides, white against blue.

2-PLAYER RULES

Each player is given 7 cards. The rest remain face-down in a stock pile.

GOAL OF THE GAME

The goal of the game is to obtain the largest number possible of consecutive signs and / or of a same symbol.

The principle is to put down a pair of cards of same sign in order to be allowed to place a third card on his side of the Zodiac.

ACTION

The players play alternatively. At his/her play turn, the player draw cards to get a full hand of 7 cards, then shall, if possible, put down a pair of cards of same sign, this allows placing a 3rd card of his hand on his side of the Zodiac. The formed pairs that have been put down do not serve any more. They remains face-up in a pile close to their player.

If no pair can be put down, the player has to discard a card that is placed face-up on the discard pile near to the stock.

When starting the turn, it is permitted to take the first card from the discard pile, but only to play it immediately (either as a 2nd card of a pair or as a sign to be placed on his line).

It is not permitted to put down two pairs at the same turn of play.

BATTLE

It is permitted to place a sign on the line only if it is different from the ones which are already on its side. Therefore, two cases are possible: 1) either this sign is new for both players and then, the turn simply goes to the next player; 2) either this sign has already been placed by the opponent and then a battle is engaged to determine which player will keep that sign.

For the battle, both players secretly choose a die among their available dice. The dice are thrown and the winner is the player obtaining the highest score. In case of draw, the same dice are thrown again until a winner is determined.

The winner gets a gem and keeps the sign in his line. He may choose one or the other card of the disputed sign. The non selected card is placed in the discard pile. The winner plays the next turn.

The dice used for the battle are put aside and are no more available.

However, after the 6th battle, all dice are restituted to the players who can use them again, and so forth.

TRIPLETS

In the case where the pair allows to place of a sign of the same kind (i.e. if the player has three cards of a kind) and if this does not lead to battle (that sign has not been placed by any player yet), the player keeps the hand and replay.

END OF THE GAME

When the last card of the stock is taken, the players keep playing until one of them cannot anymore. The game is then ended.

The game can also be ended before the stock is exhausted when one player places the 12th and last Zodiac sign. This player then decides if he / she wishes to immediately stop the game (the cards still in hand are lost) or if the game shall go until the end of the stock. Then a D6 is thrown. If the result is 1, 2, 3, or 4, the wish is realized otherwise the opposed decision is applied.

SCORING

Each player sums his / her points as follows:

- ! 1 point for each cards of his longest series of consecutive signs.
- ! 1 point for each card of his longest series of signs of the same color.
- ! 1 point for each obtained gem.

The winner is the player reaching the highest amount.

In case of equality, the winner is the player having the highest count of signs on the Zodiac. If they have the same number of signs again, then the game is a draw.

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