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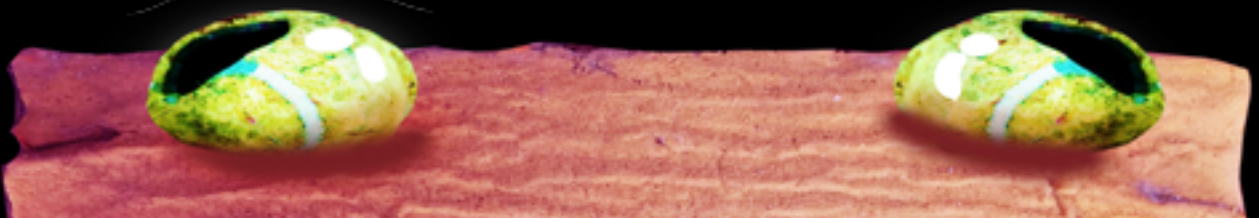


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Treclipse Festival is a solo tabletop game, where you embody the role of a noble Blorgbozoid alien, who has the esteemed position of being responsible for the department of the lost & found items of the intergalactic festival. Goal of the game is to visit the different stages of the festival, find lost items and return them to their owners. You must keep all the alien festival goers happy by returning them their lost items within time. The game is printable within a couple of pages, and it requires a couple of six-sided dice to play. Purpose of the game is to offer you some cheerful moments by throwing some dice, reading some light-hearted dialogues, collecting colorful alien items, and helping the aliens in distress to find fulfillment and happiness. Graphics are composed from photographed found objects by us and other jammers of Global Game Jam Athens.

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Treclipse Festival takes place inside an orbital ring-station, strategically placed to have the perfect view for a rare event that occurs every one-hundred and twenty-three years, in the far reaches of the Universe. The solar system on which the **Treclipse Festival** takes place has three Suns, and once every one-hundred and twenty-three years, the three Suns come into a perfect alignment with each other, causing a Cosmic phenomenon unlike any other in the Cosmos. Besides being the most amazing sightseeing one can see, alien species from all corners of the Cosmos visit **Treclipse Festival** to have the time of their lives, dance, find inner peace, meet other aliens, trade: goods, stories, and substances, or even go in a journey of pilgrimage and self-discovery. All good reasons for the festival goers to be careless, and constantly lose their items.



The great honor of finding those lost items and returning them to their owners, befalls upon YOU – a Blorgbozoid. You are a sentient gelatinous cube, which is incapable of speech, or base sensations, but understands all forms of language and communication and requires no substances to be self-sufficient. The perfect candidate to go around the festival without being tantalized by the environment and people - just be there for everyone else. Unencumbered by petty biological desires or base needs, you perform your duty to the best of your abilities. A Blorgbozoid feeds off empathic energy offered by the satisfied festival goers. Selfless and always reliable, all aliens there recognize the Blorgbozoid as their only hope of finding their lost items in such a vast, chaotic, and as marvelous place as **Treclipse Festival.**



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- 1 inventory & Items
- 2 Sheets
- 3 Festival Map
- 4 Blorgbozoid Pawn

- 5 Bliss Tokens
- 6 Buzzkill Tokens
- 7 Turn Counter
- 8 Alien Tokens

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Cut around the edges of any Pawn, Token, and Item, and position them upon table as seen in the picture above. Set the board (Festival Map) in the middle and place your Blorgbozoid Pawn in the middle of the board. Set the Turn Counter to 1 and have the Sheet of Turn Order, Abilities, Aliens and Events nearby and keep them close by for quick reference. When using the Sheets, each dice outcome corresponds to a different Ability, Alien and Event, as seen in the respective pictures. You can use this manual for a more detailed explanation. Whenever feeling lost, use the Turn Order Sheet and follow the order of play to figure out what you are supposed to do next. Before you begin playing the same, make a dice roll to determine your starting Ability and starting Item you have. The roll's outcome corresponds to a random Ability and a random Item, as seen in the Ability Sheet and the Item Sheet. The Items have no unique properties, while the Abilities are explained in detail below. Let us learn how to play first!

Turn 1: Start of the Game

Your first round begins. Move towards any adjacent area of the Festival Map. Once you entered your first Stage area, roll the dice, and find your first random Item. The outcome of your roll corresponds to a random Item, as seen in the Items Sheet. Place the Item on your Inventory. Afterwards, make another roll and the outcome this time corresponds to the random Alien you encounter, as seen in the Aliens Sheet. Place the Alien Pawn upon the Festival Map area you are on and set their Duration  according to the  of the corresponding Alien. Afterwards, you may return any required Items to the Alien on your area. You can only return all the Items they require simultaneously; you cannot give part of the Items required. If you were lucky enough and have successfully returned all the Items required by the Alien on that location, place a Bliss Token  there. The first Turn is over, and you are ready to continue.

Turn 2: Start of the Game

- **NEW TURN BEGINS**
SET TURN COUNTER +1
- **MOVE TO ANY ADJACENT AREA**
- **ROLL RANDOM ITEM**
- **ROLL RANDOM ALIEN**
- **TRADE WITH AREA IF ABLE**
- **IF THE TURN'S NUMBER IS A MULTIPLE OF THREE:**
ROLL RANDOM EVENT
- **RETURN ITEMS THEN SET ALL ALIEN DURATIONS -1**

Turn Counter



Roll for Item

The first action you do on each of your new Turns is to increase the Turn Counter on the right side of your board by +1.



When entering a Stage Area, make a roll.

Roll for Alien



The outcome of your roll corresponds to a random Item, as seen in the Items Sheet.



Place the Item on your Inventory. In case

You must move to any adjacent area from the area you are currently on. There are two different type of areas you can visit, Outskirts and Stages. In case you enter an Outskirt area for the first time, you find a standard Item, but returning to the same area afterwards will have no further effect.

The same counts for revisiting the Entrance area, although the Entrance offers a faster route to areas more than two moves apart.

In case you were teleported on current location by any Event, use the new current area instead of moving. In case you have the FAST Ability – you may move up to two adjacent areas. Roll for Item and Alien only for the area you choose to end your movement.

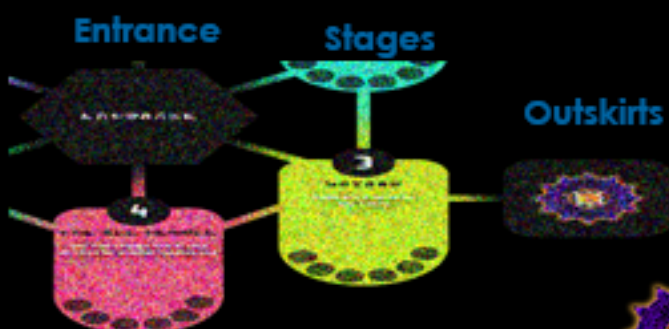


you have the SCAVENGING Ability – roll twice, first for the random Item found and afterwards for the Ability use.





Roll for Alien

Whenever entering a Stage area roll for a random Alien you encounter unless there is already an Alien Pawn on this area (in which case you only roll for a random Item upon entering the area). Place the Alien Pawn upon the Festival Map area you are on and set their Duration according to the of the corresponding Alien. In case you have the SNEAKY Ability – roll twice, first for the random Alien found and afterwards for the Ability use.



Trade

Trades are not accessible in the beginning of the game, but after you successfully return an Item to that Stage area. After rolling for a Random Alien, you may trade with the Stage area you are located upon only if the area has a  Token upon it. In case you discard all the Items required, you gain all the Items given to you by the trade. You can only trade all the Items required simultaneously; you cannot trade part of the Items required. In case you have the FAMOUS Ability – you may access any Stage area trade (which has a  Token upon it) from any area on the Festival Map.

Random Event








The Turn ends. If the Turn's number is a multiple of three (3rd, 6th, 9th and so on), roll and resolve a Random Event. In case you have the INGENIOUS Ability and you successfully roll a 5 or a 6, you may ignore the effects of the Random Event instead. See in detail the Events further in this manual.

Return Items to Alien

After resolving the events you may return any Items to the Alien who requires them which is found on your location. In case you have successfully returned the Items required by the Alien on that location, remove the Alien from the area and place a Bliss Token  there. If there is already a  here, nothing happens. If there is a Buzzkill Token  already there, then remove the  instead (one token cancels the other). Afterwards, the Turn ends.





Turn End

Whenever any Turn ends, reduce all active  on board by - 1, except for the one of the Alien which entered the board this Turn. If any Alien's  reaches 0, place a  to that area. If there is already a  there, nothing happens. If there is a  there, then remove the  instead. In case have the TEMPORAL Ability and you may choose once, one  on board to remain to the number it was.



Winning

You win the game by having a  on each of the Stage areas of the Festival Map.

You lose the game by having a  on each of the Stage areas of the Festival Map.

Blorgbozoid Abilities

At the beginning of the game, you rolled for your first Ability. The roll's outcome corresponds to a random Ability and a random Item, as seen in the Ability Sheet and the Item Sheet.

There are six unique Abilities your Blorgbozoid can use passively or by rolling some dice.

It is possible to have more than one Ability active at the same time (up to six), additional Abilities are gained by encountering the Meister Alien. In case your new Abilities roll outcome is an Ability you already own, reroll that die up until you gain a new Ability.

FAST

The FAST Blorgbozoid can move up to two areas within the Festival Map. Roll for Item and Alien only on the area you finish your movement on.


SCAVENGING

The SCAVENGING Blorgbozoid can, whenever finding Items, make a dice roll. In case the roll's outcome is 5 or 6, then gain that Item twice in your Inventory. First roll for the random Item found and afterwards for the Ability use.

SNEAKY

The SNEAKY Blorgbozoid can evade undesired Alien encounters on a roll of 5 or 6. In case of successfully evading an Alien – roll only for random Item on that location, and do not place an Alien Token on that area. First roll for the random Alien found and afterwards for the Ability use.



FAMOUS

The FAMOUS Blorgbozoid can access any Trade from any area on the Festival Map. You may access any Stage area trade (which has a  Token upon it) from any area on the Festival Map, and not necessarily from the Trade's Stage area.

INGENIOUS

The INGENIOUS Blorgbozoid can defuse critical situations of random Events. After rolling for an Event, you may make a dice roll, and on a roll of 5 or 6, you may ignore the effects of that Event.

TEMPORAL

The TEMPORAL Blorgbozoid can once per Turn increase any active Duration  of an Alien on board, by + 1. You can target once this way any one Alien on any area and with any active .

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" Hey, you Blorgbozoid! You don't know me?! I'm Cosmos man, the creator of the Xenostep music! I have to get on stage and perform my gig right now, but there is a couple o' things I need to find first. I'm Cosmos man!"

Requirement: Any two Items

Duration: 1 (Cosmos leaves the board the next Turn after Cosmos enters it)

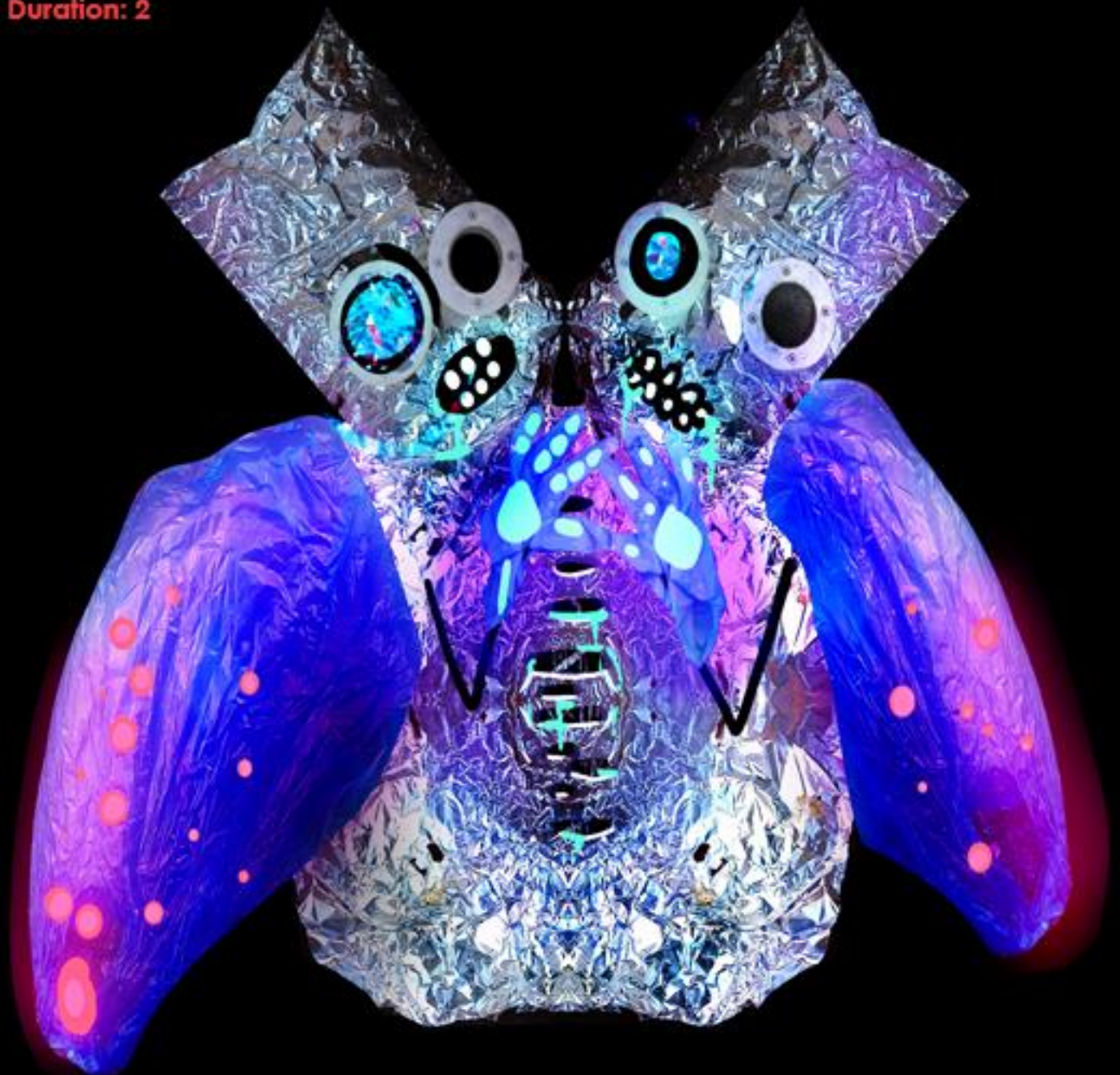


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"Greetings esteemed member of the Blorgbozoid race. We are Dyad, we own everything in identical pairs, we do everything together. Our twin deities demand a two-fold offering, we trust that you shall find our missing offerings, oh exonerated Blorgbozoid".

Requirement: Any two items of the same type

Duration: 2



EROS

"You there - Lovely Blorgbozoid, heed my call. I've lost somethings dear to me ... it is my beating hearts I've lost! Return them to me, or not: this whole festival shall learn of my burning, nay – smoldering passion!"

Requirement: Three Items of the same type. Which type it is, it is determined by a random Item roll.

Duration: The Duration is determined by a random die roll. The roll's outcome is the Duration of Eros.

Special: Whenever Eros is removed from board (whether you successfully returned the Items or not), make an additional random Event roll before the Turn ends. In case the Turn's number was a multiple of three, then two Events shall occur during that Turn.



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"I've sssswam deep into the waterssss of blissssfulness, I've reached the highesssst cliffssss and lowesssst valleyssss and yet I am still missssing two couplessss of thingssss. Blorgbozoid my friend, can you find thossssse itemssss?"

Requirement: Two couples of Items of any two different types.

Duration: 4



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*"Ah yes, I was wondering where to party first, the Main Stage ... or the Chill Out?
You seem trustworthy, Blorghozoid – I will blow my cover for you. I am an agent of
the intergalactic protectorate of the Authoritarians. I have found evidence of a
greater conspiracy at play at this festival ... but painfully I've lost them. I shall
wait patiently for you to return them to me."*

Requirement: Any five Items

Duration: 5



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"I bow to your divine presence Blorgbozoid. This is my 123rd time visiting the Treclipse Festival. My race is immortal, and I have lived many lives, across millennia. I have been a ruler and a slave, a poet and a warrior, a mentor and an apprentice ... now I am a simple hermit, enjoying the festivities. Now I only seek one thing, one of everything."

Requirement: One of each type of Items

Duration: 6

Special: Whenever Festival Meister is removed from board (whether you successfully returned the Items or not), make a die roll. The outcome of the roll determines a new Ability you gain for the rest of the game. In case the roll's result corresponds the number of an Ability you already possessed, reroll that die up until you gain a new Ability.



マインステージ 主ステージ

主ステージ マインステージ

"The Main Stage facilitates the best sound equipment found in the entire universe. There the ground is shaking from the stomps of the roaring crowds. Music of all frequencies, sub-frequencies, sub-noises, rhythms and white noise echoes over miles surrounding the infamous Main Stage of the Treclipse Festival. Should you ever find yourself lost, simply follow the sound of the Main Stage – and you will find your way back inside the festival."

主ステージ

You may teleport here instead of moving

Trade: At the beginning of each new Turn you may choose to teleport at the Main Stage instead of moving. If you do so, roll for Item and Alien found upon the Main Stage instead. In case you have the FAMOUS Ability – you may access any Stage area trade from any area on the Festival Map.

主ステージ

Trade any 4 same items for 2 different couples of items

チルアウト ステージ

"The Chill Out stage is the ultimate destination of any festival goers seeking relaxation, serenity and a place to meet new cultures, or have the most powerful of naps. All species there merge their consciousness into one collective entity that knows nothing but everlasting love."

Trade: Whenever you are upon the area you may discard any four Items of the same type and gain two couples of Items of the same types.

バザール

"Treclipse Festival's Bazaar is renown across many star systems as the place to find anything imaginable. As you approach the markets, the aroma of a thousandfold scents stings your nostrils. Trade comes in all shapes and forms, from currencies and souvenirs to stories and substances. Whatever is it that you seek, or you did not you wanted, you shall find in the Bazaar."

バザール

Trade: At the beginning of each new Turn you may choose to teleport at the Main Stage instead of moving. If you do so, roll for Item and Alien found upon the Main Stage instead. In case you have the FAMOUS Ability – you may access any Stage area trade from any area on the Festival Map.

Trade any 2 items for any 1 item

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Trade any 3 different items for same items

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"The All-Temple is a place of worship and enlightenment. Pilgrims, priests, faithful and faithless alike found within the grand All-temple's halls, praying to all gods from all galactic religions without condemning, nor condoning. Visiting the All-Temple is considered a life-altering experience as you connect with sacred and profound energies, spirits and avatars of deities."

Trade: Whenever you are upon the area you may exchange any one of your Ability for another gained by making a random Ability roll. In case the roll's outcome is the same with an Ability you already own, reroll up until you gain a new Ability.

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"From the inaugural Treclipse Festival, thousands of years ago, a custom was set for visitors to plant a seed from their planet into the Cosmic Garden. As time went by, the garden's grove grew, evolved, and became something more. The plants, the trees and all nature found there has developed a consciousness, birthed by the biomatter of the countless alien seeds rooted into the Cosmic Garden."

Trade any 6 Items for

Trade: Whenever you are upon the area you may discard any six Items to gain one of each Item type.

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You may change one of your

"The Camp serves as the festival goer's place of rest and recollection. Usually quiet, but sometimes campers begin howling and mimicking animals found on their planet and the campsite ignites with a primal feeling of excitement and unity. Aliens from all over the universe, each with their own personalities, all end up needing the same items."

Trade: Whenever you are upon the area you may discard three Items of different Item types with one another, to gain three Items of the same type you want.

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"Every once and awhile a paradigm shift occurs in the Treclipse Festival and the needs and wants of the festival goers radically change. What was once most desired is now considered dull, while the markers hype over ill-forgotten goods."

Effect: Make two random Item rolls. The first roll determines which Item type rolled this way in your Inventory double its quantity, while the second roll determines which Item type in your Inventory is completely discarded. In case both roll outcomes is the same, reroll both rolls up until they have a different outcome.

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"Waves of ionized radiation emitted by the triple eclipse mess with the molecular structure of all mundane items found at the festival. Festival goers have their belongings warped and reshaped into new stuff. A known Blorgbozoid saying goes like this: Same transmutative emissions - different day."

Effect: Count the number of Items in your Inventory. Discard all Items in your Inventory then reroll as many random Items as there were Items previously in your Inventory. Gain in your Inventory all new Items rolled this way.

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"The rare cosmic phenomena taking place during the festival days, brings three different suns into a perfect alignment. At its climax, an electromagnetic nova covers the entire festival and as its result – the biomatter of all aliens is combined, deconstructed, and reformed. Whatever this phenomenon may be, Blorgbozoids know well that festival goers seem to lose a lot of stuff when that happens."

Effect: All Alien Pawns on board are replaced with a new Aliens determined by a random Alien roll. Roll a new Alien for each Alien Pawn on board and place them in their corresponding area. In case an Alien is replaced by the same type of Alien, then reset the Duration of that Alien (in case of Eros Alien, reroll which Item type is required and reset the Duration)



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"Energies emitted by the phenomena of the three Suns coming into full orbid sends waves which dilate time itself. This is no time for fooling around. [also no time RL : gamejam is almost done #breaking4thwall]"

Effect: Reset all active Durations on board by rolling a new random Duration for each Alien, determined by a random die roll.

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"Sometimes during the Treclipse Festival things escalate quickly. A casual passing of DJ Cosmos might inspire an impromptu DJ set at the Camps, while the Main Stage's synthetic composing network, like all systems – it crushes. Welcomed or unpleased, these unprogrammed happenings always leave a bittersweet feeling to the struggling Blorgbozoid."

Effect: Make two random Area rolls. The first roll determines which Stage area receives a Bliss Token and afterwards which receives a Buzzkill Token. The same rules of placing a Bliss or Buzzkill upon a Stage Area. In case both roll outcomes is the same, reroll both rolls up until they have a different outcome.

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"The orbital ring's station supercomputer announces that a mass teleportation will commence in a few moments. All participants in the festivals must always hold their belongings, as teleportation station will take place any second now."

Effect: All Alien Pawns on board are replaced with a new Aliens determined by a random Alien roll. Roll a new Alien for each Alien Pawn on board and place them in their corresponding area. In case an Alien is replaced by the same type of Alien, then reset the Duration of that Alien (in case of Eros Alien, reroll which Item type is required and reset the Duration)

VERY SPECIAL THANKS

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ΓΡΗΓΟΡΗΣ
ΝΙΚΟΛΑΪΔΗΣ

ΔΗΜΗΤΡΗΣ
AKA KILON

KONSTANTINA
ΜΤΙΑΚΤΗ

NICKZOUK

SEVINA
ILIEVA

YULIVER