Just in Time

A real-time, cooperative abstract about time-travel by David Gregg

Presentville's laboratory created a tear in space-time, trapping the city in a destructive vortex somewhere outside of reality. The players must work together, traveling through time and place, to realign their recent history before it, and they, cease to exist.

Just in Time is played by 1-4 players in real-time. Players take actions as quickly or slowly as they wish, taking their turns independently of one another. When time runs out the players all win or lose as a team depending on whether they were able to successfully stabilize the timeline.

Components

1	x Game board	
1	x Goal board	
12	x Pace tokens	
12	x Goal tokens	– 2 each of 6 colors
54	x Time tokens	– 9 each of 6 colors
8	x Player meeples	– 2 each of 4 colors
72	x Player cards	– 4 decks of 18 cards

Overview

Throughout the game each player controls 2 meeples: 1 on the location spaces representing where they exist and 1 on the time spaces representing when they exist.

The game is played over 3 rounds. For each round there are specific times that must be stabilized to proceed. Players activate actions on their cards and investments to move about the board and alter tokens until a specific set of locations have been aligned to the specified times. Players must complete all 3 such alignments in order to win.

There are 3 possible ways to end the game:

- The players win once they've completed the goal for all 3 rounds

- The players lose immediately if all pace tokens and player cards are spent without completing the current goal

- The players lose if time runs out

Setup

Place the game board in the center of the table within easy reach of all players.

Place the goal board near whomever is most familiar with the game rules, making sure the board can be seen by all players.

Place 4 pace tokens on the pace space in the center of the game board and additional stacks of 4 pace tokens on the 2 pace spaces of the goal board. Note that in a 3-player game players may need the stacks adjusted to 6-3-3 to prevent an early loss while learning the game.

Separate the goal tokens into 2 sets each containing the 6 different colors and place these beside the goal board.

Separate 3 of each color time token and place them next to the game board as a supply.

Mix the remaining time tokens and place 3 tokens (damage side down) on each location and time space.

As the first tokens are drawn during the previous step:
Place player meeples so that 1 is placed matching the location space for the first token and 1 on the matching time space for the second token. Repeat for each player.

Hand each player the deck of player cards matching their meeple color, which they shuffle and then draw 5 cards to form their starting hand. Each player also takes 1 pace token from the game board.

Return unused cards, meeples and tokens to the box.

Determine the game difficulty and set the timer accordingly:

Learning	Do not use a timer
Novice	No timer for 1st round; 30 minutes for rest of game
Standard	45 minute timer
Advanced	30 minute timer

Game Play

Time has looped back on itself, meaning that a player's distant future is also his past. The location a player's meeple sits on is their present time. The 3 time spaces counter-clockwise from that time are in their past and the remaining 2 spaces are in their future.

At the start of each round 3 goal tokens will be revealed that represent part of the timeline that has become unstable. Another 3 goal tokens will be revealed for locations, representing the same. In order to complete the round, players must change the tokens on the times matching the goal tokens to contain the location goal token colors AND change the tokens on the locations to match the time goal token colors.

Time tokens are double-sided with 1 side displaying a damage symbol. The tokens on the board collectively represent the current state of the city. Damaged tokens do not count toward completing the current goal.

Example
Goal board contains yellow, purple and orange tokens on the location spaces while blue, purple and red are on the time spaces. To complete the round the game board must contain yellow, purple and orange tokens on the blue, purple and red time spaces as well as blue, purple and red tokens on the yellow, purple and orange location spaces.

Game Flow

Players do not take turns. They each activate and resolve their actions as quickly or slowly as they wish.

To begin the first round, start the timer, if using one. Do not pause between rounds.

Move the pace tokens for the current round to the center of the game board (rounds 2 and 3).

Remove all goal tokens from the goal board and separate into 2 sets each containing 1 of each color.

Mix 1 set of goal tokens and reveal, placing them on the goal board on the first time space as well as each location space and both damage spaces.

Use the remaining goal tokens to fill in the other time spaces using the colors clockwise from the first time token color, e.g., if the first time token is blue, the others would be purple and red.

On the game board, flip all tokens to their damaged side that match either color of the goal board's damage tokens. Tokens already showing their damaged side simply remain damaged; there is no further penalty.

Players are free to take actions during this process; there are no breaks or pauses in play between rounds.

Player Cards

Cards can be used in 1 of 3 ways:

- Play to activate an action

- Discard to pay the cost of an action

- Invest on the game board to activate later

Actions

To activate an action place the card on your discard pile and also discard cards from your hand to pay the action's cost. Each card lists 2 actions: a green action which costs 1 discard and a gray action which costs 2 discards. Once the cost has been paid, perform the action and then refill your hand to 5 cards, if able.

The possible actions are:

- Move your location meeple to an adjacent location space

- Move your time meeple to an adjacent time space

- Flip a token on your current location space (can be used to cause or repair damage)

- Flip a token on your current time space (can be used to cause or repair damage)

- Add a token to your current location space (token added will be your current time space color)

- Add a token to your current time space (token added will be your current location space color)

Notes

Damaged tokens cannot be removed from the board.

After a token is added 1 of the existing tokens is removed and placed in the supply.

At any time, if all players agree, all players simultaneously take a pace token from the center of the game board and then shuffle their hand, discard pile and deck to form a new deck, then draw 5 cards. Do not shuffle cards currently invested on the game board.

Investing

To invest a card, place it face-up on the game board on your current time space and then discard 1 token. The player investing the card must be the same player to discard the pace token.

Invested cards can be activated by any player without paying their cost so long as the card is currently on a time space in that player's past. Once activated return the card to it's owner's discard pile.