

ERUPTION

A dexterity game for 2–6 players



Designed by Michael Purcell

Overview

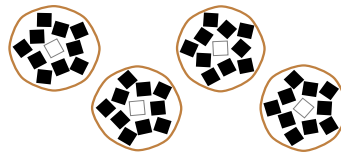
Eruption is a dexterity game for 2–6 players. It can be played in about fifteen minutes and is intended for players who are at least twelve years old.

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 in the middle of the play area.
3. Place ten black cubes and one white cube inside the ring formed by each rubber band.



Setup for a five-player game.

Gameplay

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

- 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 the ring during your turn, you and the ring are eliminated from the game.

You win if all of your opponents have been eliminated.

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