

INSTRUCTIONS

- **THE GOAL OF THE GAME IS TO GET THE MOST POINTS BY THE END OF THE GAME.**

SETUP

- **GIVE EVERY PLAYER 4 MATCHING 4 SIDED DICE.**
- **PUT ALL OTHER DICE IN THE MIDDLE OF THE TABLE.**
- **DEDICATE ONE PLAYER TO KEEP SCORE.**

HOW TO PLAY

- 1. EACH PLAYER ROLLS THE 12 SIDED DIE TO SEE WHO STARTS. HIGHEST NUMBER STARTS.**
- 2. THE STARTING PLAYER THEN PICKS A RANDOM CATEGORY TO START THE GAME. THE FIRST ROUND DOES NOT INCLUDE COLUMN "B".**
- 3. ALL PLAYERS PICK UP AND SHAKE THEIR DICE. STARTING PLAYER (OR WINNING PLAYER FROM THE PREVIOUS ROUND) SAYS "READY, SET, GO".**
- 4. EVERY PLAYER ROLLS THEIR 4 ORIGINAL DICE AT THE SAME TIME ON "GO" AND TRIES TO COMPLETE COLUMN "A" BY CONTINUOUSLY ROLLING. THEN IF THEY HAVE THE EXTRA 5TH DIE THEY TRY AND ROLL COLUMN "B". DOING ALL THIS AS FAST AS POSSIBLE.**
- 5. ONCE EACH PERSON COMPLETES THE CATEGORY THEY YELL "ECLIPSE!".**
- 6. AFTER EVERYONE IS DONE, TO GET YOUR POINTS: •1ST PERSON TO FINISH ROLLS THEIR FOUR DICE (4 SIDED) •2ND PERSON TO FINISH ROLLS THREE DICE (4 SIDED) •3RD PERSON TO FINISH ROLLS TWO DICE (4 SIDED) •LAST PERSON ROLL ONE DIE (4 SIDED) THEN ALL PLAYERS ADD UP**
THE TOTAL OF THEIR DICE AND WRITE THE RESULTS ON THE SCORE SHEET. IN THE CATEGORY ROW THAT THEY WERE PLAYING.
- 7. THEN ALL PLAYERS GRAB THE DIE FROM THE MIDDLE ACCORDING TO WHAT PLACE THEY GOT. •1ST = 12 SIDED DIE •2ND = 10 SIDED DIE •3RD = 8 SIDED DIE •4TH = 6 SIDED DIE**
- 8. THE PLAYER WHO WON THE LAST ROUND PICKS A RANDOM CATEGORY AND REPEATS STEPS 3-7.**
- 9. AFTER ALL CATEGORIES ARE COMPLETE, ADD UP EACH PLAYERS SCORE, AND THE PLAYER WITH MOST POINTS WINS!**

NOTE: THE EXTRA DICE IS ROLLED AFTER THE PLAYER COMPLETES THE CATEGORY WITH THE 4 SIDED DICE.

TIE

IF MORE THAN 1 PERSON YELLS "ECLIPSE" ROLL A 4 SIDED DICE TO DETERMINE WHO SAID IT FIRST. HIGHEST NUMBER WINS.

EXAMPLE: IF CATEGORY 3 IS PICKED EVERYONE HAS TO ROLL ALL 3'S ON YOUR 4 SIDED DICE. THEN YOU DO STEP 6 TO GET YOUR POINTS. IF YOU'RE ON THE SECOND ROUND OR HIGHER, YOU HAVE TO ROLL THE NUMBER IN COLUMN "B" WITH THE EXTRA DIE YOU RECEIVED FROM THE MIDDLE.

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Rules for the 6 person expansion game.

THE ONLY RULE THAT CHANGES FROM BASE GAME IS BELOW.

7. THEN ALL PLAYERS GRAB THE DIE FROM THE MIDDLE ACCORDING TO WHAT PLACE THEY GOT.

- **1ST = 12 SIDED DIE**
- **2ND = 10 SIDED DIE**
- **3RD = 8 SIDED DIE**
- **4TH = 6 SIDED DIE**
- **5TH = 6 SIDED DIE**
- **6TH = NO EXTRA DIE**

6 people to get points:

- **1st person to finish rolls their four dice (4 sided)**
- **2nd person to finish rolls three dice (4 sided)**
- **3rd person to finish rolls three dice (4 sided)**
- **4th person to finish rolls two dice (4 sided)**
- **5th person to finish rolls two dice (4 sided)**
- **6th person to finish rolls one die (4 sided)**