

Game Manual: A Lag in Time

Game Story

Time is in jeopardy. The Rogue Leader has discovered 'a lag in time' and now wants to fast track the universe to doom. Rogue time travelers, instigated by the Rogue Leader are now travelling back to the past and into the future to change the course of the universe. The Time-Seer (located at the top of the board) is witness to all changes to the universe and needs different personas belonging to the distorted time periods to help stop all anomalies from occurring.

The personas from each time period use the Chrono-Mobil, fueled by the Chrono-spark to travel to the respective time periods and stop the anomalies, gaining Chrono-Spark to finally travel to the end of the universe. The Chrono-mobil requires 1500 Chrono-Sparks to reach the end of the universe.

Using the Chrono-Talkie to communicate with the Time-Seer and taking on curses to make up for the used Chrono-Spark and gain more Chrono-Spark.

Gameplay

Place the anomaly deck, curse deck and time period deck as labeled on the board.

One player is picked as the Time-Seer. The Time-Seer is the only player with access to the Time-Seer Manual which provides hints and solutions for the anomalies.

The rest of the players pick a time period card and select from one of the two personas listed on it. Depending on which persona the player picks, they are granted an advantage. The players must place the time periods cards on the board based on chronological order in the boxes allotted. To start off with, 200 Chrono-Sparks are remaining in the Chrono-Mobil.

Each player except for the Time-Seer now picks two anomaly cards. The Time-Seer cannot see the chosen anomaly cards. To solve anomalies, players need to explain what the anomaly is to the Time-Seer. The Time-Seer refers to the Time-Seer Manual to answer the player's questions. If the picked anomaly does not correspond to the time period the player is in, they need to expend Chrono-Spark to travel to those locations.

Chrono-Spark required to travel to the respective time periods is $100 \times$ (how far apart the time period is). For example, to travel from Cybernetic Future to Roman Era, you need to use 200 Chrono-Sparks. Another example, to travel from Ancient Egypt to Cybernetic Future, you use 300 Chrono-Sparks.

To build up on Chrono-Sparks, players need to take on curses from the curse deck and gain extra Chrono-Sparks.

Once all eight anomaly cards (two for each time period) are solved, all players earn the remaining amount of Chrono-Spark required to start the Chrono-Mobil to travel to the end of the universe to stop the fast track doom of the universe.

Terminologies

- **Chrono-Spark:** Energy used for time travel and solving anomalies.
- **Chrono-Mobil:** The time-traveling machine.
- **Chrono-Talkie:** Communication device for coordinating with players across different time periods and the Time-Seer.
- **Time Period:** A wormhole in time leading to different eras while stealing Chrono-Spark.

Characters & Roles

- **The Time Seer (Game Master):** Oversees the mission, the only one who manages the Time Seer Manual, and directs players but does not directly solve anomalies.
- **Time Period Personas (All Other Players):** Resolve anomalies and take on curses to accumulate Chrono-Spark and fix the timeline.

Game Components

- **Board:** 21x21 inches
- **Card Decks:**
 - **Anomaly Deck:**
 - Contains historical disruptions to be resolved.
 - Anomalies can involve warping to different time periods, expending Chrono-Sparks.
 - Each time range has to take 2 cards (each) - 8 in total on the board (for any number of players).
 - Each anomaly card will display the amount of Chrono-Spark gained by resolving the anomaly.
 - **Curse Deck:**
 - Contains challenges to be completed for Chrono-Spark.
 - Each curse card will display the amount of Chrono-Spark gained by lifting the curse.
 - **Time Period Deck:**
 - Each player, excluding the time seer, will draw one time period card.

- These contain two persona options with an advantage each. They select one persona, granting the player that advantage.
- **Time Seer Manual:** The Time-Period Personas explain what the anomaly cards have (and in some cases the curse cards). The Time-Seer refers to the Time-Seer Manual to give hints and solve the anomaly/lift curses.
- **Game Manual (this booklet)**
- **Timer:** For now, set a timer on the phone based on the number of players (mentioned below).
- **Chrono-Spark Tracker:** This keeps track of the current Chrono-Sparks available.

Game Modes & Duration

- **3 Players (including Time Seer):** 60 minutes.
- **5 Players (including Time Seer):** 45 minutes.
- **8 Players (including Time Seer):** 75 minutes.

Losing / Winning

The game is won when:

- All eight anomalies are solved before time runs out.

The game is lost if:

- Chrono-Spark reaches zero.
- Time runs out before all eight anomalies are solved.

Are you ready to solve anomalies, take on curse and stop the Rogue Leader? The fate of the UNIVERSE is in your hands!