

Eternal Eclipse

Designer: Shane Bennett

Goal of the Game

Players collect resources from their starting planet, sun and opposing players in an effort to fortify themselves from the inevitable explosion of the sun (all funky sun resources are depleted)

Setup Rules

Players roll the dice to determine the order of player rotation.

All players start out at the sun (center) having realized it is going supernova and must make haste back to their planet in order to begin fortification.

The 4 planets are split into a northern and southern zone, The north producing metal and the south producing gas resources. The center of the sun holds the final resource

.Players may enter by either black or blue arrow entrance/exits.

Players must traverse around the sun in order to move outside of their planet.

20 pawns/ 5 per player||20 Gas Resources / produced by south planets

20 Metal Resources/ produced by north planets||20 Funky Sun Stuff/ produced by...the sun

& 2 Dice with 6 sides.

Gameplay Rules

After a player reaches their planet they may then move their king pawn to a planet zone and begin their round. Moving a King's position requires a turn.

1 Pawn must remain on the planet at all times within one of the 4 zones of their planet

-Lighting icon increases pawn movement speed-Sun Icon increases planet resources

production-Circle with x is attack bonus-Square is defensive

Planets produce 1 resource per round (unless expedited)

Pawns may carry 1 resource at a time.

If collecting gas from a planet a player starts at the closest tile to the planet and must make their way to the center to collect said resource.

If 2 players occupy the same tile they each take a dice and roll, If any player has their king set to attack or defend they receive a +2 buff to their dice roll.If a pawn is killed carrying RSS those RSS are returned to their origin.

Once a player has collected 5 of each resource they can then begin building their eternal eclipse. After each round the sun loses a resource. <- Limit game length and initializes ability for sun to go supernova without additional pieces.

End Condition Rules

Once the *Sun goes critical* or a player has completely fortified their world from harm then the game concludes.

