Eclipse
Rules of play

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1 Overview

Eclipse is a team game with hidden roles, in which players gather information to discern friend from enemy, and gather magical items to defeat their enemies.

The game is primarily designed to be played with 4 players, but can also support 6 or 8 players. There is also a cooperative mode where players fight against the zombie horde. This mode is primarily designed for 3 players, but also supports more or fewer.

1.1 Quick intro for standard 4 player game

Each player is dealt a hidden faction card: Marked Sun, Unmarked Sun, Marked Moon, or Unmarked Moon. The two teams are Sun and Moon. Marked and Unmarked status determines who teams need to target first.

Players take turns visiting locations, asking questions, and acquiring items. Questions are cards are formulated as yes/no questions. When a player is instructed to "Ask a Question," they draw a question card and read it silently. They pass the card, face down, to another player. That player answers aloud with "Yes" or"No."

Damage is counted up from zero. Players start at zero damage, and advance up along the damage track as they take damage. Players have variable maximum health determined by adding the numbers on the character and power cards.

2 Game pieces

2.1 Cards

There are several types of cards.

- *Character* – These grant a passive ability, and include a number for max health.
- *Faction* – These assign hidden roles and teams to players.
- *Item* - Players acquire these over the course of the game. They may increase attack power, ability to choose where one moves, or a variety of other things.
- *Location* – These form the board of play.
- *Modifier* – These modify the setup or gameplay in some way.
- *Power* - These grant a once-per-game ability, and include a number for max health. A player can use their power card once per game.
- *Question* – These give players information about factions.
- *Reputation* – These sometimes instruct players to lie in response to questions.
- *Token* – These are brought into the game when another card references them by name.
- *Zombie* – These are only used for the cooperative mode.

2.2 Other

- *Dice* – 6 sided dice. Assorted other dice are useful for tracking counters on cards.
- *Number chips* – 6 distinct chips, labelled 1,2,3,4,5,6. These go on locations.
- *Player tokens* – sets of three small cubes of the same color in a variety of colors.
- *Number track* – for player damage.

3 Gameplay

3.1 Set up

First time setup - Use the following locations: Market, Tavern, Armory, Arena, Apothecary, and Reflecting Pool. Don't use any modifiers.

1. Draw two modifier cards, and apply any setup effects.
2. Chose one random location of each type (market, tavern, armory, arena, apothecary, and wilds). Set locations in the middle of the playing area. Place one number chip on each location, at random.
3. Choose faction cards to use. For a game with $2n$ players, there should be n Moon cards, one of which is marked, and n Sun cards, one of which is marked. (This is occasionally changed by modifier cards.)
4. Deal each player one faction, character, and power card (all face down).
5. Randomly choose a player to go first.

3.2 Sequence of play

Players take turns clockwise around the table. On their turn, a player takes the following actions. At any point during these actions, a player can use the effect of a character, power, or item card. Note that players can use such effects on other players turns, not only their own.

1. Roll two D6, then move to a location with either of those numbers.
2. Perform the effect on the location.
3. Attack another player at that location for 2 damage. This is optional.

A player's maximum health is the sum of the numbers on their power and character cards. When a player has taken damage greater than or equal to their maximum health, they become mortally wounded. Mortally wounded players cannot use their character or power cards, but may otherwise retain items and take turns as normal.

A player can use the effect of their character throughout the game. They can only use the effect of their power card once during the game.

3.3 Ending the game

The game ends when two players from the same team are eliminated wounded. A player is mortally wounded when they have taken damage greater than or equal to their maximum health, which is found by adding the numbers on their character and power cards. Alternately the game can end if a team erroneously mortally wounds the Unmarked player on the opposite team before the Marked player.

If the Marked player on a team is not mortally wounded, and the opposing team causes damage to the Unmarked player on that same team which causes them to become mortally wounded, then the team which caused that player to be mortally wounded instantly loses the game.

For example, suppose all players are not mortally wounded, and the Unmarked Moon player has 12 maximum health and has taken 10 damage. One of the Sun players then attacks the Unmarked Moon, dealing 2 damage, and causing them to become mortally wounded. The game ends, and the Moon team wins.

In particular, it is NOT possible for the Moon team to win by mortally wounding the Unmarked Moon. If the damage which causes the Unmarked Moon to be mortally wounded was caused by a Moon player, the game continues.

3.4 Glossary

Attack range - The collection of locations which a given player can attack. The default attack range is just the player's current location, but may be increase or decreased by the effects of Items, Characters, Powers, or Tokens.

Heal - Move the players damage counter down that amount on the damage track. A player cannot heal below zero damage.

Location - A single location card where a player token can be.

Maximum health - The sum of the numbers on a players character and power cards.

Mortally wounded - A player who has taken damage equal to or greater than their maximum health. Mortally wounded players cannot use their character or power cards.

4 Cooperative mode

This section details rules relating to the cooperative mode where players work together to outlast the zombie horde. Throughout the game, zombies will be summoned from the zombie deck, and move around the board attacking players.

Summon means draw a zombie card, roll a D6, and place the zombie card at that location. N is the number of players.

4.1 Setup

1. Remove cards from the character, power, item, and location deck which interact with question cards or gaining information, since that aspect of the game is removed in this mode.
2. Use the "Graveyard" tavern location and random locations for other five types.
3. Summon $2N$ times.

4.2 Sequence of play

Players take their turns simultaneously. They can attack and damage zombies (e.g. using items) as if zombies were players. After the collective player turn, the zombie horde takes a turn, where they do the following:

1. Each zombie attacks all players at its location.
2. Each zombie moves one location in ascending order ($1 \to 2$, $2 \to 3$, $6 \to 1$, etc.)
3. Summon N times, plus an additional time for every N defeated zombies.

Players who have taken damage equal to or exceeding their maximum health are dead and cannot take turns as normal. (They can be brought back by visiting the Graveyard.) Once all players are dead, player's score is equal to the number of defeated zombies, divided by N.