THAT TIME YOU KILLED ME

A GAME BY PETER C. HAYWARD

THAT TIME YOU KILLED ME

An abstract game of time and murder by
PETER C. HAYWARD

2 PLAYERS. | **15–30 MIN.** | **AGES 10+**

COMPONENTS

- 3 era boards
  (*past* ◆, *present* ◆, and *future* ◆)

- 2 player focus tokens *(1 per player)*

- 14 player pieces *(7 per player)*

- 4 Chapter boxes

BEFORE YOU GET STARTED...

That Time You Killed Me is a **narrative game** that introduces **new scenarios** with unique rules and components as you play. As with any game about mucking about across time, you must play through this content in a **strict, unalterable order**. Do not open **anything** unless you are explicitly instructed to!

Whenever you reach a new **Chapter** in the story, open the appropriate **box**. Then *(and only then)* read the **rulebook section** dedicated to that Chapter.

Each Chapter has its **own rules and components**. If you are not specifically told to use components and rules from a previous Chapter, you should assume they **aren't** used and put them back in the box *(for now...)*

When you reach the end of the **standard rules**, you will be ready to begin **Chapter 1**!

OKAY, ARE YOU READY FOR THIS? I SHOULD WARN YOU, THIS MAY BRING BACK SOME TRAUMATIC MEMORIES. TIME'S TRICKY LIKE THAT — IT'S NOT ALL CAUSE AND EFFECT. IT'S MORE...CAUSE AND BUTTERFLY EFFECT. JUST BECAUSE SOMEONE IS DEAD YESTERDAY DOESN'T MEAN THEY'RE DEAD TOMORROW. OR YESTERDAY.

RULEBOOK SECTIONS

Spoiler Warning! Do not skip ahead to the following sections until you're instructed to:

STANDARD SETUP

Before playing *That Time You Killed Me*, first complete the following **standard setup**, then follow any **extra setup** for the **Chapter** you are playing.

1. Arrange the **past** ◈ era, **present** ◈ era, and **future** ◈ era boards in a **row** between the players. Make sure all boards are oriented the same way *(so the "1" is in the same corner on all boards)*.

2. Each player chooses either **white** or **black** and takes the **7 player pieces** and **focus token** in their color.

   - The **white** player places a player piece on the **"1"** space on **each** of the 3 boards.

   - The **black** player places a player piece on the **"16"** space on **each** of the 3 boards.

   - Each player places their remaining 4 pieces in front of themselves to create their **supply**.

3. Choose a **first player**. *(If this is not your first game of the day, the **loser** of the previous game goes **first**.)*

   - The first player places their **focus token** on their side of the **past** ◈ board.

   - The second player places their **focus token** on their side of the **future** ◈ board.

IF THIS IS YOUR FIRST TIME PLAYING, AND YOUR OPPONENT DOESN'T FEEL THE NEED TO READ THE REST OF THE RULES BEFORE CONTINUING, THIS CAN BE A RED FLAG THAT IT'S A COPY OF THEM FROM THE FUTURE WHO KNOWS HOW THE GAME ENDED AND CAME BACK IN TIME TO CHANGE HISTORY.

OR THEY'RE JUST REALLY, REALLY GOOD AT PICKING UP RULES ON THE FLY. EITHER WAY, YOU SHOULD PROBABLY MURDER THEM BEFORE THEY MURDER YOU.

Note: *In this setup, white is the first player.*

ADJUSTING FOR SKILL GAPS

Competitors who have different levels of experience in **abstract strategy games** and/or **murdering people** can consider giving one player a **starting disadvantage** to even the playing field.

Before starting the game, the **more skilled player** removes pieces from their **supply** and returns them to the box. The **number** of pieces they remove depends on their **skill level**:

Advanced	Remove ♟
Expert	Remove ♟♟
Grandmaster	Remove ♟♟♟

IF YOU BECOME MORE THAN A GRANDMASTER AT MURDERING PEOPLE, INSTEAD OF REMOVING MORE PIECES, YOU SHOULD PROBABLY TURN YOURSELF IN TO THE POLICE.

WHAT THE SARD IS THIS GAME?

You are **rival time travelers** trying to **erase** each other from history.
To prove you are the one true inventor of time travel, you must use your invention
to find your enemy in time and **murder** them – before they get you!

Unfortunately, since your enemy has strewn many copies of themself across the
timeline, you may have to do the terrible deed **many, many times** before it sticks.
Just make sure you don't get erased first!

THE TIMELINE
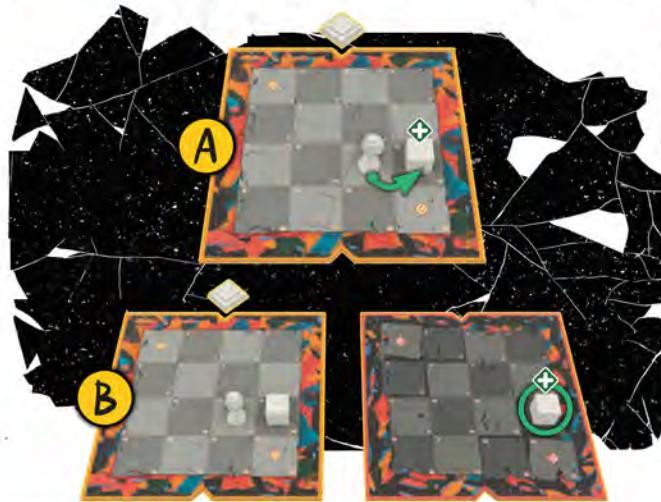
The three **era boards** together make up the **timeline**. Each board represents **the same physical area** at a different point in time. That means that two spaces on different era boards that have the **same number** are actually the **same space** at earlier and later times.

*The "7" space on each board represents the **same physical location** in the **past** ◈, **present** ◈, and **future** ◈.*

A VERY COMMON USE OF TIME TRAVEL IS TO GO TO YOUR FAVORITE BURGER PLACE JUST AFTER THE CHEF GOT GOOD AT GRILLING, BUT BEFORE HE ACCIDENTALLY WALKED INTO THE OPEN MOUTH OF A HIPPOPOTAMUS AT THE ZOO.

When you take an action in an era that is **earlier** on the timeline, it may have an impact on eras that are **later** on the timeline. For example, if you were to place an object of some kind in the **present** ◈, you would expect it to appear in the **same place** in the **future** ◈ *(assuming something unfortunate doesn't happen to it sometime in between).*

YOUR VARIOUS SELVES

Traveling through time results in there being **multiple versions of yourself** at different points on the timeline. Even before you start the game, there's one version of you in the **past** ◈, another in the **present** ◈, and a third in the **future** ◈. These are all **you** at different times in your life.
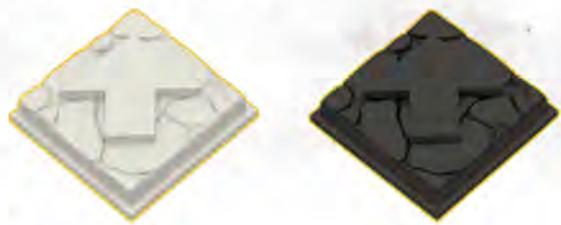
Each **"copy"** of you acts independently, and can even travel to different eras in time, potentially creating **new** copies in the process. Your opponent will of course be doing the same thing, so to truly **destroy** them, you'll have to chase down and murder **as many copies of them as you can** *(before they murder yours).*

PAST YOU PRESENT YOU FUTURE YOU

TEMPORAL FOCUS

Coordinating your copies across time is no trivial task. Though having many copies lets you affect different parts of the timeline, you can only activate **one copy** each game turn.

This is where your **temporal focus** comes into play. Your **focus token** marks the era that you're paying attention to on any given turn, and you'll have to take actions with a copy in that era. *(Likewise, your **opponent's** focus token marks where they will act on their turn.)* At the **end** of your turn, you'll shift your focus to a **different era**, so you can execute the next step of your timeline-spanning strategy.

HOW TO WIN

Your goal each game is to eliminate your opponent from **at least two eras** on the timeline. *(They don't have to be specific eras; any two will do.)* If your opponent has copies in **only one era** *(or no eras)* at the **end of your turn**, you **immediately** win!

After **white** murders **black's** last copy in the **past** ◈,
black **only** has copies in the **present** ◈. White **wins!**

HOW TO TAKE A TURN

The game is made up of **turns**. Beginning with whoever was named **first player**, you and your opponent alternate turns until one of you **wins**.

On your **turn**, you must take the following steps in order:

1 — STEP 1: Choose Copy
Choose an **active copy** of yourself in the era where your **focus token** is.

2 — STEP 2: Take Actions
Take any **2** actions with your **active copy**.

3 — STEP 3: Shift Focus
Move your **focus token** to a **different era** of your choice.

Once you've completed step 3, your **opponent's** turn begins.

HMM... WAIT... UM...

During your turn, you may feel free to **"redo"** your actions *(and even choose a different active copy in the era with your focus)* until you are satisfied. However, once you've moved your focus to a new era and **stopped touching it**, your turn is officially over and you may **not** change anything else!

IT'S SORT OF LIKE CHESS. IF I'M REMEMBERING MY HISTORY CORRECTLY, YOUR GENERATION PLAYED CHESS. WHEN YOU WEREN'T DODO-HUNTING.

STEP 1: Choose Copy

The first step of each turn is to choose a **single copy** of yourself to take actions. The copy you choose must be in the era where your **focus token** currently is.

DON'T WORRY: DUE TO THE INHERENT DANGERS INVOLVED IN TIME TRAVEL, IT'S NOT RECOMMENDED FOR MARRIED FOLK, SO ALL YOUR COPIES ARE SINGLE.

*White's focus is in the **present** ◈, so she must choose **one** of her two copies there to take actions.*
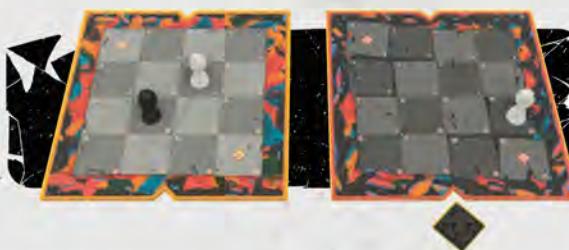
You must take **all actions** on your turn with your **active copy** *(including any bonus actions you might get – but don't worry about that just yet)*. You may **never** "split" your actions up between different copies in your focus era *(or any other era)*.

ACTING THROUGH TIME

Even if your active copy **time travels** to a different era, it is **still** your active copy! You must continue taking any remaining actions with your active copy in the **new** era *(even though your focus isn't there)*. See "Time Travel" on pg. 10.

NO COPIES IN FOCUS ERA

If you start your turn with your **focus token** in an era where you have **no copies**, you **lose your actions** for that turn. Immediately shift your **focus** to a new era, then **end your turn**.

*Since black has **no copies** in the **future** ◈, he **can't** take actions this turn.*

STEP 2: Take Actions

Once you've selected an active copy, take any **2 actions** with it. You may take the same action multiple times. You **must** take both actions if you are legally able to.

Standard actions *(detailed on pg. 8)* are always available. Other actions will become available as you reach new Chapters.

*White moves from 7 to 6. Even if white wants to remain on 6, she **must** take another action, and may not end her turn until she does.*

NO LEGAL ACTIONS

You **must** choose a copy of yourself that is **able to take 2 actions** if you have a choice. In the rare event that **none** of your copies in the era with your focus can take **any** actions, immediately **shift** your focus to a new era and **end your turn**.

STEP 3: Shift Focus

Once you have completed your actions, move your **focus token** to a **different era** of your choice. This is where you will choose an active copy on your **next turn**.

You may choose **any other era** to move your focus to. *(You may even move your focus to the era where your **opponent's** focus currently is.)* However, you may **not** keep your focus in the **same era** for multiple turns in a row.

Tip: *Shifting your focus gives your opponent information about your plans, so think carefully about this choice!*

*After white ends her turn in the **present** ◈, she may move her focus to the **past** ◈ or **future** ◈.*

STANDARD ACTIONS: MOVEMENT

You can use your actions to **move** around your current era and **push** your opponent.
When you push your opponent into a **wall** or another copy of **themself**, they **die**.
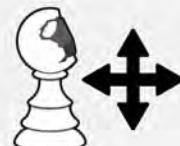
Move Action

Use move actions to travel around your **current era**.

ACTION: MOVE
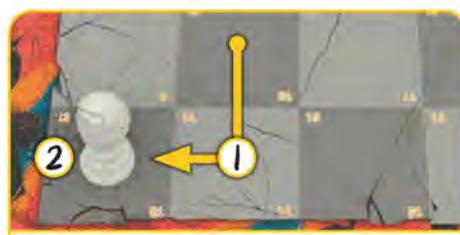
Move **1 space** in any **orthogonal** direction within your current era.

MOVING IS VERY DIFFERENT IN THE FUTURE. WE HAVE JETPACKS, OF COURSE. ROCKET BOOTS, TELEPORTERS, ELEPHANTS (I'LL GET TO THOSE LATER), LASER-SKATES — THOSE ARE A BIT TRICKY TO USE, BUT YOU QUICKLY WORK OUT WHETHER OR NOT YOU HAVE AN APTITUDE FOR IT. IT'S LIKE RIDING A DINOSAUR, IN THAT RESPECT.

OH YEAH, WE USED YOUR TIME MACHINE TO BRING BACK DINOSAURS. DON'T WORRY, WE'RE BEING REALLY SMART ABOUT IT. WE PUT THEM ALL ON AN ISLAND FOR SAFEKEEPING.

You can use **multiple move actions** to travel multiple spaces in a single turn.

*Traveling from space 10 to space 13 takes **2 moves**.*

Each era board is surrounded on all sides by **walls**. You may **not** move through walls. *(If you would like to travel to a different era, see "Time Travel" on pg. 10)*

*When you are in a **corner**, there are only **2** legal directions you can move.*

Pushing your Opponent

Moving into a space your **opponent** occupies will **push** them into the **next space**.

EFFECT: PUSH
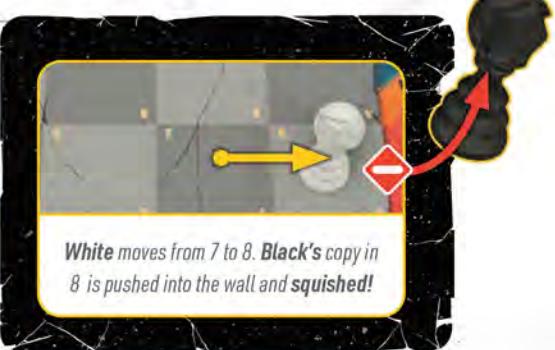
When a player **moves** *(or is pushed)* into an opponent's space, that opponent is **pushed** 1 space in the same direction.

White moves from 6 to 7, pushing black from 7 to 8.

If you push an opponent into a **wall**, you **squish** them – a messy but effective way to **murder** someone!

EFFECT: SQUISH

When a player is **pushed** into a **wall** *(or an object that **can't** be pushed)*, they **die**.

*White moves from 7 to 8. Black's copy in 8 is pushed into the wall and **squished!***

WHAT HAPPENS TO COPIES THAT DIE?

Whenever a copy of your **opponent** dies, **remove** that copy from the timeline and place it on **your** side of the board. *(If you like, you can think of this like claiming a chess piece. It's not like that, but it might make you feel better about it.)*

Note that when a copy of your opponent dies, their copies in later eras **aren't** affected. You'll have to murder them all the old-fashioned way.
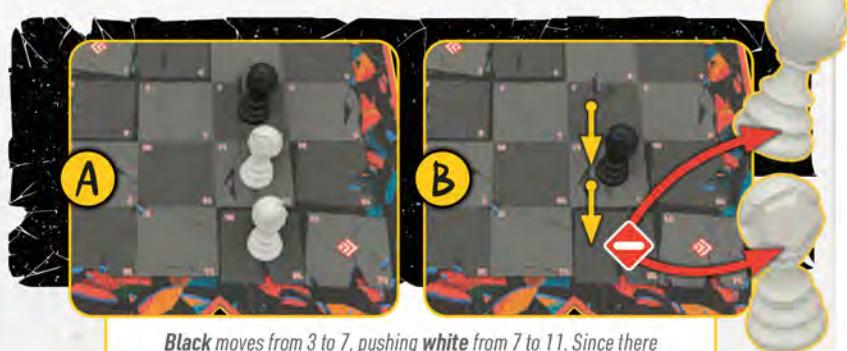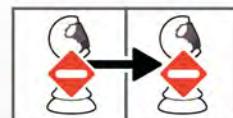
Make sure you do **not** return dead copies of your opponent to their **supply**. Any copies that die are **permanently** out of the game, and **can't** be placed back on the timeline by any means. *(See "Your Supply of Self" on pg. 12.)*

Causing a Paradox

If you push an opponent into **another opponent**, this causes a **paradox**. This is an even more effective way to murder them, as it removes **both** copies of your opponent!

EFFECT: PARADOX
. . . .

When a player **moves** or is **pushed** into one of their **own copies**, they **both die**.

Black moves from 3 to 7, pushing *white* from 7 to 11. Since there is another copy of white at 11, this causes a **paradox!**

PARADOXES CAN BE A HORRIBLE THING TO WITNESS - YOU REMEMBER THAT SCENE IN ROCKY XVII WHEN HE HAS TO SEW ALL HIS LIMBS BACK ON, BUT GETS TWO OF THEM WRONG? IT'S EVEN MORE GROTESQUE THAN THAT.

If you push a copy of your **opponent** into another copy of **yourself**, this does **not** cause a paradox. Instead, your opponent **pushes** your other copy, as if they had moved into that space normally, in a sort of **"chain"** of pushing. If you're not careful with this, you can accidentally **squish yourself!**

Black moves from 7 to 11, pushing *white* from 11 to 15. This causes white to push the copy of black in 15 into a wall, **squishing** them!

However, you can never **directly** push another copy of **yourself**, because moving into a space with another copy of yourself **immediately** causes a **paradox**. *(This is not recommended!)*

Black moves from 7 to 11, where there is another black copy. Both copies instantly die!

YOU CAN'T RUN PAST YOURSELF AND HOPE FOR THE BEST. PARADOXES WAIT FOR NO ONE. NOT EVEN YOU, THE INVENTOR OF TIME TRAVEL. OR YOU, THE PERSON WHO MURDERED THEM. PARADOXES SIMPLY DON'T DISCRIMINATE.

YOU MURDERER.

STANDARD ACTIONS: TIME TRAVEL

You can use time travel actions to move to **different eras** and make new **copies** of yourself. Time traveling **forward** and time traveling **backward** follow slightly different rules, so they are treated as separate actions.
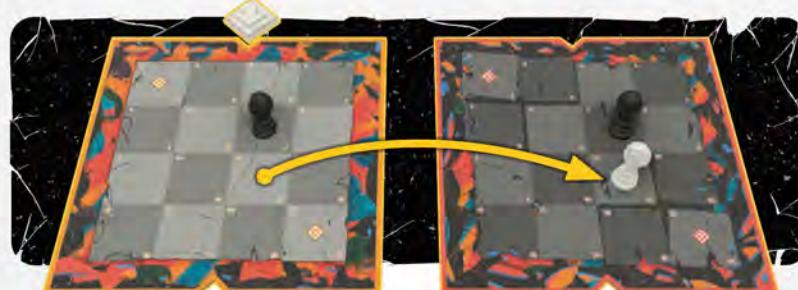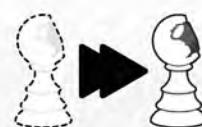
Traveling Forward

Time traveling forward is pretty straightforward *(sorry)*.

Action: TIME TRAVEL FORWARD
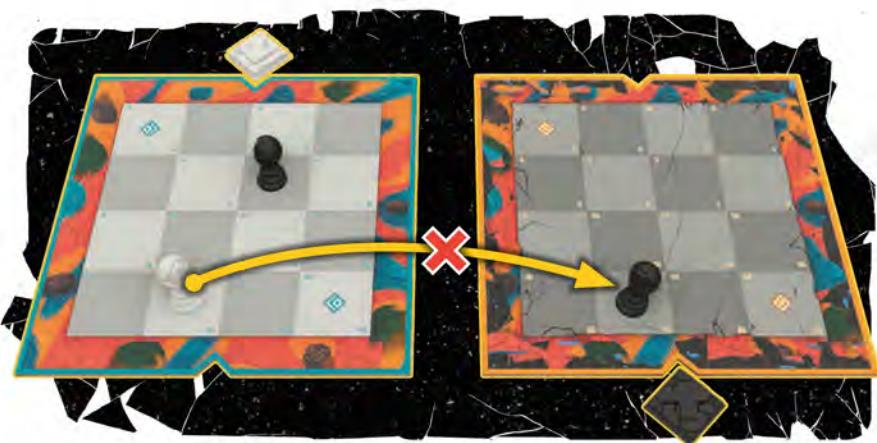
Move to the **same space** in the **next era**.

You may **not** travel to a space occupied by a **player** or **object**.

White time travels from 10 in the **present** ◈ to 10 in the **future** ◈.

If you want to travel forward, but the same space in the next era is **occupied** by another copy or an object, you simply **can't**. It causes some awkward problems with intertwined matter that you really don't want to get mixed up in.

OBJECTS

As you progress through the story, you will discover different kinds of **objects**. In general, objects **occupy spaces** on the timeline like players do, and you usually **can't** time travel into spaces that have objects in them.

THERE ARE EXCEPTIONS, BUT YOU HAVE TO BE EXCEPTIONAL TO QUALIFY. AND I HATE TO BREAK IT TO YOU, BUT YOU'RE JUST NOT. YET.
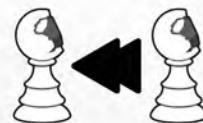
Traveling Backward

Time traveling **backward** is a bit trickier, since the you that travels backward to become "past you" will grow older and eventually turn into a new "present you." *(For example, if you went back in time one week, then waited a week, you'd be right back where you started!)* This temporally logical phenomenon is how **copies** are made.
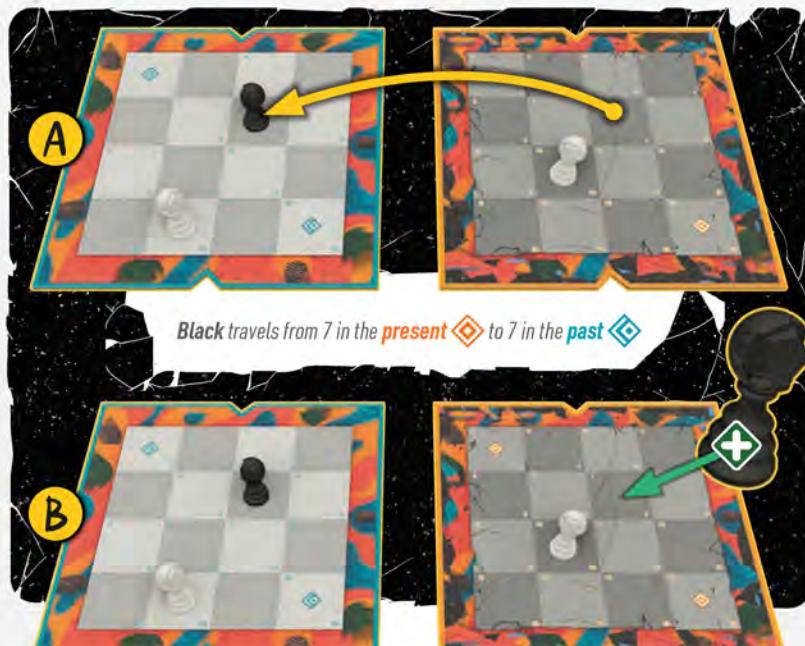
ACTION: TIME TRAVEL BACKWARD

Move to the **same space** in the **previous era**, then place a **new copy** of yourself in the space that you **left**.

You may **not** travel to a space occupied by a **player** or **object**.

If you have **no copies** left in your supply, you may **not** take this action.

Black travels from 7 in the present ◈ to 7 in the past ◈

Then places a new copy from his supply on 7 in the present ◈.

Just like traveling forward, you **can't** travel backward to a space that's **occupied** by another copy or object. Also, keep in mind that even though you leave behind a **new** copy, your **active copy** is the one that **traveled backward**. As always, you must take any remaining actions with your **active** copy, **not** the new one you placed.

After traveling backward, black uses his second action to move from 7 to 11. Then he moves his focus to the past ◈, so he'll be set up to squish white next turn!

YOUR SUPPLY OF SELF

Whenever you place a **new copy** of yourself on the timeline, it comes from your **supply**. Your supply is the collection of **extra copies** that are **not** on the timeline at the start of the game. These represent the number of new "yous" you can make before you've stretched the timeline too thin.
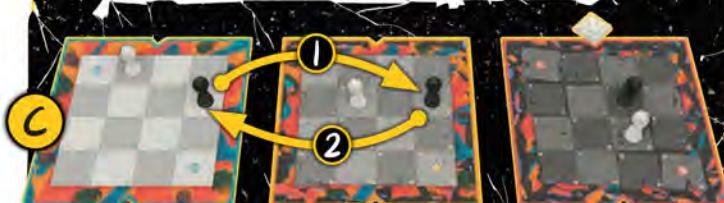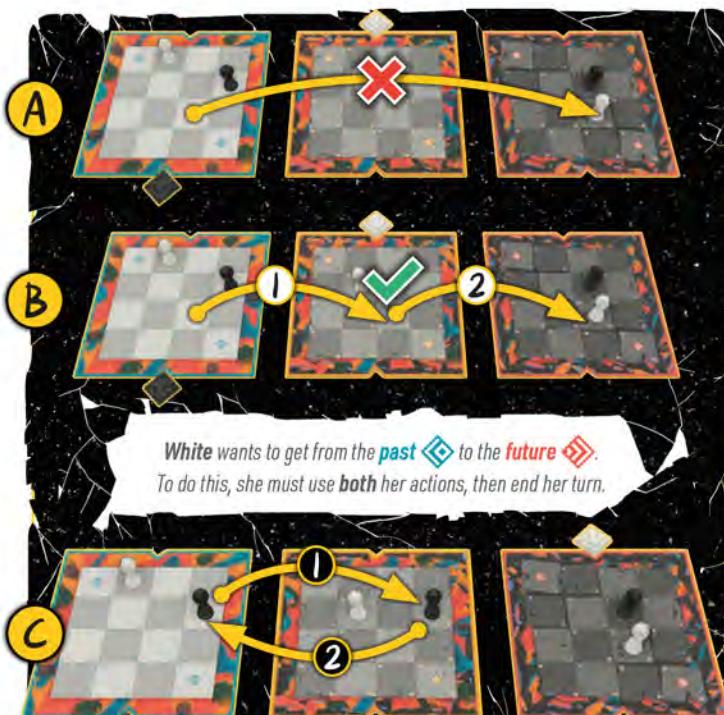
Note that when a copy of you **dies**, it does **not** return your supply. This means that your supply can **run out** during the game.

If at any point there are **no copies** left in your supply, you can **no longer** time travel backwards, or take **any other action** that would produce a new copy of yourself. You're out of time!

TRAVELING MORE THAN 1 ERA

Whenever you travel forward or backward, you travel **one era** with each action. You **can't** use a **single action** to travel from the **past** ◈ to the **future** ◈, or from the **future** ◈ to the **past** ◈. However, you **can** use **two actions** to travel two eras, one era at a time.

> **Note:** The space you travel to must be empty in **both** other eras – you can't "skip over" the **present** ◈ just because someone is inconveniently standing there.

White wants to get from the past ◈ to the future ◈. To do this, she must use both her actions, then end her turn.

Black has no copies in the present ◈, but wants to make one there. He uses his first action to travel forward from the past ◈ to the present, then uses his second action to travel back to the past, leaving behind a new copy in the present.

SOME FINAL THOUGHTS

Just a couple more caveats before you get murdering.

CONTENT OVERRULES THE RULEBOOK

Some unlockable game content may **contradict** rules given in this rulebook. In that case, the **content** has priority, and the rulebook is chopped liver.

CONCEDING

Either player can **concede** the game at any time if they feel they have lost.
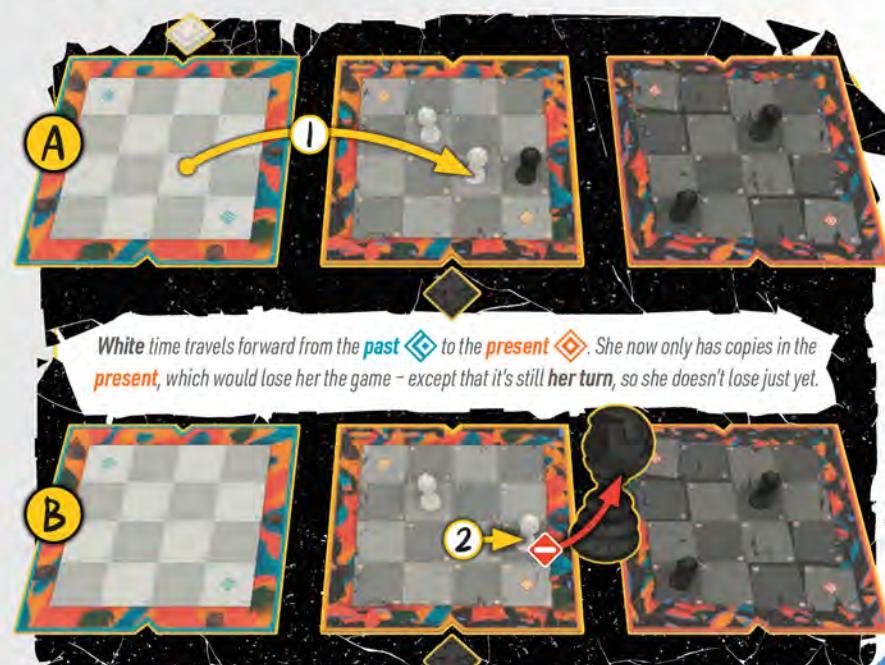
CALLING A DRAW

If neither player thinks they have a chance of winning, and all signs point to a stalemate, players can agree to a **draw**. In the event of a draw, whoever went **second** this game becomes the **first player** for the next game.

CHECKING FOR VICTORY

An important detail you may have overlooked in that bit about "How to Win" *(pg. 6)* is that each player **only** checks for victory at the end of **their own turn**.

This means that no matter what you do, **you can't lose on your own turn**. It's still usually a bad idea to put yourself in a losing position on your turn – unless doing so **wins you the game**. Keep an eye out for these tricky wins, as they're very satisfying!

White time travels forward from the past ◈ to the present ◈. She now only has copies in the present, which would lose her the game – except that it's still her turn, so she doesn't lose just yet.

White uses her second action to squish black's last copy in the present ◈. White then ends her turn and checks for victory – and since black only has copies in one era, white immediately wins. The game is over before black can check for victory on his next turn!

Time to open Chapter 1 and start playing!

STOP!

Don't turn the page until you've read the standard rules!

CHAPTER 1
GROWTH

COMPONENTS

- 5 **seeds**
- 5 **shrubs**
- 5 **trees**
- 2 rules cards

Extra Setup

1. Place all **seeds**, **shrubs**, and **trees** in a general supply that both players can reach.

2. Place the **Basics** rules card and the **Growth** rules card near the timeline, where both players can see them.

SEEDS, SHRUBS, AND TREES

This Chapter introduces a variety of new **objects** that you can interact with: innocuous **seeds** 🌱, prickly **shrubs** 🌿, and impressive but unstable **trees** 🌳.

OBJECT: SEED

Players may **share** spaces with **seeds** 🌱.

When **moving**, **pushing**, or **time traveling**, treat spaces with seeds as if they are **empty**.
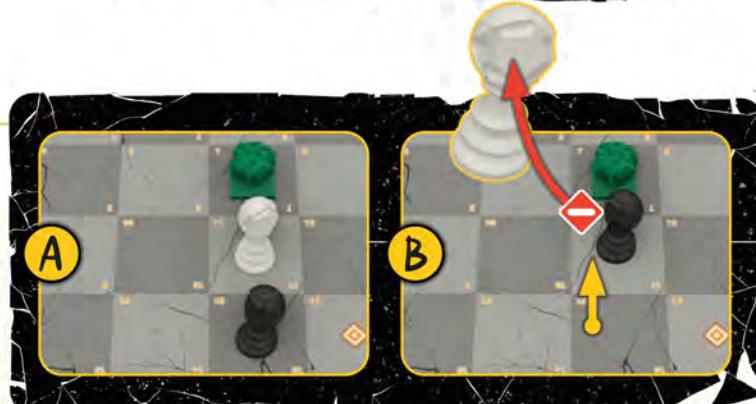
White moves into a space with a 🌱.

OBJECT: SHRUB

Players and objects **can't** move into spaces with **shrubs** 🌿.

When a player is **pushed** into a shrub, they **die**.

Ⓐ

Ⓑ

Black squishes *white* against a 🌿.

IT'S A REALLY, REALLY TOUGH SHRUB. (IT'S PROBABLY AUSTRALIAN.)

OBJECT: TREE

Trees 🌳 can be **pushed** by players or other objects.

When a tree is pushed, it **topples** into the next space *(see "Effect: Topple" on pg. 17)*.

Ⓐ

Ⓑ

White pushes a 🌳 over.

Planting Seeds

How do you get **trees?** Well, you start by **planting seeds**.

ACTION: PLANT SEED

Place a **seed** 🌰 in your space or an **empty** space beside you.

If there are **no seeds** in the supply, you may **not** take this action.

Black plants a 🌰 in an adjacent space.

EFFECT: GROW

When you place a **seed** 🌰, if the same space in the **next era** is **empty**, place a **shrub** 🌳 there.

When you place a **shrub** 🌳, if the same space in the **next era** is **empty**, place a **tree** 🌲 there.

The 🌰 black planted in the past ◈ grows into a 🌳 in the present ◈. The 🌳 then grows into a 🌲 in the future ◈.

Removing Seeds

Just as you create life, you can un-create it.
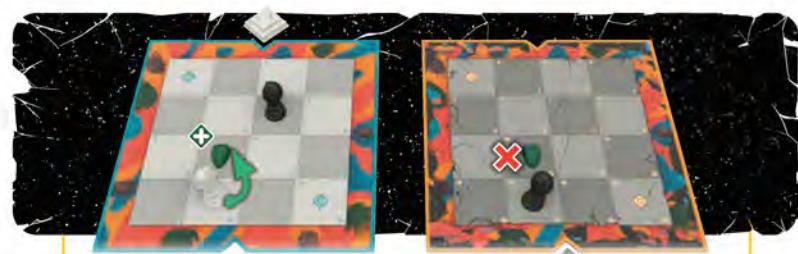
ACTION: REMOVE SEED

Remove a **seed** 🌰 in your space or a space beside you and return it to the supply.

White removes the 🌰 black planted.

EFFECT: UN-GROW

When you remove a **seed** 🌰, also remove any **shrub** 🌳 in the same space in the **next era**.

When you remove a **shrub** 🌳, also remove any **tree** 🌲 in the same space in the **next era**, or any **fallen tree** 🕰 with its trunk pointing to that space. Return all removed pieces to the supply.

When white removes the 🌰 in the past ◈, the 🌳 disappears in the present ◈, and the 🌲 disappears in the future ◈.

Seeds 🌰 can only share spaces with **players**. When placing other new objects (*like shrubs and trees*), spaces with seeds count as **occupied**.

*If you plant a 🌰 on 10 in the past ◈, and there is another 🌰 on 10 in the present ◈, a new 🌳 does **not** appear in the present. (This also means a 🌲 does **not** appear in the future ◈.)*

Pushing Trees

When you **push** a **tree**, it **topples** into the next space. It then becomes a **fallen tree** ⟟, which can no longer be pushed. Toppling trees onto your opponent is yet another great way to **murder** them!

EFFECT: TOPPLE

When a player or object **moves** or is **pushed** into a **tree** 🌳, the tree **topples** into the next space.
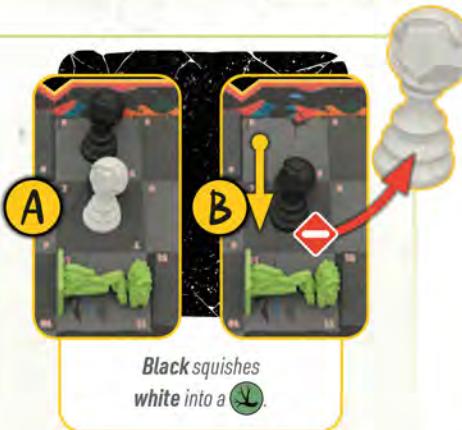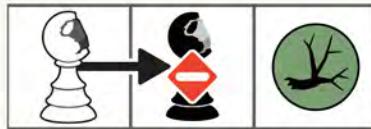
Place the toppled tree on its side, with its trunk pointing to the space it was pushed from, to show it is now a **fallen tree** ⟟.

EFFECT: FALLEN TREE

Players and objects **can't** move into spaces with **fallen trees** ⟟.

When a player is **pushed** into a fallen tree, they **die**.

Black squishes white into a ⟟.

AFTER DECADES OF SELECTIVE BREEDING, BUT OUR TOP SCIENTISTS FINALLY MANAGED TO CREATE A TREE THAT WOULDN'T ROLL AWAY AFTER IT WAS KNOCKED OVER. LUMBERJACKS EVERYWHERE CELEBRATED WITH A HEARTY, "OH YEAH, I GUESS THAT COULD BE USEFUL, SOME OF THE TIME? DOESN'T REALLY SEEM WORTH THE EFFORT THOUGH."

EFFECT: CRUSH

When a **tree** 🌳 **topples** onto a player, they **die**.

When a **tree** 🌳 **topples** onto a **seed** 🌱, remove the seed.

White crushes black with a 🌳.

Trees **can't** be pushed into **walls** or into other objects that **can't** be pushed *(like shrubs or fallen trees)*. When a **player** is pushed into a tree that **can't** be pushed, they **die**.

Black pushes white into a set of 🌳 that are against a wall. Since they can't fall anywhere, white is squished!

If a tree **topples** into a space with an object that **can** be pushed *(like another tree)*, that object is also **pushed**. This is similar to how you can push players in "chains" *(see pg. 9)*.

*White pushes a 🌳, which topples into another 🌳, which crushes **black**.*

You're ready to play Chapter 1! Get murdering!

CHAPTER 2
INFLUENCE

COMPONENTS
- 3 **orange** statues
- 3 **white** statues
- 3 **black** statues
- 1 rules card

Extra Setup

1. Place an **orange statue** on the **"7"** space on **each** of the 3 era boards.

2. The **white** player places the 3 **white statues** in their supply, and the **black** player places the 3 **black statues** in their supply.

3. Place **The Basics** rules card and **Influence** rules card near the timeline, where both players can see them.

Note: You can return the Growth rules card and components to the Chapter 1 box. This is an entirely new time travel challenge!

STATUES

This Chapter introduces **statues** 🗿 that persist through time.
Building or **moving** a statue not only affects your era, but **all later eras**.

OBJECT: STATUE

Statues 🗿 can be **pushed** and **pulled** by players.

Each player can **build** a new statue **once** per game.
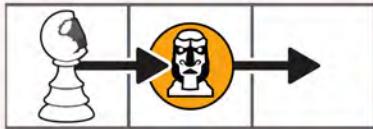
Pushing and Pulling Statues

You can manipulate statues by **pushing** them *(as you would your opponent)* or **pulling** them. Whenever you move a statue in an **earlier era**, you alter its position in **each era** further along the timeline.
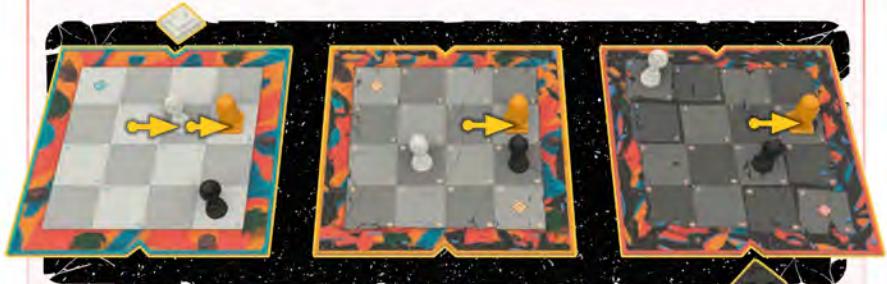
EFFECT: PUSH STATUE

When a player or object **moves** or is **pushed** into a **statue** 🗿, the statue is **pushed** 1 space in the same direction.

White pushes the 🗿.

EFFECT: PULL STATUE

When a player **moves** directly **away** from a **statue** 🗿, they may **pull** the statue into the space they left.

Black pulls the 🗿.
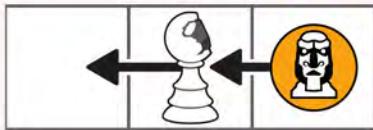
EFFECT: PROPAGATE MOVE

When a **statue** 🗿 **moves** *(by being pushed, pulled, or propagated)*, its copy in the **next era** moves the same distance and direction.

When *white* moves the 🗿 from 7 to 8 in the **past** ◈, it also moves in the **present** ◈. Because it moves in the **present**, it also moves in the **future** ◈.

Since moving a statue **doesn't** affect **earlier eras**, statues can become **out of alignment** across the timeline. Even if a statue's copies are out of alignment, when an **earlier** copy of it moves, its copy in the **next era** will move the **same distance and direction**.


Black pushes the 🐴 from 8 to 4 in the **present** ◇. This moves the 🐴 to 4 in the **future** ◈, but it remains on 8 in the **past** ◇.

When **white** pulls the 🐴 from 8 to 7 in the **past** ◇, it moves from 4 to 3 in the **present** ◇ and **future** ◈.

Statues **can't** be pushed into **walls** or objects that **can't** be pushed. If a **player** is pushed into a statue that **can't** be pushed, they **die**.

Black squishes white into a 🐴 against a wall.

Note that if you move a statue in the **past** ◇, but the copy of the statue in the **present** ◇ **can't** move, the move **doesn't** propagate to the **future** ◈.

Black pushes the 🐴 from 7 to 3 in the **past** ◇. In the **present** ◇, the 🐴 is against a wall, so it doesn't move. This means it **doesn't** move in the **future** ◈ either.

TIME TRAVELERS REFER TO THIS AS THE "STATUE OF LIMITATIONS."

Building Statues
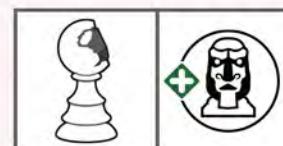
The three statues in your supply are all copies of a **single statue**. You can build your statue **once** per game, in **any era**.

You can only build your statue in an **empty** space *(with no player or object there)*, but unlike shrubs and trees, your new statue always appears in **every later era**, even if the space where it appears is **occupied**.

ACTION: BUILD STATUE

Place a statue 🐴 / 🗿 from your supply in an **empty** space beside you.

You may do this only **once** per game.

White builds a 🐴 in an adjacent space.

EFFECT: PROPAGATE BUILD
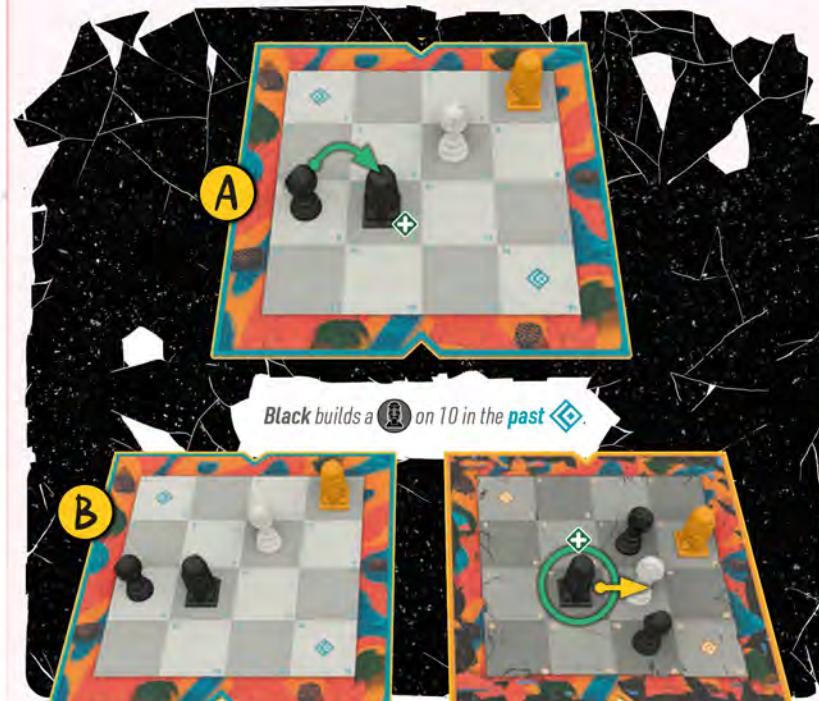
When you place a new copy of your **statue** (🗿) / (🗿), place another copy of that statue in the same space in the **next era**.

When you place a statue in a space with a **player** or object that **can** be pushed, **push** them 1 space in the same direction you placed the statue.

After propagating a newly built statue, remove **all** of its unplaced copies from the game.

*When **white** builds a (🗿) in the **past** ◈, it appears
on the same space in the **present** ◈ and **future** ◈.*

*Black builds a (🗿) on 10 in the **past** ◈.*

*The (🗿) appears on 10 in the **present** ◈, which **white** occupies.
She is **pushed** from 10 to 11 (since black built the statue from 9 into 10).*

When a propagating statue **pushes** a player into a **wall** or an object that **can't** be pushed, they **die**.

*Black occupies 2 in the **future** ◈. When (🗿) appears there, black is **squished** into the wall!*

When a statue you build propagates forward into a space with an object that **can't** be pushed *(such as another statue that's against a wall)*, instead of pushing that object, the new copy of your statue is **pushed** in the **opposite direction** into the first space it can legally occupy. This extra movement **also** propagates forward to the **next era** *(if there is one)*.

*Black builds a (🗿) on 12 in the **past** ◈. There is a (🗿) on 12 in the **present** ◈.
Since the (🗿) can't be pushed into a wall, the (🗿) is instead pushed to 11.*

*The (🗿) propagates to 12 in the **future** ◈, but because it moved in
the **present** ◈, it also moves to 11 and pushes **white** out of the way.*

IF NOTHING ELSE, KEEP THIS ONE THING IN MIND WHEN BUILDING STATUES:
IT IS VITALLY IMPORTANT TO GET THE NOSE RIGHT OTHERWISE THE
WHOLE THING JUST LOOKS OFF, Y'KNOW?

You're ready to play Chapter 2!

STOP! *Don't turn the page until you've played at least 3 games of Chapter 2!*

CHAPTER 3
MEMORY

COMPONENTS

- 3 **dark** elephants
- 3 **light** elephants
- 3 **white** hats
- 3 **black** hats
- 1 rules card

Extra Setup

1. Place a **dark elephant** on **"4"** on **each** of the 3 boards, and a **light elephant** on **"13"** on **each** of the 3 boards.

2. The **white** player places the **3 white hats** in their supply, and the **black** player places the **3 black hats** in their supply.

3. Place **The Basics** rules card and **Memory** rules card near the timeline, where both players can see them.

Note: You can return the Influence rules card and components to the Chapter 2 box. This is an entirely new time travel challenge!

ELEPHANTS

This Chapter introduces **elephants** 🐘 that can be **trained** to follow your commands. Since elephants are long-lived, elephant pieces of the **same color** are the **same elephant** at different points in time. Trained elephants wear a **hat** of your color, just like in real life.

OBJECT: ELEPHANT

Elephants 🐘 can be **trained**, and a player can **command** their trained elephants.

Players and objects **can't** move into spaces with elephants.

When a player is **pushed** into an elephant, they **die**.

ELEPHANT FACT: PUSHING SOMEONE INTO AN ELEPHANT WILL SOMETIMES COMBINE THE TWO INTO A HUMAN-ELEPHANT HYBRID, WITH ALL THE POWERS OF BOTH SPECIES... BUT THAT'S VERY RARE, AND PROBABLY NOT WORTH WORRYING ABOUT.

Training Elephants
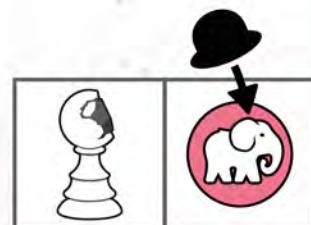
In order to **command** an elephant, you must first **train** it to follow your orders. Since elephants have such a good memory, each time you train an elephant, it will **remember** your training in later eras.

ACTION: TRAIN

While in a space adjacent to an **elephant** 🐘 that is **not** wearing one of your hats, use an action to place a **hat** from your supply on it.

If your **opponent** had a hat on that elephant, return it to their supply.

If **you** had a hat on the **other elephant** in your era, move it to the newly trained elephant instead.
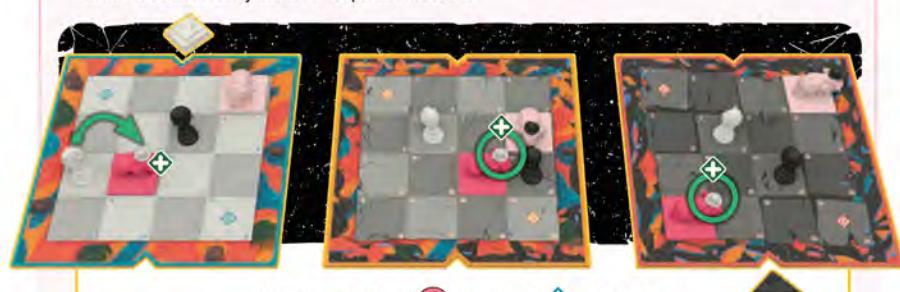
White trains the *dark* 🐘.

EFFECT: MEMORY

When you **train** an **elephant** 🐘, if the same elephant in the **next era** is **not** wearing one of your hats, also **train** that elephant.

If your **opponent** had a hat on that elephant, return it to their supply.
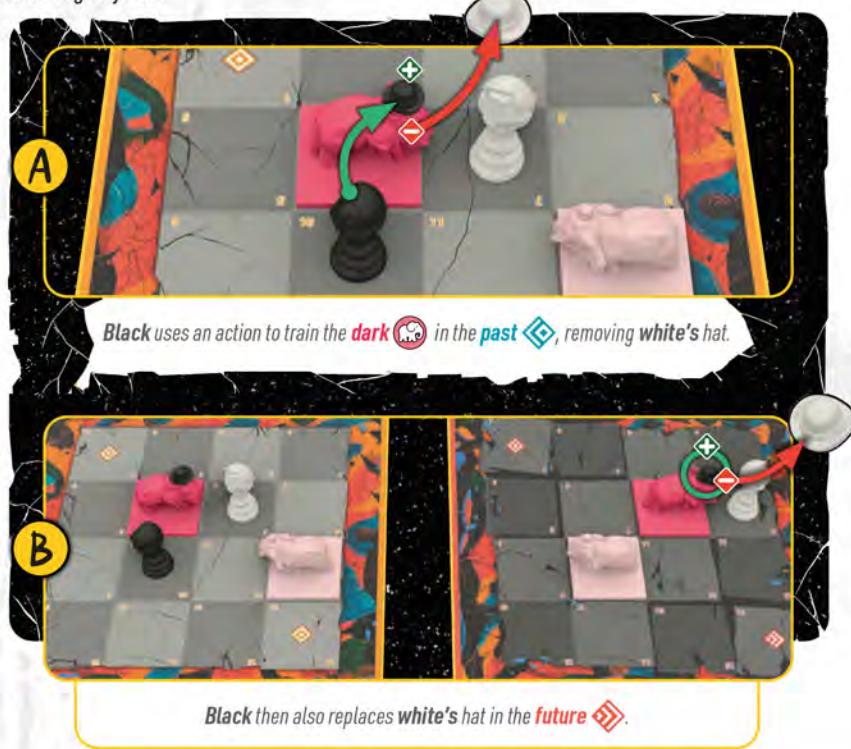
If **you** had a hat on the **other elephant** in that era, move it to the newly trained elephant instead.

*By training the **dark** 🐘 in the **past**, white also trains the **dark** 🐘 in the **present** and **future**.*

ELEPHANT FACT: THE AMOUNT OF TIME IT TAKES TO FULLY TRAIN AN ELEPHANT TO OBEY YOUR EVERY COMMAND FOR THE REST OF ITS LIFE IS EXACTLY ONE ACTION.

Only **one player** can control each elephant at a time. However, you can **train** an elephant that is controlled by **your opponent** just as easily as you can train an elephant that isn't following anyone.

Black uses an action to train the dark 🐘 in the past ◈, removing white's hat.

Black then also replaces white's hat in the future ◈.

It takes effort to maintain an elephant's training regimen, so you can only have a hat on **one elephant** in **each era** at any time.

If an elephant is following you in your era, and you train the **other elephant** in your era, the first elephant **stops** following you *(and remains neutral until someone places a new hat on it)*. Furthermore, if you train an **earlier** copy of an elephant, you **must** also train its copy in the **next era** *(if you are able to)*, even if this forces you to lose control of the other elephant there.

White trains the light 🐘 in the present ◈.

She must also place a hat on the light 🐘 in the future ◈, which means she loses her hat on the dark 🐘 there. The dark 🐘 becomes neutral.

ELEPHANT FACT: ELEPHANTS ARE FOUND IN MANY DIFFERENT LANDS: FORESTS, SWAMPS, ISLANDS, MOUNTAINS, PLAINS, AND THE 6 ARTIFACT LANDS OF MIRRODIN.

Since training only propagates forward to **later eras**, it is possible to control **different elephants** in different eras.

Black trains the light 🐘 in the future ◈, but keeps his hat on the dark 🐘 in the present ◈.

If an elephant is currently wearing **your hat**, you **can't** use the train action on it *(even if it's not following you in later eras)*.

Note that training **only** propagates to the next era when you place a **new** hat. This means that if you train an elephant in the **past** ◈ that is already wearing your hat in the **present** ◈, you **don't** place a hat on it in the **future** ◈.

White wants to gain control of the light 🐘 in the future ◈. However, her focus is currently in the present ◈, where she already controls the light 🐘. This means she can't use a train action on the light 🐘's present copy to gain control of its future copy.

ELEPHANT FACT: DOGS ARE MAN'S BEST FRIEND, BUT ELEPHANTS ARE MAN'S BFF.

Commanding Elephants

You can give orders to your trained elephants **no matter where they are** in your current era. Elephants are pretty big, so try not to get **trampled**.

ACTION: COMMAND

Move an **elephant** 🐘 in **your era** that is wearing your **hat** 1 space in any **orthogonal** direction.
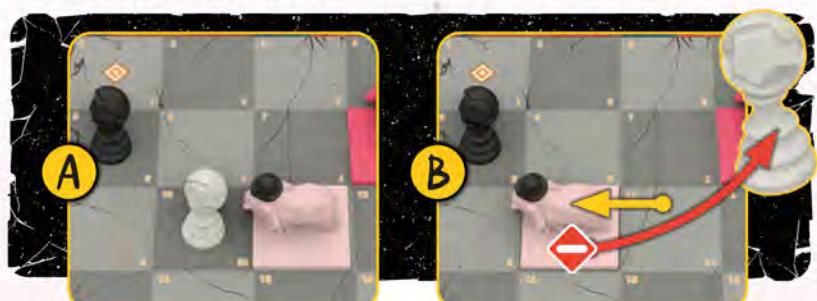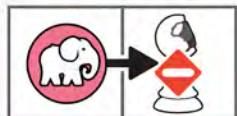
*The **light** 🐘 is following **white**. **White** commands it to move from 12 to 8.*

ELEPHANT FACT: SCIENTISTS HAVE CONCLUDED THAT MOST ELEPHANTS ARE CATHOLICS (FROM OBSERVING THEIR MASS).

EFFECT: TRAMPLE

When an **elephant** 🐘 moves into a space with a **player**, the player **dies**.

*Black commands the **light** 🐘 to trample **white**.*

ELEPHANT FACT: THOUGH OFTEN THOUGHT TO BE PEACEFUL CREATURES, ELEPHANTS REALLY LOVE TRAMPLING PEOPLE TO DEATH. THEY CAN'T GET ENOUGH OF IT.

You can **only** command a trained elephant that is in the **same era** as your **active copy**. However, if your active copy travels to a **new era**, you can then command an elephant in that era.
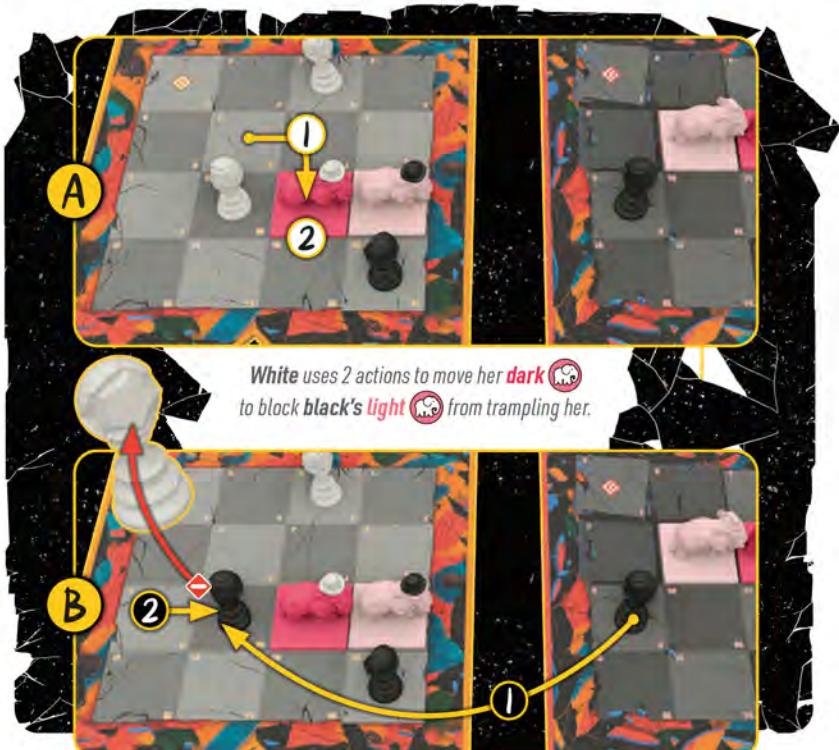

*White travels to the **future** ⧰ with her first action, then commands her trained 🐘 there to trample **black** with her second action!*

Since you can command a trained elephant from **anywhere** in the **same era** *(why do you think they have such big ears?)*, you can choose **any** active copy in that era to command your elephant. However, if you **can't** choose an active copy *(because you don't have any copies in your focus era)*, there's no one to give the order, so you **can't** take the command action.

*Black's focus is in the **past** ◈ at the start of his turn. He has a trained 🐘 there, but no copies of himself to command it. He loses his turn!*

Elephants **can't** move through **walls** or objects that **can't** be pushed *(like other elephants)*. They also **can't ever** be pushed, even by another elephant.

*White uses 2 actions to move her **dark** 🐘 to block **black's** **light** 🐘 from trampling her.*

*Unfortunately she doesn't realize that **black** can time travel backward and **squish** her against her own 🐘 !*

You're ready to play Chapter 3!

STOP!

Don't turn the page until you've played at least 3 games of Chapter 3!

CHAPTER 4
CONVERGENCE

COMPONENTS
- 2 Alternate Timeline cards
- 9 achievement envelopes

Extra Setup

Before starting a game, follow the steps for **standard setup**, then randomly select **2 Chapter rulesets** to combine, using the following method:

1. Shuffle together the **3 Chapter rules cards** (*Growth, Influence, and Memory*).

2. **Draw 2** of them at random. These are the 2 Chapter rulesets you will play with this game.

3. Follow the **extra setup** steps for **both** Chapters you drew. Return all components from the Chapter that was **not** drawn to the appropriate box.

IF YOU'RE CONCERNED THAT SHUFFLING THE CARDS WON'T BE RANDOM ENOUGH, SIMPLY MEASURE THE QUADRATURE FLUCTUATIONS OF A SINGLE-MODE THERMAL STATE USING AN OPTICAL HOMODYNE DETECTOR. OR, FLIP TWO COINS.
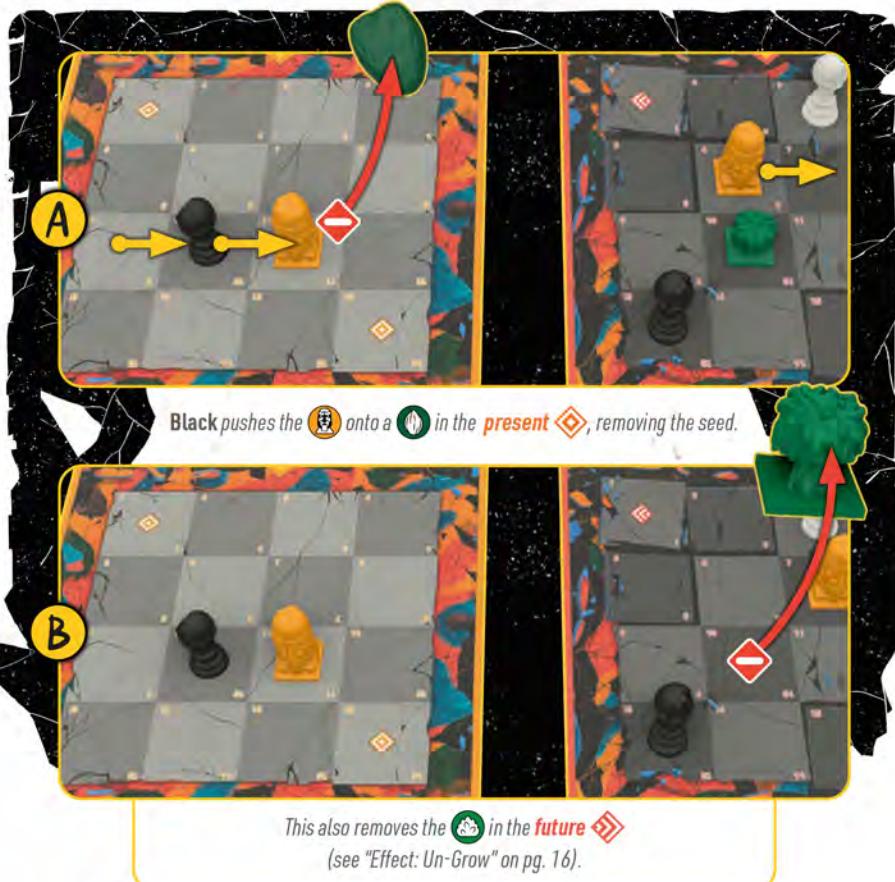
> *Note:* Pay no attention to the Alternate Timeline cards or Achievement envelopes! They're none of your business for now.

COMBINING CHAPTERS

When playing the game, follow all rules for the **2 Chapters** you have combined. The following sections detail any **interactions** you might run into between objects from different Chapters. We recommend you start playing, and only look up the rules for the combination you're playing with if you run into a dilemma.

GROWTH + INFLUENCE

Whenever a **statue** 🗿 moves into a space with a **seed** 🌱, remove the seed.

Black pushes the 🗿 onto a 🌱 in the present ◈, removing the seed.

*This also removes the 🌳 in the future ◈◈
(see "Effect: Un-Grow" on pg. 16).*
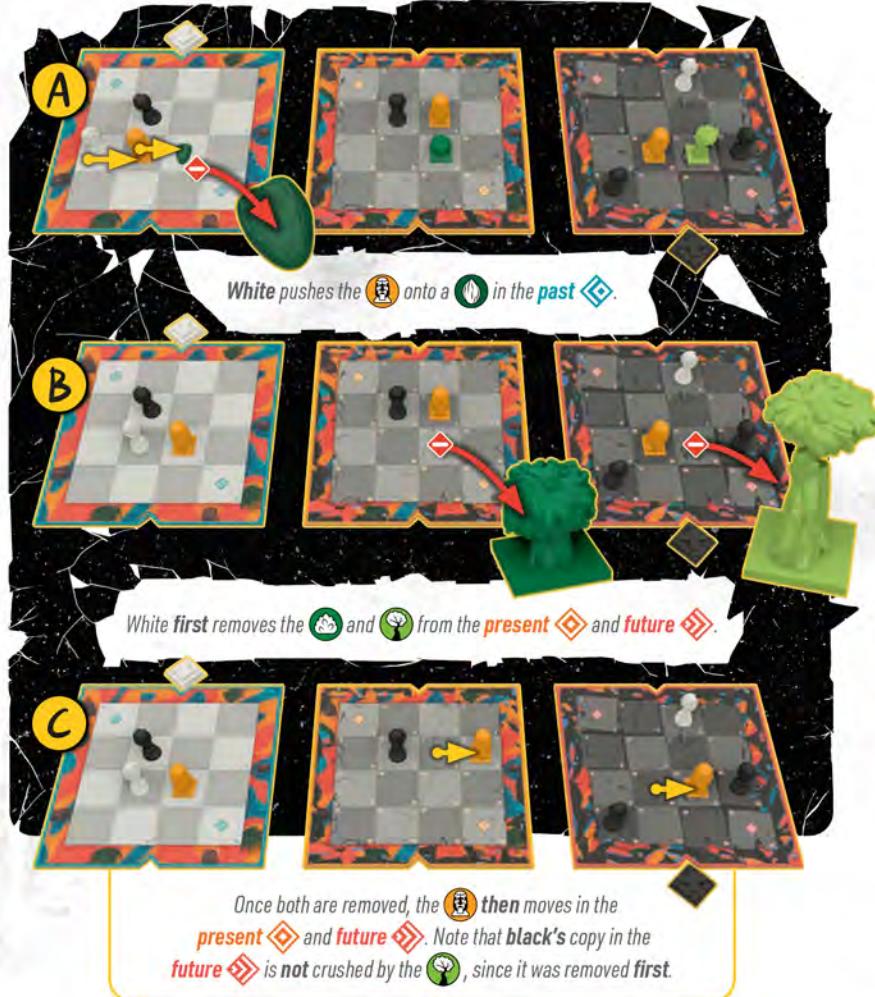
You **can't** build a statue 🗿 / 🗿 in a space with a **seed** 🌱, since the space isn't **empty**. However, if a statue you build **propagates forward** to a space with a seed in a **later era**, the seed is removed.
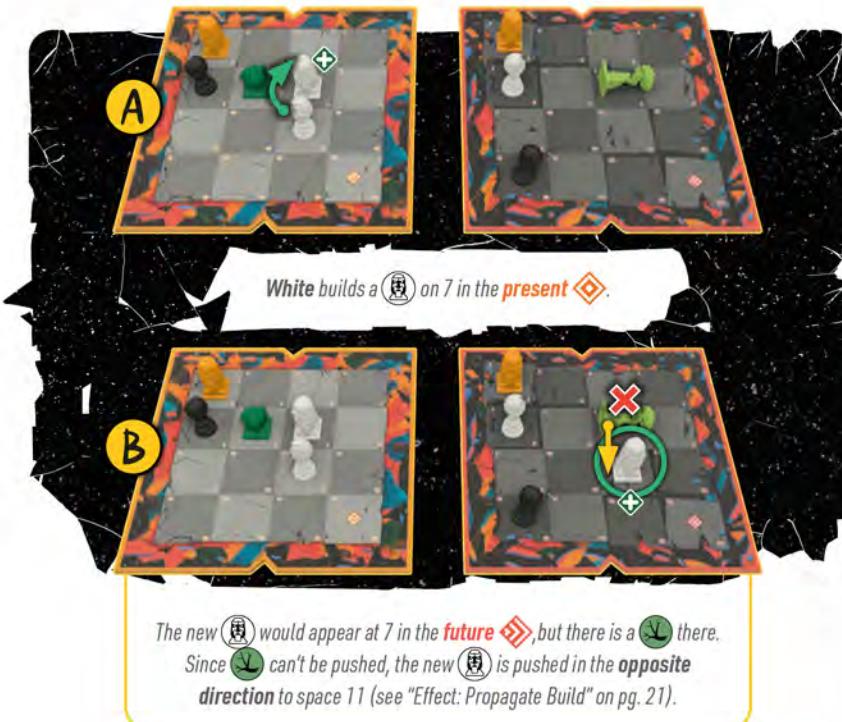
If there is ever a conflict due to **multiple propagating effects** happening at the same time, they are resolved in the following order:

1. **Remove** objects *(e.g. Crush, Trample, Un-grow)*

2. **Place** new objects *(e.g. Grow, Propagate Build, Train)*

3. **Move** objects *(e.g. Propagate Move)*

Black places a 🗿 on 7 in the past ◈.

A copy of 🗿 is placed on 7 in the present ◈, crushing the 🌱 there. Black first removes the 🌳 on 7 in the future ◈◈, then adds a new 🗿 there.

White pushes the 🗿 onto a 🌱 in the **past** ◈.

White **first** removes the 🌰 and 🌳 from the **present** ◈ and **future** ◈.

Once both are removed, the 🗿 **then** moves in the **present** ◈ and **future** ◈. Note that **black's** copy in the **future** ◈ is **not** crushed by the 🌳, since it was removed **first**.

Statues 🗿 **can't** be pushed into **shrubs** 🌲 or **fallen trees** 🥀.

White builds a 🗿 on 7 in the **present** ◈.

The new 🗿 would appear at 7 in the **future** ◈, but there is a 🥀 there. Since 🥀 can't be pushed, the new 🗿 is pushed in the **opposite direction** to space 11 (see "Effect: Propagate Build" on pg. 21).

THERE ARE TWO TYPES OF FALLEN TREES: ONCE-GREAT TREES WHO TURNED TO VICE, LOSING THEIR FAMILY AND FRIENDS TO THEIR SELF-DESTRUCTIVE HABITS, BEFORE ENDING UP ON THE STREETS, ALONE AND UNLOVED, DYING IN A GUTTER WHILE THE WORLD BARELY NOTICES... AND TREES THAT HAVE BEEN PUSHED OVER.

THIS GAME REFERS EXCLUSIVELY TO THE LATTER.

Statues 🗿 **can** be pushed into **trees** 🌳, causing them to **topple**. Conversely, if a tree topples into a statue, the statue is **pushed**.

From this position, **white** *can push the* 🗿 *to* **topple** *the* 🌳 *onto* **black**...

...*or* **black** *can push the* 🌳 *to squish* **white** *with the* 🗿.
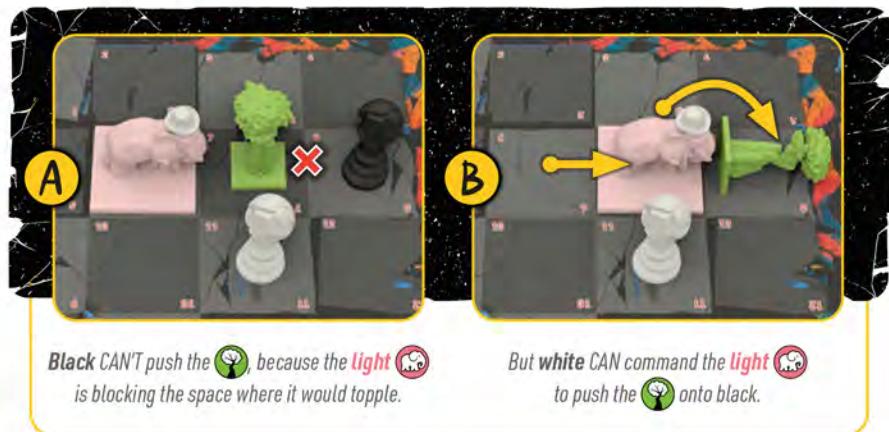
STATUES AND TREES HAVE A LOT IN COMMON. MOST NOTABLY, HOW USEFUL THEY ARE WHEN YOU'RE TRYING TO MURDER SOMEONE.

GROWTH + MEMORY

Elephants 🐘 **can** move into spaces with **seeds** 🌱, **shrubs** 🌲, or **fallen trees** 🥀. Whenever an elephant moves into a space with one of these objects, the object is **trampled** and removed.

White commands her trained 🐘 to trample a 🌲 in the **present** ◈.

The 🥀 pointing to space 11 in the **future** ◈ is also removed.

When an **elephant** 🐘 moves into a space with a **tree** 🌳 that has **not** fallen yet, the tree **topples**. However, trees **can't** be toppled into spaces with elephants, since elephants **can't** be pushed.


Black CAN'T push the 🌳, because the **light** 🐘 is blocking the space where it would topple.

But **white** CAN command the **light** 🐘 to push the 🌳 onto black.
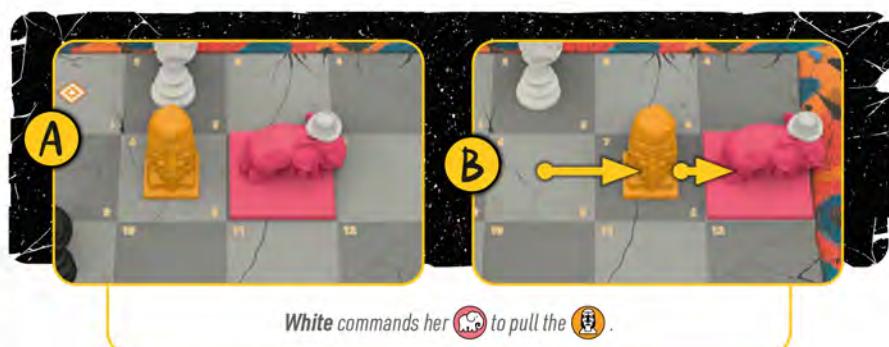
DUCK FACT: DUCKS HAVE FLAT FEET SO THEY CAN STAMP OUT BURNING FIRES.

ELEPHANT FACT: ELEPHANTS HAVE FLAT FEET SO THEY CAN STAMP OUT BURNING DUCKS.

INFLUENCE + MEMORY

When an **elephant** 🐘 moves into a space with a **statue** 🗿, the statue is **pushed**.
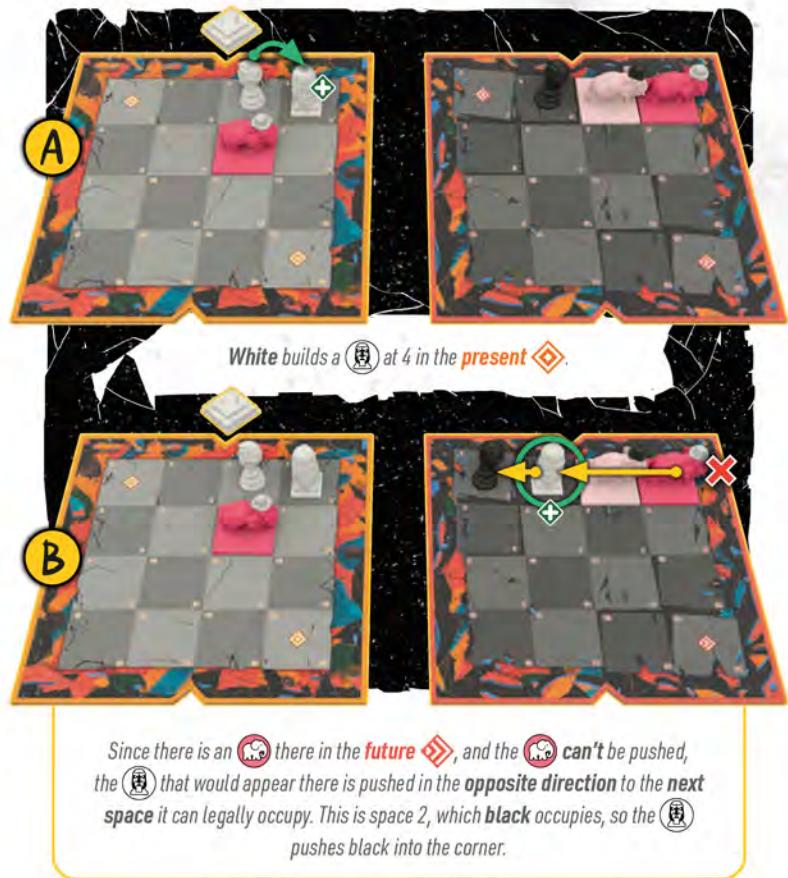
When an **elephant** 🐘 moves directly **away** from a **statue** 🗿, the elephant may **pull** the statue with it.

White commands her 🐘 to pull the 🗿.

You **can't** build a **statue** 🗿 / 🗿 in a space with an **elephant** 🐘, since the space isn't **empty**.

YOU CAN TRY, BUT THE ELEPHANT WILL GIVE YOU A REAL FUNNY LOOK.

Statues 🗿 **can't** be pushed into spaces with **elephants** 🐘, since elephants **can't** be pushed.

White builds a 🗿 at 4 in the **present** ◈.

Since there is an 🐘 there in the **future** ◈◈, and the 🐘 **can't** be pushed, the 🗿 that would appear there is pushed in the **opposite direction** to the **next space** it can legally occupy. This is space 2, which **black** occupies, so the 🗿 pushes black into the corner.

You're ready to play Chapter 4!

Coda

Okay, you two. I've figured it out. I've worked out how to be completely, totally, one hundred percent sure which of you is the true inventor.

You see, as I've been watching you murder each other in increasingly creative ways, something struck me.

They say we are what we eat. But unless you're a temporal cannibal (oh, yeah, that's a thing now. Your invention has given birth to some truly odd hobbies), that's not strictly true.

Who we are is fundamental. Time travel has proven it: we're not a product of our environment. Everyone is born with a destiny.

No matter what else changes, you'll always achieve it.

Marie Antoinette was born to be beheaded. Even when we transported her to the 31st century, or to Ancient Egypt... whether by laserknight or falling cartouche, she always lost her head.

So here's the plan: before we replay the murder, we're going to go back and alter your upbringing. It might change your job, or your skills, or your physicality. It might give you strength you never had before, or an unexpected advantage.

But no matter what, you'll still be you. Either a superior mind or a backstabbing, idea-stealing murderer. With bad breath.

Let's do this. Good luck, inventor!

(Murderer, sard off.)

ALTERNATE TIMELINES

To finally discover who is fated to invent time travel, you must play your way through several **alternate timelines**, where the laws of time travel work a little differently.

Each **alternate timeline** card provided with Chapter 4 describes the rules and setup instructions necessary to play an **advanced variant** of *That Time You Killed Me*. Each alternate timeline follows all setup and rules of the standard game, **except** for the additions and changes listed on the card.
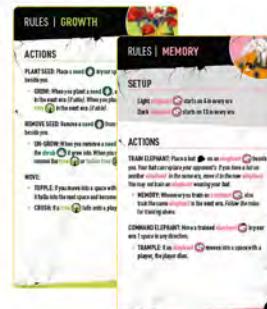
While exploring alternate timelines, you'll be able to **complete achievements** and unlock new **temporal powers**.

Setting Up an Alternate Timeline

To play an alternate timeline, first choose one of the available **Alternate Timeline cards** and follow its setup instructions.

Each Alternate Timeline requires you to select **2 Chapter rules cards** during setup to determine which Chapter components and rules you'll use in the game. In general, these should be selected by randomly drawing 2 Chapter rules cards, as you did in "Convergence" *(see pg. 26)*.

However, when playing an Alternate Timeline, you should also shuffle in the **Basics** rules card before drawing 2 cards. If you draw the Basics alongside a Chapter rules card, then **only** the **Chapter** you drew is used for your game.

In this Alternate Timeline, the players will use seeds, shrubs, trees and elephants.

In Alternate Timeline, the players will only use statues.

Note: *Some **temporal powers** have **requirement icons** that override the random draw and force you to use specific Chapters. These are explained on the next page.*

ACHIEVEMENTS

While exploring Alternate Timelines, players can complete **feats of temporal genius** to unlock secrets from across the spacetime multiverse.

Whenever someone completes an **achievement** printed on one of the **9 envelopes**, they **sign their name** on the envelope and open it. *(Only the first player to complete an achievement gets to sign it.)*

Once you've opened an envelope, use its contents in the **next game** you play, with the player who signed it taking the role of **first player** *(even if they didn't win the previous game).*
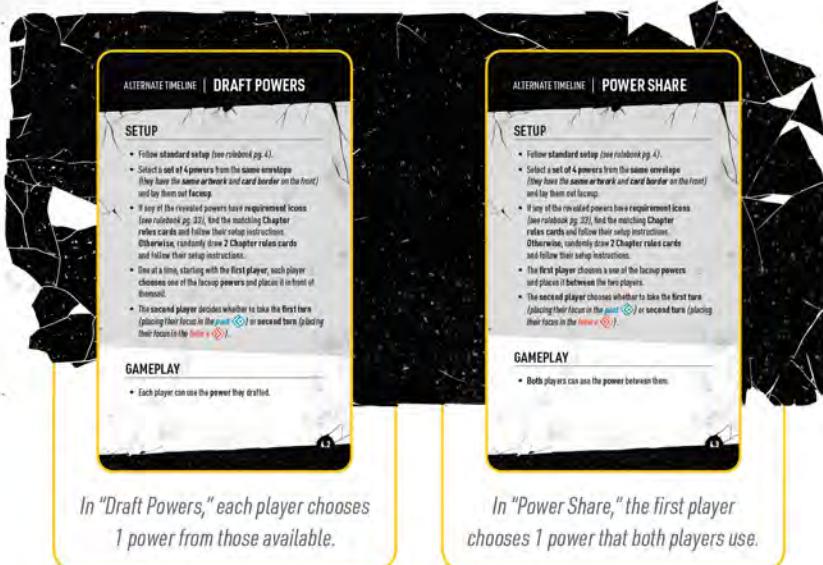
> *If you haven't already, you may now open the envelope that says "Open when you read the Coda section of the rulebook."*
>
> *(Nobody gets to sign this one, since it doesn't take much effort. You gotta earn those signatures.)*

Temporal Powers

As you open envelopes, you will encounter **power cards** that dramatically alter the nature of time travel and the many temporal objects you've discovered.

Players **select** a power they want to use during **setup**, and then may use their selected power **throughout** the game. The method for selecting powers depends on which **alternate timeline card** you're using.

In "Draft Powers," each player chooses 1 power from those available.

In "Power Share," the first player chooses 1 power that both players use.

Chapter Requirements

Some powers have **Chapter requirements** icons printed next to their name. A requirement icon means a power interacts with rules and components from a **specific Chapter** *(such as trees or statues)*, so it won't work if that Chapter isn't used in your game.

In any alternate timeline where players **select power cards**, you must **first** reveal the powers that are available, **before** drawing Chapter rules cards to use. If any of the powers you reveal have **requirement icons**, you **must** choose the Chapter rules cards that satisfy the requirements on **all available** powers *(instead of drawing them randomly)*. In some cases, you may even be required to play with **all 3** Chapter rules cards.

*If these 4 powers are revealed, you **must** play with both Growth and Influence rules cards.*

If the 4 available powers have **only 1 icon** between them, also draw a **2nd Chapter rules card** at random, as you would normally.

> **Note**: If you draw the Basics, you will **only** use the Chapter that was required.

If these 4 powers are revealed, you must play with Memory and 1 randomly drawn Chapter.

WHO IS "YOU"?

In written effects on power cards, the word **"you"** refers to **your active copy**. For example, if a power says "You may take an extra action this turn," you must take the action with **your active copy**.

IF A CARD EVER SAYS IT IS YOUR BIRTHDAY TODAY, IT MEANS YOU, THE PERSON READING THIS. HAPPY BIRTHDAY!

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