

ECLIPSE

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Midterm Project

GAM 602 Game Theory & Level Design

Introduction

Eclipse is a strategic card game set in spooky origins involving mystical creatures, haunted past-times and friendly sabotage. Players take turns drawing, discarding, or casting spells to make sure their hand the highest-scoring combination of cards by the end of the game.

With 60 cards in the deck total, the deck is made with 20 spooky, common “items” cards that players can collect, and 40 monster cards. All cards contain a point increment on the top-left, indicating how many points that card will give a player at the end of the game. The objective of the game is to possess as many points in your hand by the end of the game as you can. To do that, you need to have the highest-possible points you can have in your hand by the time the drawable deck runs out.

The game ends when the last card is drawn, and whoever has the most amount of points in their hand at that point is the winner!



Components

Player Info

 2-4 Players	 20 - 60 Minutes	 Ages 10+
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Items

- ❖ Deck of Cards
- ❖ Pen and Paper per Player
- ❖ Calculator (Optional)

Cards

60 cards total, all
with identical art
on the back.



On the front side, there are two
types of cards that players can obtain.

Monster Cards



x40

Item Cards



x20



Monster cards possess a supernatural spell that can be performed at the risk of disposing of the card after. Spells can contain actions that can help you or hurt others in the quest for the highest scoring combinations. Players can steal another player's card, see an insight into the deck, take extra actions, or even resurrect cards. There are 40 monster cards total, with 20 variances of monsters and spell types.



Item cards are collectable items that players can gather. They contain rememberable photos, golden mirrors, black cats, and more. They give players points at the end of the game depending on their point total at the top-right, as well as provide extra points to players if they're grouped with identical-looking cards. The more identical item cards a player has, the higher the point combo. 2 of an identical item card add 2x the amount of points, 3 cards add 3x, and all four cards add 5x times the amount.

Setup

Shuffle the deck of cards and put it face-down in between all players. This will be the **draw deck** that players use throughout the course of the game. Each player **begins with four cards** in their hand. Draw all four cards from the top of the draw deck, and don't reveal your hand to any of the other players.

In Eclipse, there are only **two piles of decks**; the **draw deck** referenced above, and the **discard pile**. The discard pile are where discarded cards go, with cards being placed face-up. It will go beside the draw deck.

Example:



The player with the soonest birthday goes first. From them, the player order goes counter-clockwise.

At any given time, players have **a maximum of eight cards** that can be held in their hand. There is no minimum, despite players beginning with four cards.

Gameplay

Players will make a single action every turn. There are four available actions: draw, discard, use a monster spell, or skip. Players go around in a circle per the setup's rules, each selecting one action before the next player goes to play.

Draw means that the player will draw from the draw deck. If a player has less than eight cards in their hand, they can spend their turn drawing from the draw deck. They may select the top card, the second-to-top card, or the third-to-top card. They cannot check which card they're pulling upon drawing.

Discard means that the player can remove a card from their hand and place it into the discard pile. There will be instances where the player feels that they have a weak card, or that they have a *good* card but could potentially receive an even better card. Perhaps the player would rather gain a monster card with higher points and a spell, or maybe they hope to gather an item-card combo. By spending a turn discarding, they allow newer and potentially-better cards to enter their hand in following rounds.

Monster spells can be used when players are holding a monster card with an available spell in-hand. Keep in mind that when a spell from a monster card is used, that card must be added to the discard pile (players *cannot* keep a monster card who's spell they just used). Spells vary between monsters. For example; Medusa can allow players to skip another player of their choice's turn, Oracles can see the third card in the draw pile, and pixies can steal another player's card at random. In total, there are 20 variances of monster spells with 1-5 cards per monster type. Some monster cards (e.g. vampires, werewolves, zombies) appear more often as repeat-cards than more powerful monsters (e.g. Ammit, succubae, Cthulhu, etc.) cards.

Skip is always an option for players. If players are confident with their current hand or just prefer to not make any adjustments to their hand, then they may choose to skip their turn. Keep in mind that this prolongs the end of the game, and these players have a risk of revealing that they like their current hand by skipping (potentially encouraging other players to attack). **If all players decide to skip their turns in a row,** the player to first select to skip must discard one of the cards in their hand by their next turn.

There's only a limited time to make your moves – the game ends when the last card is drawn.

Game End Conditions

Beware that cards only last so long! The draw deck lowers faster than you may think. **The game ends once the draw deck is empty.** Once the last card is drawn, players **tally up the total points** that are in their current hand using their **sheet of paper** or a **calculator**.

Item cards are collectables that have potential bonuses at the end of the game, depending on the total of that collectable a player has in their hand. The more identical item cards a player has, the higher the point combo.

- ❖ **2** of an identical item card add 2x the amount of points for the combo cards
- ❖ **3** cards add 3x the total amount of points for the combo cards
- ❖ **4** identical cards (the total potential amount of that item's collectable) adds 5x times the amount for the combo cards

Monster cards are stand-alone depending on their points. Even if a player has two of a single monster type in their hand, this does not provide a bonus like the item card. Keep in mind, however, that these stand-alone cards tend to provide a higher score point than items do.

Compare your score out-loud with the other players. **The player with the highest score in their hand is the winner.**



ECLIPSE



All cards have points on the top-left.

Eclipse is a strategic card game set in spooky origins involving mystical creatures, haunted past-times and friendly sabotage. Players take turns drawing, discarding, or casting spells to make sure their hand the highest-scoring combination of cards by the end of the game.



2 - 4

PLAYERS



20 - 60

MINUTES

60 CARDS
+ 20 Item Cards
(5 sets of 4-card combos)
+ 40 Monster Cards

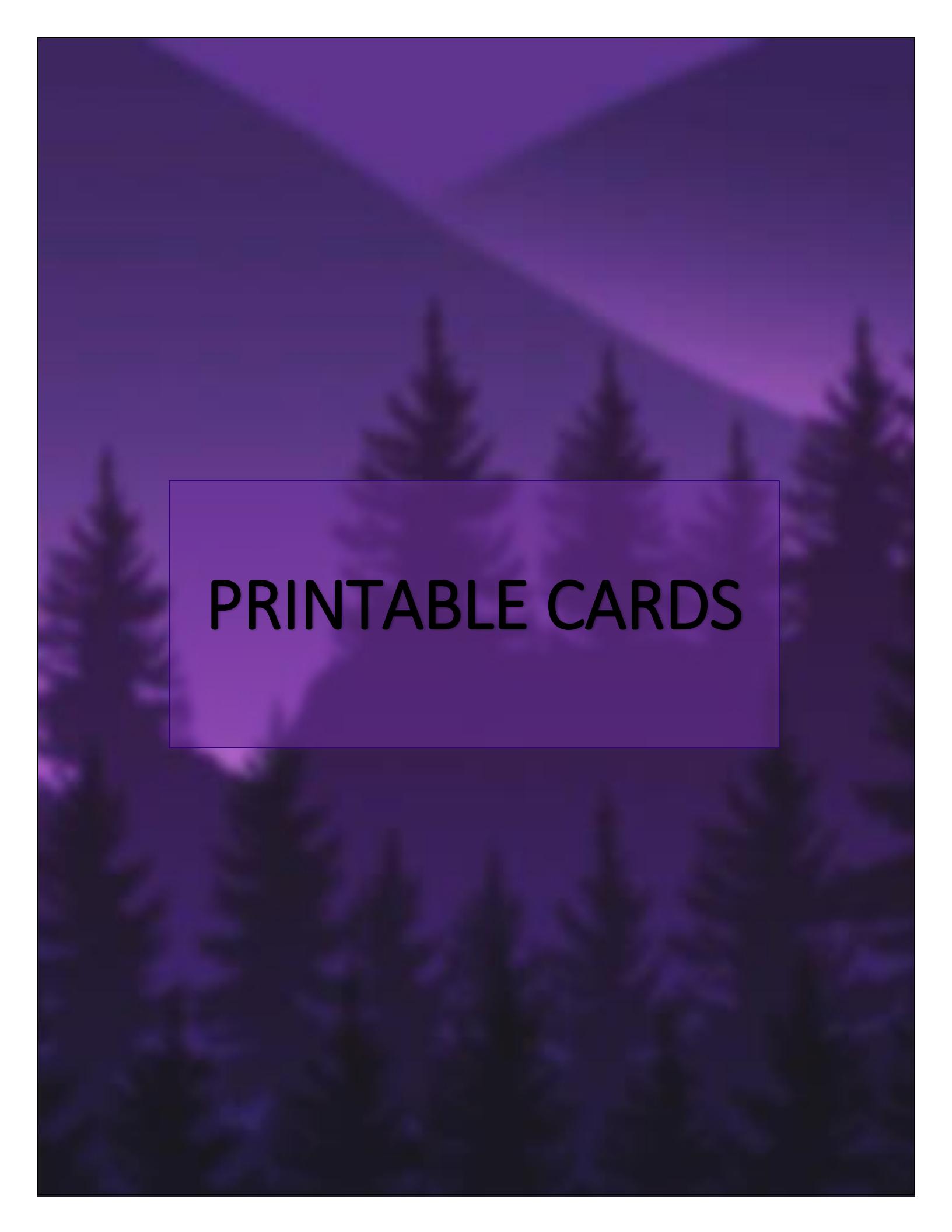
The game ends when the last card is drawn, and whoever has the most amount of points in their hand at that point is the winner!

ITEM CARDS are collectable items that players can gather. They contain rememberable photos, golden mirrors, black cats, and more.

MONSTER CARD possess a supernatural spell that can be performed at the risk of disposing of the card after.

SPELLS are action cards that change your hand. They include stealing another player's card, seeing an insight into the deck, taking extra actions, or even resurrecting discarded cards.

Players each start with four random cards. Player can have a maximum of 8 cards throughout the game.



PRINTABLE CARDS

12 Soul-Stealer



SPELL

Your own hand is boring; time for a new one. Select a player and swap your hand (minus this card) with theirs.

12 Soul-Stealer



SPELL

Your own hand is boring; time for a new one. Select a player and swap your hand (minus this card) with theirs.

12 Re-Animator



SPELL

Your hand is too familiar. Time for a new one. Discard your entire hand and draw 6 new cards from the draw deck.

12 Re-Animator



SPELL

Your hand is too familiar. Time for a new one. Discard your entire hand and draw 6 new cards from the draw deck.



10 Succubus



SPELL

You enrapture another player. They feel compelled to show you their hand as you select one to discard.

13 Cthulhu



SPELL

Turn to another player. Shock them with fear. They discard their hand and draw 5 new cards from the draw deck.

10 Succubus



SPELL

You enrapture another player. They feel compelled to show you their hand as you select one to discard.

10 Succubus



SPELL

You enrapture another player. They feel compelled to show you their hand as you select one to discard.



6 Devil



SPELL

In the mood for a little mischief...
Look through the draw pile and
pick any new card you want.

5 Zombie



SPELL

Your state is decaying, but you
need to live on. Select a random
card from the discard pile.

6 Ghost



SPELL

You disappear before your opponent's
eyes. Use this card to deflect another
player's spell on you. This and their
card are discarded.

6 Pixie



SPELL

WHOA, what's that over there?!
Quick, while they look away, steal
another player's card at random!



7 Medusa



SPELL

Select another player and turn them into stone. Their next turn is skipped.

7 Medusa



SPELL

Select another player and turn them into stone. Their next turn is skipped.

6 Ghost



SPELL

You disappear before your opponent's eyes. Use this card to deflect another player's spell on you. This and their card are discarded.

7 Medusa



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SPELL

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9 Oracle



SPELL

You glance into the future, and the future stares back. Peak into the next three cards from the draw deck.

9 Oracle



SPELL

You glance into the future, and the future stares back. Peak into the next three cards from the draw deck.

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SPELL

You glance into the future, and the future stares back. Peak into the next three cards from the draw deck.



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Pixie



SPELL

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Quick, while they look away, steal
another player's card at random!

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Quick, while they look away, steal
another player's card at random!



6 Vampire



SPELL

Suck the life out of another player by selecting a random card of theirs and put it in the discard pile.

6 Vampire



SPELL

Suck the life out of another player by selecting a random card of theirs and put it in the discard pile.

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Suck the life out of another player by selecting a random card of theirs and put it in the discard pile.

6 Vampire



SPELL

Suck the life out of another player by selecting a random card of theirs and put it in the discard pile.



8 Frankenstein



SPELL

Wake up the dead! Look through and select a card from the discard pile.

8 Frankenstein



SPELL

Wake up the dead! Look through and select a card from the discard pile.

6 Vampire



SPELL

Suck the life out of another player by selecting a random card of theirs and put it in the discard pile.

8 Frankenstein



SPELL

Wake up the dead! Look through and select a card from the discard pile.



5 Zombie



SPELL

Your state is decaying, but you need to live on. Select a random card from the discard pile.

5 Zombie



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5 Zombie



SPELL

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4 Diamond Rock



ITEM CARD

It may not look like much right now, but it can sell for a lot of money.

4 Diamond Rock



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4 Diamond Rock



ITEM CARD

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4 Diamond Rock



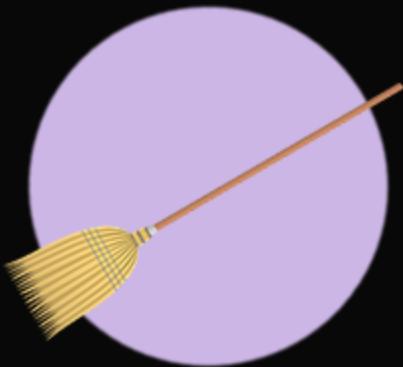
ITEM CARD

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2

Broom

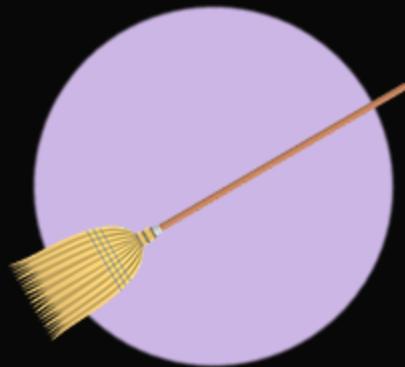


ITEM CARD

Goodness, the cards in your hand
were a mess. Good thing this broom
was here to help clean up.

2

Broom

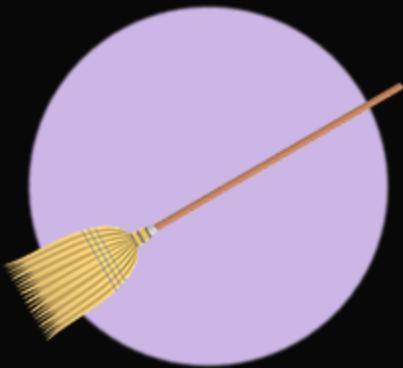


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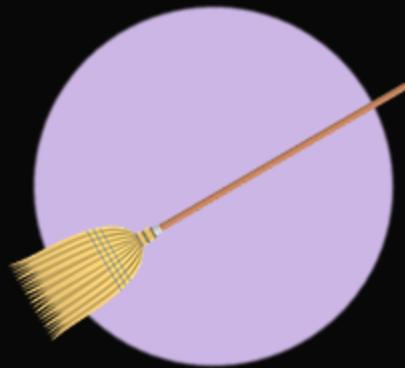


ITEM CARD

Goodness, the cards in your hand
were a mess. Good thing this broom
was here to help clean up.

2

Broom



ITEM CARD

Goodness, the cards in your hand
were a mess. Good thing this broom
was here to help clean up.



3 Flower Bouquet



ITEM CARD

Sure, these will one day wilt. But damn, they sure are really pretty right now.

3 Flower Bouquet



ITEM CARD

Sure, these will one day wilt. But damn, they sure are really pretty right now.

3 Flower Bouquet



ITEM CARD

Sure, these will one day wilt. But damn, they sure are really pretty right now.

3 Flower Bouquet



ITEM CARD

Sure, these will one day wilt. But damn, they sure are really pretty right now.



3 Black Cat



ITEM CARD

Apparently, these creatures are unlucky. But this one is just really cute.

3 Black Cat



ITEM CARD

Apparently, these creatures are unlucky. But this one is just really cute.

3 Black Cat



ITEM CARD

Apparently, these creatures are unlucky. But this one is just really cute.

3 Black Cat



ITEM CARD

Apparently, these creatures are unlucky. But this one is just really cute.



2 Mirror



ITEM CARD

Mirror, mirror, on the wall,
who's the fairest of them all?

2 Mirror



ITEM CARD

Mirror, mirror, on the wall,
who's the fairest of them all?

2 Mirror



ITEM CARD

Mirror, mirror, on the wall,
who's the fairest of them all?

2 Mirror



ITEM CARD

Mirror, mirror, on the wall,
who's the fairest of them all?

