Chrono-Tactics: A Time-Travel Strategy Game

Overview

Chrono-Tactics is a fast-paced, team-based strategy game where players become rival **time factions** competing to control history itself. The timeline is split into three eras -**Past, Present, and Future** - and every decision made in one era echoes through the others, reshaping the world in unpredictable ways.

Teams must **negotiate, strategize, and sometimes betray** to gain *Temporal Influence Points (TIPs)* - the ultimate measure of control over time. Each round challenges players to balance ambition with caution: investing in technology, forming alliances, launching attacks, or using risky *paradox actions* that can alter past events and rewrite the future.

At the end of all three eras, the team with the highest overall influence and the most stable timeline becomes the **Keeper of Time**.

Blending **game theory**, **diplomacy**, and **creative chaos**, *Chrono-Tactics* captures the thrill of strategic decision-making - where even the smartest move in the Present might undo your Past

How to Play

The goal of *Chrono-Tactics* is to become the **Keeper of Time** - the faction that controls the course of history across three interconnected eras: **Past**, **Present**, and **Future**.

Teams earn **Temporal Influence Points (TIPs)** through smart decision-making, strategic negotiation, resource management, and manipulation of time itself.

Every move you make -whether an alliance, war, or paradox - affects your standing in later eras.

Game Setup

- **Teams:** 4–6 teams, each with 4–5 members.
- **Moderators:** 3–4 moderators act as the *Temporal Council*, controlling information flow, tracking paradoxes, and updating the timeline.
- **Resources:** Each team begins with basic resources — Gold (economy), Science (technology), and Influence (political power).
- **Timeline Board:** A shared record (digital or physical) where key events and shifts in the timeline are tracked.

Era 1 – The Past: The Age of Foundations

This is where everything begins — your team shapes its civilization's origin story.

- ◆ **Available Actions:**

- **Invest in Science:** Develop technologies that grant advantages in future eras (e.g., time travel, weaponry, diplomacy tools).
- **Form Alliances:** Cooperate with other factions to share benefits — though nothing prevents betrayal later.
- **Trade or Conquer:** Gain more resources or weaken rivals through military or trade actions.
- **Resource Allocation:** Balance between economic growth and defense — overspending early may leave you vulnerable later.

Impact:

Every choice creates a ripple effect.

- Prosperous nations in the Past start the Present strong.
- Aggressive teams may gain territory but face instability later.
- Teams that ignore technology may fall behind in time manipulation.

Era 2 – The Present: The Age of Power

Now the timeline has evolved. The moderators update each team's resources and status based on what happened in the Past.
But time travel technology has now been discovered — and **the rules of reality begin to bend**.

◆ Available Actions:

- **Negotiate or Break Alliances:** Decide who you can trust — and who you can manipulate.
- **Deploy Chrono-Weapons:** Use scientific advancements to attack, defend, or alter the state of other teams.
- **Create Paradoxes:** Spend resources to "edit" a specific Past event. For example:

  "Erase Team Gamma's conquest in Era 1."
  This rewrites their history, but it might cause paradox damage to your own stability.

- **Spy and Misinform:** Gather secret data or feed false information to rivals.

Paradox Rules:

- Paradoxes can change historical results (moderators will adjust resources or events accordingly).
- Each paradox has a **success probability** based on your Science level.
- Failed paradoxes cause **temporal instability**, reducing your team's final score.

Era 3 – The Future: The Age of Collapse

The timeline is now unstable. Every paradox and betrayal has left cracks in time.
Teams must decide how to **secure their legacy** before the *Temporal Collapse* occurs.

Available Actions:

- **Stabilize the Timeline:** Repair paradoxes using Science or Diplomacy.
- **Form Final Coalitions:** Work with or against others to control the remaining timeline stability.
- **Launch Final Paradoxes:** Risk everything for one last rewrite of history.
- **Defend or Attack:** Protect your timeline or sabotage others' stability.

The Collapse Event:

At the end of this round, the moderators assess the **timeline stability index**.
If instability is too high, paradox backlashes can erase entire civilizations.
Only the most balanced, strategic teams will survive intact