TIME HORIZON

Time stopped, but hurry up!

Time Horizon is a Sci-Fi board game about time travellers, which came from different versions of possible futures. Each one of them tries to create chains of events, which will lead reality to his/her home future. Events creation, impact on events and cross-events interaction is a core of the game mechanic.

Components

Hex game field (ø 60cm)
Horizon & points track
12 pawns
6 hints cards
6 items tablets + 1 specialized
108 hex cards (3 decks)
~ 250 small tokens (ø 2cm, 8 types)
60 big tockens (ø 4cm, 3 types)
24 triangle tokens
Rulebook

3 - 6   14+   2-4 h

- **Strategy first, luck second** (or even third)
- **Complex relations:** be allies and enemies at same time
- **Dynamic field:** balance between mechanics changes during game
- **Action during whole game:** holding all resources for last round is a bad idea
- **Deterrent weapon:** reduces enemy potential, but not wipe it out (commonly)
- **Math based:** no «by eye» numbers in rules
- **Changeability:** lore and components design may be changed regardably to your vision

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