

EN



2-4



15'



7-99

# ELIOS

GAMEPLAY RULES

## COMPONENTS

- 40 beams (in 8 colors)
- 4 joker beams
- 9 discs
- 1 bag

Philippe Proux



Katie Burk & Ajša Zdravković

## Goal of the game

Be the first to place all your beams!

## Setup

Place 2 discs on top of each other in the center of the table.



Around these discs, place 1 beam per color, forming a 'sun'. Their order is not important, but be careful: the sun does not contain any joker beams (white). Those are distributed separately. Place the remaining beams in the bag, shuffle them, and draw a number of beams from the bag, according to the number of players.

Number of players	Number of beams per player	Number of joker beams per player
2	16	2
3	10	1
4	8	1

Place the beams you drew in front of you. Create groups of 1 to 3 beams.

**Important:** a group can never contain 2 beams of the same color.

When you're finished, announce this to the other players out loud.

## Turn overview

The last player to finish creating their groups starts. On their **first turn**, they must play a group containing a joker beam.

Players then take turns in clockwise order.

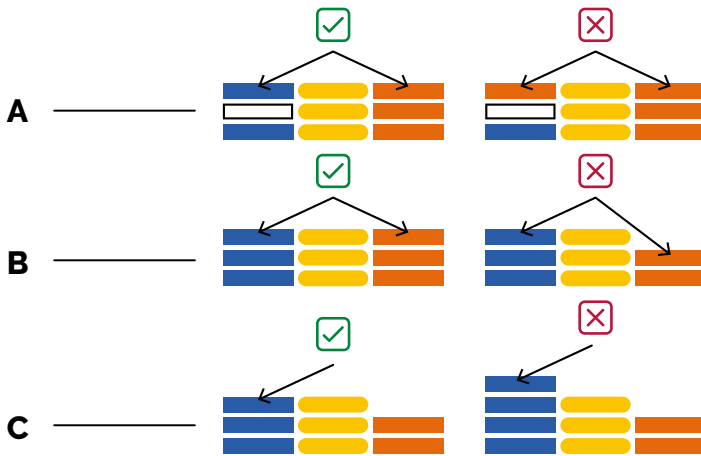
On your turn, you must carry out 1 of these 3 actions:

### 1. Placing a group

Place one of the groups of beams in front of you on top of the beams in the center of the table. You must keep the following restrictions in mind:

- A beam must be placed on top of a sunbeam of the same color, or on a joker beam (image A). A joker beam can be played on top of any color.
- All the beams in the group must be placed on the same level (image B).
- None of the beams can exceed the level of the yellow discs in the center of the sun (image C).

You can find some example images on the next page.



## 2. Placing a disc

Place a new disc on top of the discs that are already in the center of the sun.

## 3. Splitting a group

Split one of the groups in front of you into two smaller groups.

**Note:** a 4-player game is played in teams. Team members alternate their turns: A, B, A, B. If a player has no beams remaining, they skip their turn. The first team to place all their beams wins.

## End of the game

The first player (or first team) to place all their beams on the sun wins.