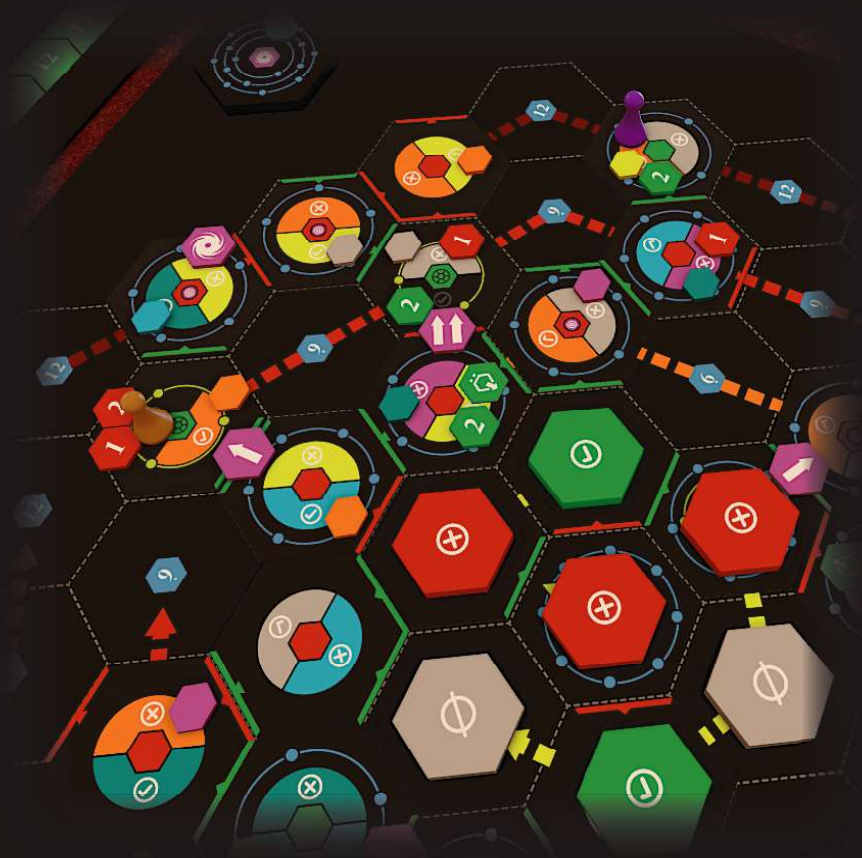


# TIME HORIZON

Time stopped, but hurry up!

Time Horizon is a Si-Fi board game about time travellers, which came from different versions of possible future. Each one of them try to create chains of events, which will lead reality to him/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 helps cards + 1 specialized  
6 items lists  
108 hex cards (3 decks)  
~ 250 small tokens (ø 2cm, 8 types)  
60 big tokens (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
- ◆ **Changeable:** lore and design may be changed regradably to your vision