Drew Moger

Timeline

Goal: For the players to survive in their time period, repair the time machine, and get back to their respective time.

<u>Set up:</u>
- Players will pick their characters. If there are fewer than four players, some players will have to play as multiple characters. This can be determined by the group.
    - Players will also pick up the Item Card that corresponds to their character(s)
- Players will then randomly select the time period they are stuck in
- Once the players have their time periods, they will take the Event cards that correspond to their time, shuffle them, and place them face down nearby
- The Timeline cards will be shuffled and placed in the middle of the play area
- Each player will receive three cards from the Timeline Card pile
- The Supplies cubes will placed in a pool in the middle of the play area
- Each player will take 10 Supplies cubes

<u>Order of Play:</u>
- The youngest player will go first by playing one of their Timeline cards
- After the card is played, each player will do the action within their quadrant simultaneously
    - If there is a time slip, players can choose to use it if they want
    - Any Event cards picked up will be discarded face down next to their draw piles
    - If a player draws a Time Machine Part card, they will hold onto it until it is traded to another player or until they die
- After all of the actions are completed, the player will draw another Timeline Card to their hand
- Play will continue to the starting player's left as that player places a timeline card

<u>Characters:</u>
- Engineer
    - Is the only character that can rebuild the time machine
    - Has an advantage when presented with technological events
- Historian
    - Has an advantage when presented with historical events
- Linguist
    - Has an advantage when presented with language events
- Veteran
    - Has an advantage when presented with survival events

Time Periods:
- Boston, MA: April 20, 1775
- Rome, Carolingian Empire: December 25, 800
- Perth, Australia: March 19, 2103
- Colorado Springs, CO: September 30, 1892

Character Item Cards:

Each character starts with an item that corresponds to their respective skills. These cards can be exchanged with other characters through time slips. When an Item card is in the possession of its original character, any Event that corresponds to the character's and item's skill is automatically resolved. When the Item card is in the possession of other characters, any Event that corresponds to the item's skill is resolved by rolling an even number.

Supplies:

Supplies are measured in small cubes. These represent the general supplies that a character survives off of. These can be traded to other players through time slips. A character's number of Supplies can be increased or decreased by Event cards. If a player loses all of their supplies, they will die.

Timeline Cards:

Timeline cards are played by each player on their turn. These cards are broken up into four quadrants that correspond with the respective time periods. These quadrants will be blank, tell the player to draw an Event card (the symbol is a card with a plus sign), or connect to another quadrant through a time slip (the symbol is two slashes on the line separating two quadrants). When a Timeline Card is placed, every character who has an event or time slip within their section of the card will all carry out their actions simultaneously. At the end of every player's turn, they must always have three Timeline cards in their hand.

Event Cards:

Each time period has its own respective Event cards. Event cards are cards that present situations to the game's characters. These situations are usually resolved through rolling a die. The scenarios on the Event cards can help or hinder the character, sometimes even killing the character. Each card will have instructions written on it.

Time Machine Part Cards:

Every deck of Event cards has one Time Machine Part card within it. When a player draws a Time Machine Part card, they can roll to fix it or choose to leave it be. Regardless of their choice, the card will be added to their inventory. They can choose on a later turn to attempt to repair the part. These cards can be given to other characters through time slips. All of the Time

Machine Part cards must be repaired and in the possession of the Engineer for them to rebuild the time machine.

Death:

If a player dies, they will lose any inventory items and they will be returned to their starting players. The player will then restart with six Supplies.

Lose Condition:

The players will lose the game when the sum of all character deaths equals four.

Win Condition:

Players will win the game when all four Time Machine Part cards have been repaired and are in the possession of the engineer.