

ECLIPTIC (v2.0)

Ecliptic is a game for 2 players.

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).

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.

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.

12 and 1 are considered consecutive.

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

ACTION

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

The players play alternatively. At his/her play turn, the player shall put down a pair of cards of same sign or same color, to get the right of placing a 3rd card of his hand on his side of the Zodiac. The formed pairs that have been put down do not serve anymore. They remain face-up on the discard pile.

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

At the end of his/her turn, the player draws 3 new cards from the stock to refill his/her hand with 7 cards.

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, each player refills his/her hand with 7 cards, starting by the attacker. Each one counts the sum $A+B$ in his/her hand. A is the number of cards in the longest series of consecutive cards. B is the number of cards in the longest series of same color. The player with the higher $A+B$ is the winner of the battle. In case of equality, the winner is the attacker. The attacker declares his/her total and shows the contributing cards. The defender does the same only if he/she is the winner.

The winner may choose one or the other card of the disputed sign. The non selected card is placed in the discard pile.

Once the battle done, each player takes 1 card in the opponent's hand. This exchange forbids to know how many points are in the opponent's hand.

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 the same sign) 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 current action keeps going (either it is the opponent's turn or it is battle started by that player who has drawn this card) and then the game is ended.

The game can also be ended before the stock is exhausted when one player has no more possibility to play.

SCORING

Each player sums his / her points as follows:

- ! 1 point for each cards of his/her longest series of consecutive signs.
- ! 1 point for each card of his/her longest series of signs of the same color.
- ! 1 point for occupying his/her own zodiac sign.

The winner is the player reaching the highest total amount.

In case of equality, the winner is the player having the highest count of signs on the Zodiac. If both players have the same number of signs again, then the winner is the one having the smallest number of different colors in his/her line. If there is equality again, then the winner is the player occupying the zodiac sign of the day.

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