

EYE FOR AN EYE

Rules



EYE FOR AN EYE

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For Leo and Maya

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Introduction

Yesterday's incident between the local Palaudis Nymphlet breeder and one of the Hydris Tribe's Hunters would have, in times gone by, started a small war. But that isn't the way things are done now. As the nominated Arena Chief for the Palaudis Tribe, it is your responsibility to once again enter the Arena and settle your Tribe's dispute in their favour... by way of spear and shield.

You feel the warm bush air on your green skin. Your reed cloak flaps innocently in the breeze as the huge eucalyptus trees that encircle the Arena, slow dance to the chanting of your Tribestalks. You close your eye and breathe in deeply, immersing yourself in the roar of the crowd. The dispute is read out loud. The ruling will go in favour of today's victor. Cobbie, your trusted Luftle advisor pats you on the back, imparting a few low grunts of good luck. You raise your bark shield and drum your spearhead against it twice... you breathe out... "Yarra mark!"

The dust flies.

Eye for an Eye is an gladiator-like skirmish game played in an arena with spaces marked by hexes. Players control one character (usually an Occulite Tribal Chief) trying to settle a dispute with another tribe or tribes (the other players).

Unlike other skirmish games, Eye for an Eye can be played in real time with a soundtrack timing the action or in turn based mode. In realtime mode, there are no turns and players can call out and resolve actions whenever they want to trigger them. In turn based, players allocate dice and then grab a turn order marker which designates when they take their actions. Play at your own pace!

Actions are powered by allocating dice to different spaces on the player's board and cards. Each character has its own set of skills and restrictions on dice placement. It is likely that you will quickly form a bond with your favourite.



Component Rundown

Lots more components dependant on Kickstarter Stretch Goals

List of Components



30x Custom
Six-sided Dice

110x Translucent Red
Health Cubes



4x Victory Point Cups (not pictured)

1x Soundtrack (downloadable via QR code – coming soon)

1x double sided Arena Board (Bush/Rainforest)



5x Occulite figures (Chief Grubic, Chief Riparian, Chief Banksia, Chief Incendiary and Chief Pluma) and 5x Luttle figures (Chief Echo and his four Guards)

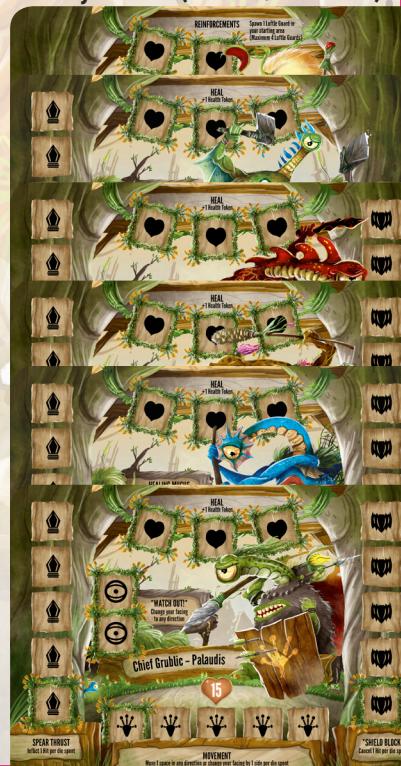


15x Assorted Tokens



60x Assorted Cards

6x Double sided
Player Boards (Realtime/Turn Based)



Setting up a Game

1 – Place the Arena Board in the centre of the table.

2 – Shuffle the six Ceremonial Flower Cards and deal one randomly to each player. This determines your figure's starting area. It is easiest to sit near your figure's starting area.

3 – Each player selects one Player Board and places it in front of them.

4 – Take the figure that matches your chosen Player Board and place it in one of the three spaces in your starting area. Ensure your character has a clear front arc.

5 – Place a number of Health Tokens equal to your character's Health on your Player Board.

6 – Place the spare Health Tokens in the corners of the board within easy reach of all players. These are used to take Health Tokens from when you use the Heal Basic Action.

7 – Take five dice and place them in front of you.

8 – Place a Victory Cup in front of you so that all players can reach it. This is where other player's Health Tokens are placed when you inflict Hits on their character.

9 – If you are not playing the Basic game, then take your character's three Tribal Ability cards and place them face down in front of you.



If you need to find the Soundtracks, you can access them by scanning the QR code below



10 – Choose a Soundtrack and press play.
You are ready to play!

You can also check out the game's website at
www.darwin-games.com.au/eye
to find more soundtracks, videos, news, hints and tips.



If you'd like to see the game setup in video form, you can access that by scanning the QR code below



How to Win

Each round ends when one of the following things happen:

- Only one player or team remains on the Arena board or,
- The Soundtrack ends and you hear 'Yarra Bung!' (or the timer finishes)
- Other game modes might have different win conditions.

Once the round ends, players are then ranked for that round.

1) Rank each player or team depending on how many Health Tokens they have in their Victory Cups at the end of the round, going from most to least.

2) Any player or team that has characters with Health Tokens still on their player board adds five to this number (for each character with Health Tokens still on their player board), adjusting the ranking as needed.

Award points based on their ranking as follows:

Two Players / Teams game: 1st - 4 points, 2nd - 2 points

Three Players / Teams game: 1st - 4 points, 2nd - 2 points, 3rd - 1 point

Four Player game: 1st - 4 points, 2nd - 3 points, 3rd - 2 points, 4th - 1 point.

These awarded points are carried across rounds, but the number of Health Tokens in your Victory Cup are not.

Eye for an Eye is most enjoyable when played to a number of rounds equal to the number of players, plus one.

The winner is the player or team that has the most points over the agreed number of rounds. If there is a tie, then the tied players or teams play one more match to determine the ultimate winner.

For example, a four player game would be played to the best of five rounds, with the player that had the most points awarded to them across all five rounds winning.



Play at your Own Pace!

One of the ways Eye for an Eye is unique is that you can play in realtime or turn based. There are some small changes between the two, but we have tried to keep this to a minimum to ensure that it is easy to transition from one to another. The rulebook is written to help you learn to play the game in realtime. All the changes to the gameplay across the different modes is explained at the end of the rulebook. Have fun and play at your own pace!

The following section explains how to play the traditional battle mode of Eye for an Eye in realtime. There are more game modes explained on page X.

Every Eye for Themselves

Players 2-4 (5 & 6 for experienced players)

Each player is playing to win individually. Each player takes their own Victory Cup and places it in front of them within easy reach of all players.

Alliances

Players 4 (5 & 6 for experienced players)

Players work as a team to defeat rival teams. Players split into teams of two or three characters. This will allow you to play 2 vs 2 vs 2, or 2 vs 2, or 3 vs 3 games (or even odd numbered teams). Each team takes a Victory Cup and places it in front of them within easy reach of all players. In a game where there are two teams, there will be two Victory Cups.

All members of a team should be sitting next to each other so it is obvious which Victory Cup belongs to which team.



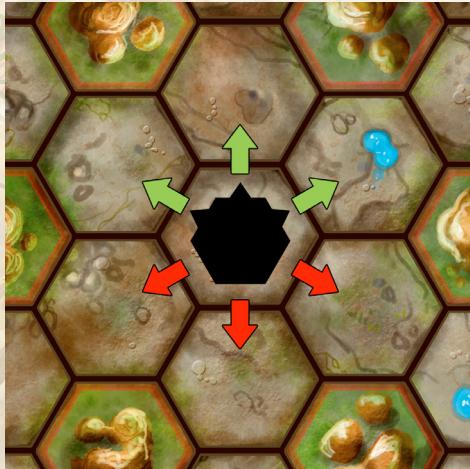
Concepts of the Core Game

Chief, welcome to the Arena. You may have led many campaigns during The Drums of War... been in charge of dozens of units of fellow Occulites. Your past might even have involved executing surgical strikes on the battlefield, hunting Puscuul, gathering Sungems, taming Wymbrix and stealing Drummoth eggs. But this is different. Stepping into the Arena is a whole new game... figuratively of course. You'll need to start with the basics if you plan to represent your Tribe proudly. By the end of your training Chief, you'll be ready... or you'll lose. Either way, you'll come back for more... they all do.

But first, let's get some concepts out of the way.

Basing and Facing

There are three arrows coming from the base that indicate a character figure's facing. The three board hexes each arrow points to is the

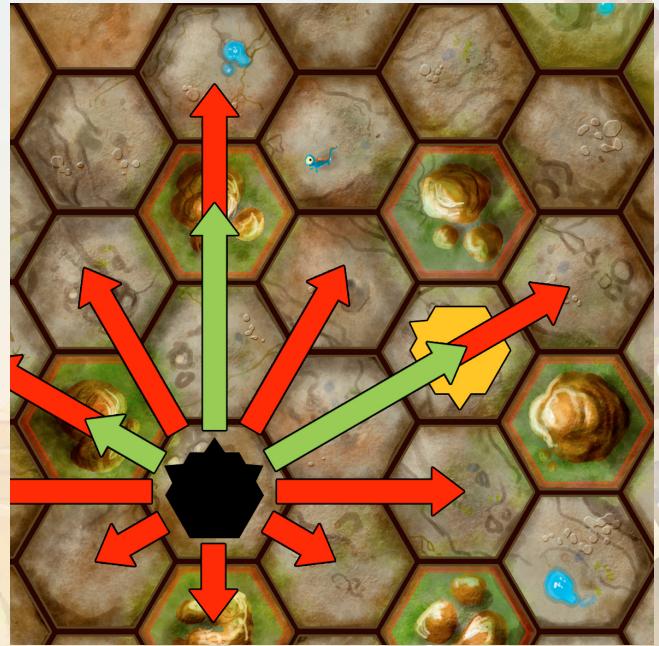


character's front arc. A character can only attack into a space that is both adjacent, and in the front arc, unless a special ability or power states otherwise. The three board spaces behind the character (that do not have a base arrow pointed at them) are the character's rear arc. Understanding your character's front arc and rear arc is vital

to playing Eye for an Eye well.

Line of Sight

Your character's line of sight only extends out in a straight line from your front arc until it hits another character figure or a space containing terrain that blocks line of sight. This is only important for some characters and abilities. Restricting line of sight to straight lines only is important as it simplifies the process during real time play.



The left direction of the front arc - Can see the adjacent space with terrain, but cannot see through it.

The centre direction of the front arc - Can see the two spaces in front of it (including the space with terrain in it), but cannot see past that space.

The right direction of the front arc - Can see two spaces (including the one with the other character in it), but not past that character.

The character cannot see any spaces through its entire rear arc.

Arena Board

The Arena board is where your characters will act. The spaces with rocks in them count as spaces with terrain. You may not usually move your figure onto those spaces, however some abilities will allow you to do this. To remind you of the movement restriction these spaces are outlined in red.

Each space can only ever contain one character figure. You'll notice that each space contains six sides. You must ensure when moving and positioning your model that its base arrows line up with three adjacent spaces (not the lines between spaces), as this determines Facing and Line of Sight as covered in the last Section.



Each set of three hexes around the outside of the board counts as a starting area. These are indicated in the above image with coloured circles in the slightly tinted hexes.

When placing your figures at the start of a round, only one



figure may be placed in each starting area. Once the game begins figures are free to move in or out of the starting areas and the restriction to one figure does not apply.

Dice

Each die has the same six icons. These are:



Each character starts with a number of dice (normally five). This is referred to as the player's 'Dice Pool'.

Player Board

Each character comes with a matching player board. These allow you to control the actions of your character during the game.



This player board sits in front of you while you play. It has several basic actions and an innate action. You can see above that Chief Grubic has four basic actions. These four basic actions are available to most characters and are:



During each round you will allocated dice to this player board.

Rolling and Allocating Dice to Actions

To be able to do anything during the game, you need to be able to allocate dice to the actions on your player board and tribal cards.

To do so, simply roll and reroll your dice pool as many times as you want, as fast as you want. When you see a die showing an icon that matches one of the actions you'd like to use at some point, you just pick up that die and place it onto one of the spaces of that action. This is called allocating. You can do this with one or more of the dice you have just rolled.

To allocate a die, you need to:

- Ensure the icon matches the action you want to allocate it to
- Ensure there is a space for the die
- Place the first die in the Minimum Requirement space (indicated by a border of flowers), and fill the track from there.



In this example, the player has allocated two dice to the action 'Movement'. They could have chosen to allocate any of their other dice to a matching action or they may reroll them.

Any dice showing icons that you don't want at the moment can be immediately rerolled until you either choose to allocate more dice, or to resolve an action.



Resolving Actions

Resolving an action allows you to do what the action tells you. The timing of when you resolve an action is important and is something you will learn as you play.

To resolve an action, ensure that you have filled the minimum requirement spaces, and then simply:

- Call out the exact name of the action along with the number of dice you want to spend on it.
- Indicate any figure that may be directly affected by the action (such as attacks and Tribal Abilities.)
- Carry out the action.
- Spend the dice you used for the action by removing them from the action and returning them to your dice pool.

For example, if we wanted our character to move two spaces, we could allocate the two dice from the example and then call out 'Movement Two'. We would then remove those two dice, add them back into our dice pool and move Chief Grublic two spaces. We can then continue to roll the in the dice pool, allocate them, and resolve actions. The movement of your dice from the pool to the board and back again is a constant flow of action as players roll, allocate, roll, allocate, resolve actions, roll, etc.



Realtime Nature and Soundtrack

Eye for an Eye is unlike any other Arena combat game in that it is played in realtime. This means that:

- There are no set turns, it is always everyone's turn
- You do not generally need to wait for other players before rolling and rerolling dice or resolving actions
- It is super intense...

Just because it is realtime does not mean that the fastest player wins. The timing of when you resolve actions and ability to second guess what the other players are doing is vitally important.

To add to the atmosphere of the game and to help track the length of each round, the game is played to a soundtrack. The music track is chosen beforehand and will range in length from between four and a half minutes to just over five minutes.

The game begins when you hear the announcer call out 'Yarra Mark!'. This means 'Begin!' in the Occulite tongue. When you hear the announcer call 'Yarra Bung!' it is the end of the round and players must immediately stop.

If you find the music too intense, you can always use a timer set to five minutes.

Conflicts and Timing

In Eye for an Eye, where players are calling out and resolving actions in realtime, there can sometimes be conflicts in timing that need to be resolved.

Things like calling Movement and Readying Tribal Abilities can often be called at the same time with no discernable effect on the other player. This will happen during the game and this is normal. When the action affects another character, then it defaults to whichever

action is called first is resolved first, with others being resolved after the first in order of being called.

If players cannot agree, then all players involved clear their board and cards of all dice and then continue with the game.

Like any game, honesty is key here and you will get more enjoyment out of Eye for an Eye if you resolve any such disputes quickly and honestly.



Movement

This basic action allows your character to move around the Arena. All characters will have a movement action. You can see where this is located on the player board below.

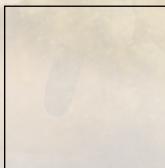


How this action is carried out may differ between characters. For example: Chief Grubic's Movement action says 'Move one space in any direction or change your facing by one side per die spent'. So, for every allocated die spent (moved from the Movement action back to the dice pool), will allow Chief Grubic to move one space in any direction, or change his facing by one side.

When moving a character into another space, you must not change its facing unless an action's text indicates otherwise or you spend dice to allow you to do so.

Resolving a Movement two action might see you move one space and then change facing by one side, move two spaces, change your facing by two sides, or change your facing by one side and then move one space.

Scan this QR code to see a video of how Movement works



Movement two example A – The character figure is moved forwards one space and then forward-left a space without changing facing.



Movement two example B – The character figure is moved forward one space and then their facing is rotated left by one hex side.



Movement two example C – The character is moved backwards one space and then backwards-right a space without changing their facing.



Attacking

This basic action allows your character to attack an opponent in the Arena. All characters have some form of this action. This is the same for most of the characters, but it can differ. The basic attack is always found on the left side of the player board as shown below.



Chief Grubic's basic attack action is called 'Spear Thrust' and says 'Inflict 1 Hit per die spent'. Whenever resolving this action, you must always indicate which character is affected.

For example, you could resolve a basic attack action against an adjacent Hydris Chief by calling out 'Spear Thrust 3 on Hydris', then removing three dice from Chief Grubic's basic attack action. Removing three dice will, according to Chief Grubic's Spear Thrust ability, cause three hits on the Hydris character.

Scan this QR code to see a video of this example of Attacking.



It is important to note that unless an ability states otherwise you can only ever resolve a basic attack action on an adjacent character that is in your front arc.



Losing Health

The majority of characters start each round with 15 Health Tokens (some start with less than this). Your Health Tokens are the translucent red cubes.

At the beginning of each round, these Health Tokens are placed on your player board. During each round, you will lose Health Tokens as you get hit.

When your character gets hit, you must immediately stop rolling, allocating dice and resolving actions. As quickly as you can, take a number of Health Tokens equal to the number of hits inflicted on your character and place them in the Victory Cup of the player or team that inflicted them. Each one will count as a Victory Point at the end of the round. Once this has been done, you can continue to roll, allocate dice and resolve actions.

If you ever have zero Health Tokens left on your player board, your character has been knocked out. Take them off the Arena board and place them on the player board of the character that inflicted the final hit as their trophy.

Continuing the example, if Chief Grubic calls out 'Spear Thrust 3 on Hydris', the Hydris player will need to stop what they are doing and place three of their Health Tokens into Chief Grubic's Victory Cup before continuing her turn.

Scan this QR code to see a video of this example of Losing Health.



Healing

This basic action allows your character to recover Health Tokens. This is the same basic action for most of the characters, but it can differ. The basic heal is always found at the top of the player board.



Chief Grubic's basic heal action is called 'Heal' and says '+1 Health Token'. You will notice that all three of its spaces are minimum requirement spaces (all three are surrounded by flowers). This means to resolve this action, you must have dice allocated to all three spaces.

When resolving it, you take one Health Token from a common supply next to the Arena board and add it to your player board. You then spend all three dice, removing them from your player board and placing them back into your dice pool.

For Chief Grubic, it takes three  dice to recover one Health Token.

Scan this QR code to see this in action



Recovering Dice

At any point during a round, a player may recover any number of their allocated dice, by simply taking them off the player board (or Tribal Ability cards) and returning them to their dice pool to be rolled again. This does not count as spending them and there is no penalty for doing so.

Defending

The last of the basic actions, Defending allows you to cancel incoming hits from opponents during a round and is found on the right hand side of the player board as shown below.



On most character's player boards (including Chief Riparian's shown above), this basic defence action is called 'Parry' and says 'Cancel 1 Hit per die spent'. Because this action's name is bookended by * it can be used in reaction to another character's action. You can also see that unlike most basic Movement and basic Attack actions that have one minimum requirement space, 'Parry' has two minimum requirement spaces.

This means that whenever you want to resolve a basic Defence action, you must have at least two  dice allocated to it. You can still resolve a basic Defence action to cancel one hit by calling 'Parry 1' and only spending 1 of your allocated dice.

You just need to have at least two allocated to do so.



When an opponent resolves an attack on you from a space in your front arc, if you have enough dice allocated to the minimum requirement spaces, you can resolve a basic Defence in response. To do so:

- Call out your the name of your basic Defence and the number of dice you will be spending.
- Cancel a number of hits done to you equal to the number of dice spent.
- Spend the dice you used for the action by removing them from the action and returning them to your dice pool
- Any remaining hits that are not canceled are then resolved. Place that number of Health Tokens in the Victory Cup of the character that attacked you.

You may not defend against attacks coming from your rear arc, even if you have dice allocated to defence. You may only resolve basic Defence actions when you are attacked from a space in your front arc, unless an action or Tribal Ability card says otherwise.

Scan this QR code to see some examples of Defending



Core Game

Congratulations Chief, you are now ready to step into the Arena and show us what you've learned! Is your heart thumping? Not yet? That's ok, it will be soon. Feel the dirt under your feet, the way the noise bounces off the rocks. Imagine the roar of the crowd... the honour you will bring to your Tribe when you resolve disputes in their favour...

Don't worry Chief, if things don't go so well, you are immediately reborn to honour the sacrifice you've made for your Tribe. Now are you right handed or left handed? Wait, don't tell me, it doesn't matter. Its easy, hit your opponent and don't let them hit you... what could go wrong? Hold your weapon tight and keep your wits about you. Make sure you're looking at your opponent when you strike and don't let them pin you down.

You have two jobs out there today, beat your opponent... and beat your opponent. Oh, and if you have time... beat your opponent! Get it? Alright, good! Now, keep your defense up and get out there and make me proud!

What now?

Now it is time for you to have a go at the Core Game. You have all the information you need. Just follow the setup instructions on page 6 of this rulebook, choose to play Every Eye for Themselves or Alliances from page 7 and go for it!

In the Core Game, you may only use the following actions: Basic Movement, Basic Attack, Basic Heal and Basic Defence.

Scan this QR code to see a full Core Game played. This will help you get the feel for the pacing and flow of Eye for an Eye. Good luck and have fun!



When you've played a few Core games you'll be ready to jump in and introduce the rest of the rules into your games. Read up on the Advanced Rules on page 16 to add more depth, fun and excitement to your games, as well as experiencing how Eye for an Eye was meant to be played.



Advanced Rules – Full Game

Well done Chief. You have completed your basic training. That's going to get you started in the Arena. Now if you really want to get the crowd cheering, let me show you how to draw on the unique abilities that you've gained throughout your time as a Chief.

You now know everything you need to play Basic games. These are great for when you are just learning to play with new people, kids, or if you just want a fast throwdown without all the extras.

For those of you who are ready to move onto the next level, this advanced tutorial will introduce you to the rest of the rules that make up the full game of Eye for an Eye. Surely you must be wondering what the  and  faces on the dice are by now? Are you ready?

Innate Actions

Innate actions allow you to break the rules in a way that is thematic to your character. This action is found to the left of the centre of the player board as shown below.



These actions are always different depending on which character you are using. You can see that Chief Grublic's is called *Watch Out!* and says 'Change your facing to any direction'. It requires two  to be allocated to it and

both of those spaces are minimum requirement spaces. The other important thing to note is that it is bookended by * meaning that it can be used in reaction to an opponent's action. In this case, it would allow you to change your facing immediately after being attacked, thus giving you the chance to change your facing in order to defend against an attack.

Some Innate actions do not have any spaces to allocate dice, but instead provide an advantage that is written and always active instead as shown below:



Scan this QR code to see some Innate Actions in play



Tribal Cards

Tribal cards provide your character with three very thematic options to use during a round. These options are three Advanced actions. But unlike your Innate actions, they need to be Readied before you can use them.

Each character has three Tribal cards that they can draw upon, a Band I, Band II and Band III card. The effects of these cards increase from Band I – the smallest effect, through to Band III which has the greatest effect.

Quite often, the dice allocation commitment also increases alongside the strength of the ability. So to use the more powerful Tribal cards, you are sacrificing other game options to do so. Timing is everything!



Tribal cards have both a Ready and Unready side. At the beginning

of the game, players begin with all three of their Tribal Cards with the 'Unready' face up. They can then Ready them during the round.



TRIBAL CARD UNREADY



TRIBAL CARD READY

Using Tribal Cards

Using Tribal cards in Eye for an Eye helps to build each character's own personality and playstyle. You will quickly find that some characters better suit your natural playstyle than others, but there is someone for everyone. And who doesn't want to give them all a go!?

To include Tribal cards in a game of Eye for an Eye, simply take your character's three Tribal cards and place them Unready face up above your player board. These three cards provide three extra actions to utilise during the game. By allocating a number of  equal to the minimum requirement spaces on the card, you can Ready the card.

If you had allocated a  to the Palaudis Tribal card shown above, 'Leap', you could then Ready the card by calling 'Readying Leap!' and flipping the 'Leap' card to its Ready side. The die spent readying 'Leap' is then returned to your dice pool, and the 'Leap' card is ready to be used. Once a Tribal card is Readied, it provides an Advanced action for you to use during the round. The vast majority of Readied Tribal cards require  to be allocated to them to resolve the action.

Now the 'Leap' card is Ready, the player may allocate one  to resolve the action as described on the card. In the case of Leap this

action allows the figure using it to Move two spaces in a straight line through your forward facing. Ignore the contents of the first space you Move through.'

When a Tribal Card action is called out, all other players must pause until it is fully resolved (unless they have a reaction [*] that they can trigger).

To resolve this action:

- Call out 'Leap!' - all other players pause what they are doing
- Move your character as indicated by the Tribal card
- Spend the dice allocated to the Tribal card
- Flip the Tribal card back to its Unready side.

When resolving Tribal cards, you should always make note of the minimum requirement spaces on the card and how these work. Sometimes, you will get extra bonuses for allocating more dice than is required.

Scan this QR code to see how you Ready and utilise Tribal cards in play



The higher the Band of the card, generally the more dice need to be allocated in order to Ready it. The timing of when you do this is important, and involves guessing what the other players are doing and taking calculated risks... all while the timer is ticking down!.

Unblockable Hits

Some Tribal cards say that they inflict Unblockable hits on their opponent. An Unblockable hit is a hit that cannot be cancelled by anything. You cannot resolve a Defensive action to cancel Unblockable hits, they are automatically inflicted unless an action allows you to specifically cancel Unblockable hits.

If a combination of hits and Unblockable hits are inflicted on your character, you can cancel the regular hits if you are able, but the Unblockable hits go through.



First Dispute to be Settled

Phew! Ok Chief, that's it. You now know everything you need to settle your first dispute. Which is lucky, because as you can see, the seats are filling up fast! Use what you've learned and adapt to your opponent. Give it your all and represent your Tribe with honour... oh... and don't look for me in the crowd. Because it might just be me that you're fighting. All the best my friend. You're going to need it!

You now have all the rules you need to play full games of Eye for an Eye.

If you are feeling a little overwhelmed by the options available to you in the game, you might like to start off using only your Innate action and your Band I Tribal card for your first round or two. Each additional round you play, you might like to add in another Tribal card until you are playing with all three... or just dive right in! The choice is yours.

Recommended CHARACTERS for new players are:

Palaudis Chief Grubic, Hydris Chief Riparian, Floris Chief Banksia, Nimbus Chief Pluma.

Recommended ARENAS for new players are: Bushland.

Scan this QR code to see a full game of Eye for an Eye played



Tournaments

A single round in five minutes, a full Tournament in one hour.

Tournaments for Eye for an Eye are best played using the advanced rules, but there is no reason why you couldn't run it with just the core rules for unfamiliar groups.

Full details of how to run an Eye for an Eye Tournament are kept in the the Living Tournament rules document found by clicking on the below QR code.



Tournaments are a fun way for competitive Eye for an Eye players to throw down. They work great in game clubs, game nights, game stores, conventions and even in the comfort of your own home.

They can be tailored to suit a large number of players. Playing with honest, friendly people, where you can easily agree on timing rulings is going to be the most enjoyable. In a tournament space it is recommended that you have a referee or players that are not currently playing to help quickly enforce timing decisions.

The standard tournament is 2-4 Every Eye for Themselves or 2v2 / 3v3 Alliance matches (but you can play 2v2v2 if you want).

Bushland Arena

The very first Arena built by the Occulites after the Drums of War was this Bushland Arena. Set in amongst Floris Bushland, Chief Eucalypt created it around their six ceremonial standing stones. These standing stones are significant as it is where the Tribal Chiefs of the participating Occulite Tribes first met when negotiating the end to The Drums of War. It seemed only fitting that such a historic place would not only end one giant conflict, but not ever let another one leave that space.



Starting Areas

These areas are edged with different colours. They designate the areas which characters can begin in most game modes. They also designate the scoring areas for Domination matches.



The Standing Stones (Impassable Terrain)

No character may ever occupy these spaces. These spaces block line of sight. Abilities may allow some characters to move over them.



The High Ground (King of the Hill)

This is the designated area for scoring for King of the Hill matches.

Complexity Level 1

The Bushland Arena is the recommended Arena for new players.



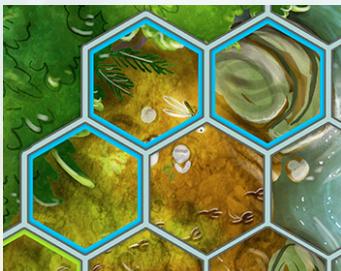
BUSHLAND ARENA

Rainforest Stream Arena

It quickly became obvious that having one Arena for the whole of Crepusculum was not going to work. Stalks who wanted to see their dispute settled in front of their own eyes, could not always travel to the Bushland Arena. So to preserve the integrity of the matches, Arenas started to pop up throughout the world. The next of which was the Rainforest Stream Arena. Set inbetween Tetra and Tadpole Falls on the Finling Stream, the Rainforest Stream Arena is traditionally a Hydris controlled crossing. Being the safest place to cross for many horizons, Hydris have always allowed other Tribes to cross here, demonstrating acceptance of others. So that this area became an Arena to settle disputes safely, is a symbolic nod to its past.

Starting Areas

These areas are edged with different colours. They designate the areas which characters can begin in most game modes. They also designate the scoring areas for Domination matches.



direction of the Stream's current. In the below image, this goes from left to right.

You may also allocate dice to the Raging Current track on the corners of the board. Anyone can add dice to any of the Raging Current tracks. Once dice are allocated, they cannot be removed until the action is resolved. When resolved, gameplay is paused, dice are returned to their owners and figures are moved according to the action, then gameplay is resumed.



Slippery Boulders (Impassable Terrain)

No character may ever occupy these spaces. Abilities may allow some characters to move over them.

Stream (King of the Hill, Special)

The Stream spaces are used for scoring in King of the Hill. There are also two other options when using the Stream, you can use the BASIC or ADVANCED rules.

BASIC: There are no special rules in effect. All Stream spaces count as if they are regular spaces.

ADVANCED: All Stream spaces count as if they are regular spaces, but you can also choose to 'Go with the flow' whenever you resolve a Basic Movement action. If you 'Go with the flow', simply move an additional space (without changing facing) in the

Complexity Level 5



RAINFOREST STREAM ARENA

Advanced Game Modes

If you are looking for new ways to play Eye for an Eye, look no further. Here is an additional three game modes. Look for more in future Eye for an Eye releases.

Nymphlet Ceremony (Alliance optional)

2-4 players (5 & 6 with experienced players)s

Players not only control their character, but also control one or more Nymphlets. The goal is to catch your opponent's Nymphlets while protecting yours.

Changes to the Setup:

Do not use the regular Tribal Ability cards. Use your Character's Nymphlet Ceremony Ability card instead. You will also take a number of Nymphlet cards and their matching tokens depending on the number of players. If played in Alliance mode, then scores are totalled between team members.

2 players - each player takes 3 Nymphlets each

3 players - each player takes 2 Nymphlets each

4 - 6 players - each player takes 1 Nymphlet each

Players place their Nymplet tokens in their starting area and the Nymplet cards next to their player board.

Changes to Gameplay:

Players may allocate dice to the Nymphlet cards as well as their Player Board and Nymphlet Ceremony card (with its Unready side face up). This provides them with different options during the game.

To catch a Nymphlet, you need to Hit them with Basic Attack from an adjacent space (some cards may alter this). Players can use the Nymphlet's *Dart* action to defend against these hits. If a player cannot cancel all the hits dealt to their Nymphlet, the Nymphlet is caught and removed from the game.

Players can attack other characters still and damage is dealt as normal.

Changes to Win Conditions:

The round ends when there are no Nymphlet tokens on the board, when only one character or team is left on the board, or when the soundtrack ends.

A player gains 2 Victory Points per Nymphlet caught. The player with the most Victory Points wins the round. If your character is killed, each Nymphlet that you have caught is only worth 1 Victory Point.

We suggest playing a number of rounds equal to the number of players, plus one. Keep track of your score across rounds.

If there is a draw between players at the end of the last round, the player with the most Health tokens left wins.

King of the Hill (Alliance optional)

2-4 players

Players try to control the white bordered spaces in the centre as shown below of the Bushland Arena, or to control the Stream on the Rainforest Arena. The goal is to be in one of those spaces and then trigger scoring, while keeping your opponents at bay.

Changes to the Setup:

Do not use the regular Tribal Ability cards. Use your Character's Manoeuvre card and two other General Manoeuvre cards of your choice instead.

Playing with 5-6 players is simply too intense with all the movement abilities and as such, we only recommend playing this game mode with 2-4 players.

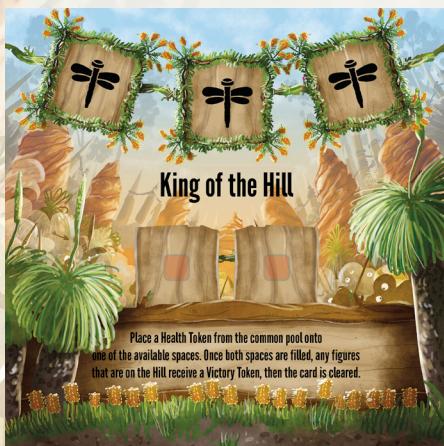


Place your Manoeuvre cards next to your player board (with their Unready sides face up).

Changes to Gameplay:

Players have a number of manoeuvres that can influence other characters on the board. Whenever a manoeuvre is called out, play stops until it is resolved. A player that resolves an action that causes another player's character to move is the player that moves them. If players do not wish other players to move their figures, then players can agree before the match. In this case, the player that causes another figure to move must indicate where and how it moves.

At any point in time, players may assign dice to the King of the Hill scoring card. Once the card is filled the player that fills it calls 'Climbing the Hill!' and everyone pauses. A spare Health token is placed on the card and all dice are returned to their owners, then play continues.



Once the card has a second Health token placed on it, then that player calls 'King of the Hill!' and play pauses. All players receive their dice back and anyone that was in a King of the Hill space on the Arena receives 1 Victory Point plus a number of Victory Points equal to the number of characters NOT in a King of the Hill space. This can be tracked by placing a spare Health Token on the board directly behind your starting area for each Victory Point, then play continues.

You may never remove any dice that you have allocated to the King of the Hill card until it is resolved. They are locked there until then.

Changes to Win Conditions:

The round ends when only one character or team is left on the board, or when the soundtrack ends.

A player totals up their Victory Points. The player with the most Victory Points wins the round. If your character is killed, you lose 5 Victory Points.

We suggest playing a number of rounds equal to the number of players, plus one. Keep track of your score across rounds.

If there is a draw between players at the end of the last round, the player with the most Health tokens left wins.

Domination (Alliance optional)

2-4 players (5 & 6 with experienced players)

Can be played on any Arena board.

Players try to dominate the different starting areas on the board according to the current focus. The goal is to score points by being in the matching coloured starting areas at particular points during the game.

Changes to the setup: Do not use the regular Tribal Ability cards. Use your Character's Manoeuvre card and two other General Manoeuvre cards of your choice instead. Place these cards next to your player board (with their Unready sides face up).

Players place their figure in one of the hexes adjacent to the board's center hex, facing a direction of their choice.

Shuffle the Ceremonial Flower cards and place them in a face down pile next to the board to create the Ceremonial Flower Deck.

Select one of the Domination mode soundtracks and you are ready to play. When Chief Eucalyptus calls out 'Yarra Mark', one player flips the top card of the Ceremonial Flower cards and places it face up next to the pile.

Changes to Gameplay:

Players have a number of manoeuvres that can influence other characters on the board. Whenever a manoeuvre is called out, play stops until it is resolved. A player that resolves an action that causes another player's character to move is the player that moves them. If players do not wish other players to move their figures, then players can agree before the match. In this case, the player that causes another figure to move must

indicate where and how it moves.

There will be times during the game when Chief Eucalypt will call out "Burrararay!"

At that point, all players pause and any player that has their figure in a space matching the colour of the Ceremonial Flower

receives 1 Victory Point plus 1 Victory Point for every other player NOT in a space matching that colour. This can be tracked by placing a spare Health Token on the board directly behind your starting area for each Victory Point.

The next card is then flipped from the Ceremonial Flower Deck and placed face up on top of the previous face up card. This is the new colour, then play continues.

If the deck ever runs out, all players pause, shuffle the discard pile and create a fresh deck.

Changes to Win Conditions:

The round ends when only one character or team is left on the board, or when the soundtrack ends.

A player totals up their Victory Points. The player with the most Victory Points wins the round. If your character is killed, you lose 5 Victory Points. Allied Tribes add their Victory Points together.

We suggest playing a number of rounds equal to the number of players, plus one. Keep track of your score across rounds.

If there is a draw between players at the end of the last round, the player with the most Health tokens left wins.

More Game Modes

We have a lot planned for the future of Eye for an Eye, and that includes more game modes, characters, arenas. If you and your play group comes up with a really fun new way to play, then we would love to hear about it!



Turn Based Mode

The turn based variant of Eye for an Eye is designed for those players that find the realtime play of the game too fast or stressful. Despite slowing the game down, we haven't lost the uniqueness of the original and there are still aspects of this mode that make it stand out from other turn based battlers. This section gives you an overview of how it works and the modifications that have been made to the realtime system.

All Game Modes work when using the Turn Based Mode and besides the changes to the rules listed below, they are setup the same way as when using Realtime Mode.

Player Boards

When using the Turn Based Mode, ensure that you select the Turn Based side of your character's Player Board. This is marked with the  icon.

Number of Dice

Use two more dice than you would normally use for your character. So if you would normally use five dice, in Turn Based, you would use seven.

Turn Order Markers

Each game, you will need to set out a number of Turn Order Markers equal to the number of players. Place these in an easy to reach place for all players. As the characters are not moved in realtime, you could place them in the centre area of the Arena Board.

A Game Turn

In Turn Based Mode, the game is played in turns. These turns are broken down into phases, the REALTIME phase and the TURN phase. All players conduct their REALTIME phase at the same time as fast as they want and then play stops and moves to the TURN phase where players resolve two actions at a time in an order determined by the turn order markers. Let's break it down.

REALTIME PHASE

During the REALTIME phase, all players are active at the same time. There is no waiting for any of the other players and no turn structure is present in this phase.

All players call "Yarra Mark!" and then begin to roll their dice and then allocate any of them as they wish to any of their actions in the same way as they do in the REALTIME game. They may then choose any non-allocated dice to reroll up to two more times, allocating any dice they wish after each of those rolls.

The exception during these rolls is if the player rolls a number of  icons. When these are allocated to unreadied Tribal cards, if they fill the minimum requirement for that card, they may immediately be resolved. If this happens, flip the Tribal card to its ready side and then reroll the dice that were allocated there (this extra reroll does not count towards your limit).

Once you are finished rolling – by choice, or by completing all your allowed rerolls, you must allocate any remaining dice to actions. Once all dice are allocated (or as many as possible), you must then quickly grab one of the turn order markers. Choose carefully which one you want, as you do not need to grab the first one. You may decide that based on what you've allocated, you would be better grabbing a second, third or another one.

Once all players have grabbed a turn order marker, the game moves into the TURN phase.

TURN PHASE

Starting with the player that grabbed the first turn order marker and moving to second, third, fourth etc... each player takes a turn. On a player's turn, they may resolve two actions of their choice.



When resolving an action, call it out as you normally would, along

with the number of dice used to resolve it. Just like in the regular game, you do not have to spend all the dice allocated to an action when you resolve it, just what you call out.

For example, let's assume Chief Grublic has four dice allocated to his Movement action. He could call 'Movement Four!' and resolve it as normal, or he could call 'Movement Two!' and then use an attack action, leaving those extra Movement dice for later in the Game Turn.

Some of the actions in the turn based variant will not cost an action and these are marked with the  icon. To use these actions, it does not cost one of your turn actions.

Once all players have taken their two actions, it goes back to the first player again who may take another two actions and so on and so forth until all players have used all the actions that they wish to use. If you do not wish to resolve any actions, then you may Pass. When you choose to pass, you must understand that you will not take any more actions until after the next REALTIME phase.

Once all players have passed, then the Game Turn ends, all turn order markers are returned to the board and the next REALTIME phase begins.

Note that you do not have to spend all the dice that you've allocated to your actions during a Game Turn. Any dice that are still allocated when you pass may be left allocated already for the next round and will not be rolled with the rest. You may also decide to take any of those dice back into your dice pool at the start of the REALTIME phase.

Changes to Attacking and Defending in the Turn Based Mode

There are a few changes to the way attacking and defending works in the TURN BASED Mode that we will go over now.

Not all Hits and Canceling Hits happen automatically now, but may need to be rolled for using the dice that were allocated to that action.

Any Attacks that are performed through the Front facing of an opponent are resolved by spending the number of dice called out for that action, then rolling those dice once. Any ,  or  then count as Hits. Any other icons are ignored.

Any time when a character would defend an attack, they take a number of dice that are allocated to their defence (their choice) and roll them once. Any of the dice showing ,  or  then cancel one Hit each.

Any actions that inflict 'Extra' or 'Additional' Hits must be rolled to see if they Hit. Unblockable Hits are still unblockable and are automatically resolved by the opponent losing that many Health Tokens. Any Hits that are not unblockable as part of that attack must still be rolled for though.

Any Attacks that are performed through the Rear facing of an opponent, whether they are Basic Attacks, extra hits, additional hits or unblockable hits count as unblockable Hits and that figure will lose that many Health Tokens.

Actions that can be triggered in defence can be used after a character is attacked. It does not go towards one of their two actions on their turn.



Playing the Advanced Game Modes with Turn Based Mode

These are all played the same, except for some minor changes listed below:

Every Eye for Themselves, Alliances, Nymphlet Ceremony

There are no changes (just ignore any reference to the Soundtrack).

King of the Hill

The game ends when the scoring is triggered for the third time.

Domination

As there is no soundtrack used for Turn Based Mode, there needs to be a different way to trigger the new scoring system.

At the end of each Round, all players will individually decide whether they will try to trigger scoring or not.

To do so follow these steps:

1) All players decide whether they want to Trigger scoring, or Not. All players declare this.

2) All players then choose a number of dice from pool to roll. Any dice rolled for this Scoring will not be able to be rolled in their first roll for the next round. They count as already having been rolled. Any dice not chosen here can be rolled freely in their first roll next round.

3) All players up the number can be counted roll their chosen dice and then total of  and . Any  rolled, towards either at the discretion of the player that rolled them.

If there are more , then the scoring attempt is successful and scoring takes place as normal.

If there are more , then the scoring attempt is considered to have failed and the game continues.

The game ends when all Domination cards have been scored.

Even though in the Turn Based Mode, you do not have a time limit, it can add to the atmosphere to play them in the background anyway.

Characters in Eye for an Eye

Find out about the Character's back stories and what you need to play with each one. Who is your favourite?

Palaudis Chief Grubic – Easy



1x Figure
5x Dice
3x Ability Cards
Band I Leap, Band II Shield Bash,
Band III Thunderstomp.

Chief Grubic has been around since the very first Sungem Season and has always been a strong and successful leader of his Palaudis Tribe. Chief Grubic does not go anywhere without his Luffle advisor 'Cobbie' perched on his shoulder. The two have been inseparable since Grubic banished a rogue group of Palaudis to the Tundra wastes for the mistreatment of Luffles.

Hydris Chief Riparian – Easy



1x Figure
5x Dice
3x Ability Cards
Band I Slippery, Band II Lunge,
Band III Hunting Net.

Chief Riparian was originally her Tribe's healer until the Chief was killed at the beginning of the Drums of War. Due to the way she had looked after her Tribe, nature, as is the way with Hydris, honoured her with the new leadership. Her stalks rallied behind her as she quickly worked her way up the ranks to become one of Hydris' leading Chiefs by the time the wars ended.

Floris Chief Banksia – Easy



1x Figure
5x Dice
3x Ability Cards
Band I Camouflage, Band II Ambush,
Band III Brutal Charge.

Chief Banksia was known by his enemies for his brutality and stubbornness. During the Drums of War he would only lead his strongest members into a fight, a decision that would often leave them woefully outnumbered. This was never a problem for Banksia, who saw this as more of a challenge. He always had a plan that could snatch remarkable victories from the very jaws of defeat.

Ignis Chief Incendiary – Medium



1x Figure
5x Dice
3x Heat Tokens
3x Ability Cards
Band I Slow Heat, Band II Vented
Heat Blast, Band III Sword Dance.

Place your 3 Heat Tokens next to your Player Board. When you gain any, they are placed on your Player Board. You can only spend Heat Tokens that are on your Player Board. Once spent, they are moved back next to your Player Board.

Chief Incendiary is a modest and honourable leader of the Ignis Occulites. To reduce losses to his stalks, he ensured that his Tribe never fought a battle in vain. During the Drums of War, Incendiary focused most of his attentions on defending the Ignis land borders, which he did successfully for the entire war. He only ever allied for honourable purposes and was a key figure in brokering peace amongst the Tribes.

Nimbus Chief Pluma – Easy



1x Figure
5x Dice
3x Ability Cards
Band I Will of the Wind, Band II Raking Talons, Band III Dive Bomb.

Chief Pluma is known for her swift decision making and surgical precision. Sometimes thought of as reckless, her actions were always in the best interests of her beloved Nimbus Tribe. During the Drums of War, she soared high above the battlefield to ascertain troop movements, head off ambushes and if need be, intercept enemies. She is respected by her peers and feared by her enemies – the mark of a true leader in the Nimbus culture.

Luftle Chief Echo – Hard



1x Figure
1x Player Board
10x Health Tokens
5x Guard Health Tokens
3x Ability Cards
Band I Surge, Band II Protect the Chief, Band III Luftle Swarm!

Start with your 4 Luftle Guard Figures next to your Player Board. You may resolve any Basic Action as if it came from any one of your Luftle figures (Chief or Guards). Luftle Guards have 1 Health and are returned to you if a Hit is inflicted on them that cannot be cancelled. Instead of place a regular Health Token in your opponent's Victory Cup, place a Guard Health Token. If you do not have any Guard Health Tokens left, then your opponent does not receive a Health Token in their Victory Cup. If at any time, you run out of normal Health Tokens, your Luftle Chief is knocked out,

remove him and all Luftle Guards from the board.

Chief Echo was mentored by Chief Grubic before being encouraged to raise his own army of Luftles and Wymbrix to carve out their own place in the Occulite world. During the Drums of War, he was extremely proficient and strategically brilliant, taking in all he had learned from Grubic and those around him. He reimagined all of this in his own unique way – hence his name Chief Echo. Despite the Arena's original intent being just for Occulites to settle disputes, with the support of Grubic and other allies, he successfully argued that Luftles should be able to settle their own disputes in the Arena.

Upcoming Games in the Rise of the Occulites Saga

Got a soft spot for the Occulites? Don't worry, so do we and we've got you covered! Look out for more in the near future!

The Trick with Occulites

2-6 players | 20-30 mins | Ages 14+

The Tribes are expanding and alliances between them are fluid as you work to accomplish your objectives. A trick-taking game with several interesting and engaging twists set in the Occulite universe. Randomly choose five different Tribes (suits) to play with, each with their own unique effect on the game. Use the tribes alliances to play on suit, or use card effects to give you the advantage going forward as you play your hand to achieve the two random objectives that are revealed each hand.

Played as Every Eye for Themselves, or in Alliance mode, The Trick with Occulites is a fresh take on a well loved genre.

Sungem Run

2-8 players | 20-30 mins | Ages 14+

It is the end of the Sungem Season and the light is beginning to fade as the planet is eased into the Long Dark once again. Do you have enough Sungems to keep your Tribe warm? One last collection from the local Podmothine under the cover of darkness. Surely none of the other Tribes will know... take that chance... roll the dice!

Sungem Run is a social deduction game that uses dice and a variety of Tribal powers to help you manipulate them.

Tribal Wars

2 players | 10-15 mins | Ages 14+

The bet has been made. Who can manipulate the tribes more effectively? Your reputation as a Boletus spy is at stake. Set the

Occulite tribes against each other in a two player duel. Drawing on each army's Tribal abilities and reading your opponent's plays, can you tip The Drums of War in your favour? Tribal Wars is a two player card game where out guessing and manipulating your opponent is key to victory. Can you play like a Boletus?



Darwin
Games

