

ERUPTION

A dexterity game for 2–6 players



Designed by Michael Purcell

Overview

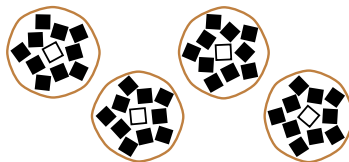
Eruption is a dexterity game for 2–6 players. It can be played in about fifteen minutes and is intended for players who are at least twelve years old.

Components

- 175 wooden cubes (8mm)
 - 120 lava cubes (40 each of red, orange, and yellow)
 - 50 black cubes
 - 5 white cubes
- 5 rubber bands (size #31)

Set Up

1. Choose one player to go first.
2. Each other player should place a rubber band *volcano* in the middle of the play area.
3. Place ten black cubes and one white cube in each volcano.



Setup for a five-player game.

Gameplay

On your turn, place a lava cube into one of the volcanoes.

- You must place your cube so that it is touching a white cube.
- You may only use one hand at a time while placing your cube.

If any cubes fall out of a volcano, the volcano *erupts*. If that happens during your turn, both you and the volcano are eliminated from the game.

You win if all of your opponents have been eliminated.