

TEMPORUM

DONALD X. VACCARINO

RULEBOOK



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In some of the best versions of reality, the Egyptians discover America, the industrial revolution happens early, and eventually robots take over. In others, the Renaissance produces a plutocracy, which leads to a utopia. Or perhaps to anarchy; it's all in the subtle details. As a time traveler, you've seen it all, and it all has its place. What's important is who's in control in the long run, when time travel is invented. With other time travelers mucking with things for their own reasons, your course is clear: you will tamper with history as much as is needed, step on however many butterflies it takes, to get a perfect world, under your own benign rule.

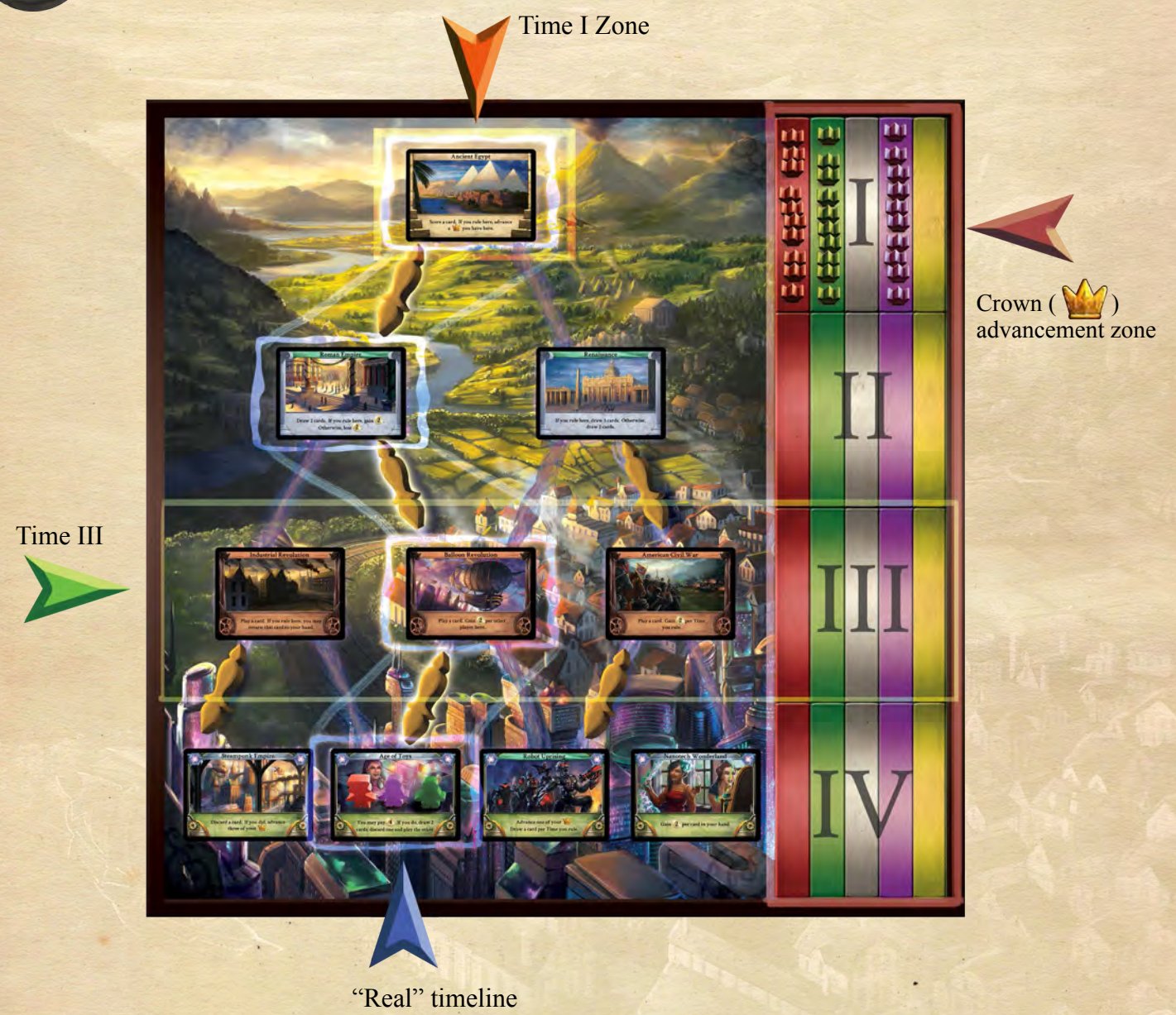
Overview

In this game the board shows the possible paths history can take and the actual path it currently takes. On your turn you can change history, travel through time, and visit a point in history. You draw cards, play some of them for money and abilities, and score some of them to advance your power through history. Having more power in a time period gives you abilities, but your goal is to have all of your power in the last time period, the time you come from.

Contents

1. 1 Board
 2. 48 Zone Cards
 3. 60 Player Cards
 4. 50 Crowns (👑)
 5. 5 Pawns
 6. 6 Paths
 7. 48 Coin Chits (12 1's, 12 2's, 12 5's, 12 10's)
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The Board




Each row of the board corresponds to a different time period in history, called a Time. The ten Zone cards show the current path of history, and the other possible paths history can take. The current path, called “real,” starts at the Time I Zone, and follows the paths. In the picture, the real Zones are **Ancient Egypt**, **Roman Empire**, **Balloon Revolution**, and **Age of Toys**. The paths can change during the game, causing other Zones to become real. Paths from unreal Zones do not do anything until those Zones become real.









To the right of the Zones, each player has a bar for holding crowns (👑), with one section per Time. These show each player's power level in that time period. 👑 in a Time apply no matter which Zone for that Time is real.

Pawns go on a Zone to show which players are currently there. In the picture, all of the players are in the **Age of Toys**.

Preparation

Shuffle the Zone cards (in four separate decks) and deal ten of them onto the board face up – one Time I card on the top line, two Time II cards on the second, three Time III cards on the third, and four Time IV cards on the last line. To start, place the six path indicators on the lighter paths on the board..

Each player chooses a color, puts the pawn of that color in the second Zone in Time IV, and puts the ten  of that color in the track for them in Time I.

Choose a starting player. The first player starts with . In a two-player game, the 2nd player starts with . In a three-player game, the 2nd player starts with  and the 3rd player with . In a four or five player game, the 2nd player starts with , the 3rd with , the 4th with , and 5th with .

Shuffle the Player Deck and deal each player two cards.



Turns

Players take turns. Each turn consists of four phases.

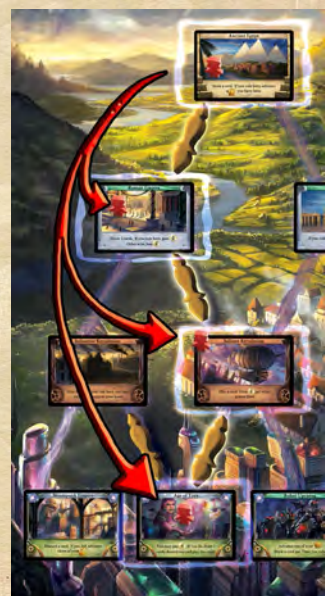
1. Change History

The current player may switch the path below the Zone with his pawn, from right to left or left to right. He may also choose not to change history. Only the path directly below the player may be switched, not ones further down. History cannot be changed from Time IV.

When changing history causes another player to no longer be in a real Zone, move that player to the real Zone for the Time he is in.

2. Move

The current player may move his pawn to any of the four Zones that are currently real. He does not have to move; he may stay where he is.




Turns (continued)

3. Visit a Zone

The current player follows the instructions for the Zone he is in, in the order they appear on the Zone card. Nothing is optional unless it says “you may.” Text in a raised box (on Primitive Paradise, Cold War, Police State, and Utopia) applies when it says it does, rather than when the Zone is visited.





4. Check for Victory


If the player's 10  are all in Time IV, that player wins. Otherwise, continue with the next player's turn.



Playing Cards

Some Zones and cards will instruct a player to play a card. To do so, a player chooses a card from his hand, announces it and puts it on the table.

There are two kinds of cards: **Perpetual** and **Momentary**. Perpetual cards are blue. Momentary cards are gold. When a player plays a Momentary card, he collects the amount of  indicated in the middle of the card, follows the instructions on the card, and then places it in the discard pile. When a player plays a Perpetual card, he collects the amount of  indicated in the middle of the card, and puts the card in front of him on the table; it grants him an ability that lasts for the rest of the game.

There are two copies of each card in the Player deck. It is legal for a player to play a card he has already played previously in the game. Multiple copies of the same Perpetual card are cumulative. For example if a player has two copies of Explorer in play, he will gain  for each card he draws.



Scoring Cards & Advancing Crowns

Some Zones and cards will instruct a player to score a card. To score a card, a player looks at the purple bottom bar on the card, pays the amount listed, and advances the indicated number of crowns. A player can only score a card if he has enough gold. Cards are scored from player's hands; Perpetual cards in play cannot be scored. When a player scores a card, he only scores it, he does not follow its instructions. Unless all of a player's crowns have reached Time IV, he may not choose to advance less than the amount indicated. The player places the scored card onto the discard pile.

When advancing crowns, players can mix and match - each crown advancement advances any single crown one Time down - from I to II, from II to III, from III to IV. So for example when advancing four crowns, a player could advance one crown from Time I to Time IV and another from Time III to Time IV, for four advancements total.



Ruling Times

Some Zones and some cards refer to "ruling" a Time.

In a two or three player game, a player rules a Time if he has more crowns there than any other player. If it is a tie, no-one rules the Time.

In a four or five player game, a player rules a Time if he has the most or second most crowns there. In the case of a tie for most, both players rule that Time, but in the case of a three-way tie for most, no one rules that Time. If there is a tie for second most, then only the player with the most crowns rules that Time.

Other Rules

When a card or Zone instructs a player to do something, if he cannot do everything, he does as much as he can do. For example if a player with no cards in hand goes to American Civil War, he first fails to play a card, then gains 2 per Time he rules.

When a card or Zone instructs multiple players to do something, go around the table in turn order, starting with the player whose turn it is. For example when a player plays Infected Rat, each other player with more cards in hand than him discards a card; start with the player to his left and go around.

Cards in hand are private until played or scored. The number of cards in a player's hand is public. There is no hand size limit. When the Player Deck runs out, shuffle the discard pile and set it face-down as the new Player Deck.

Players losing gold do not go below 0. Likewise, a player may not choose to pay more than he has. Gold are not limited by the chits. If players run out, they should use a replacement.

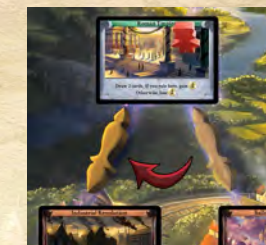
Sample Turn

Simon begins his turn in the Roman Empire. He changes history below him, so that the Industrial Revolution is real instead of the Balloon Revolution.



He moves to the Industrial Revolution.

He plays an Inventor from his hand. He takes 4. He has a Black Market in play from a previous turn and so takes another 2. He chooses the "advance 2 crowns" option on Inventor.



He advances one of his crowns from Time I to Time III. No-one else had any crowns in Time III, so he now rules there. So, he returns the Inventor to his hand. He has not won the game, so his turn is over.

Zone FAQ

Age of Cats: The player only scores the card twice if he pays 10 plus twice the card's score. For example a player scoring **Inventor** here (normal cost of 20 for 8 advancement), would pay 50 total and advance sixteen.

Age of Cults: Cards are passed simultaneously and privately. Players with no cards in hand are skipped over; they neither pass nor receive a card.

Age of Cybernetics: This lets a player play another card from his hand as if it were a copy of a Perpetual card he already has in play. He chooses a card from his hand and puts it under the Perpetual card to track that he now has an extra copy of it. He gains as if playing the copied Perpetual card normally. It is possible to get multiple copies of the same Perpetual card.

Age of Toys: If a player does not have at least 4, then he cannot use this ability. If a player pays 4, he draws two cards, discards one of the two cards, then plays the other card.

Alien Contact: The player draws a card, and then may score that card, paying for it. If he does not score it, he puts it into his hand. He may only score the card if he can afford to pay for it.

Ancient Egypt: The player scores the card and advances before checking to see if he rules Time I.

Ancient Greece: A player may only pay 4 if he has 4 or more.

Bureaucracy: The player retreating the chooses which to retreat, but cannot retreat any past Time I.

Cold War: At the start of a player's turn, if he is in the Cold War and no other players are, he gains 4. This applies even if the player is only in the Cold War due to history changing. When visiting the Cold War, a player just plays a card; the 4 bonus only applies at the start of a turn.



Zone FAQ (continued)

Ice Age: The player scores the card and advances before checking what Times he rules.

Icy Wasteland: First the player scores a card, plays a card, or draws 2 cards, his choice. Then, if he rules Time IV, each other player loses 2.

Imperial China: The player has to actually have a card in hand in order to discard a card and gain 4.

Industrial Revolution: First the player resolves playing a card; then, if he rules Time III, he may return the played card to his hand. He may end up ruling Time III due to resolving the played card. If he plays multiple cards, such as with Trinket, only the one played using the Industrial Revolution's ability is returned to his hand.

Information Age: If a player has four or more in Time IV, then he visits Time IV first (which is only relevant if the Information Age is not real, such as when it is visited using Anubis Statuette). Then, if the player has 4 or more in Time III, the player visits Time III. Then Time II, again only if the player has 4 or more in Time II. Lastly, if the player has 4 or more in Time I, he visits Time I. Visiting a Zone means moving his pawn and following the instructions there. The number of is checked just prior to visiting a Zone. Thus, if the number of in Time II goes down from four to three due to visiting Time III, then the player would not visit Time II. The player cannot visit any Zone he has already visited this turn, including the Information Age itself. Note that the Zone he started the turn in is not necessarily a Zone he has visited. He has only visited if he actually went there and followed the Zone's instructions.

Inquisition: The Inquisition causes an exception to the usual rules, and a player may choose to discard a card even if he has none. Likewise, he may choose to lose 2 even if he has 0 or 1.

Iron Age: For example, a player ruling two Times could score Artist for free, or Inventor for 16.

Late Jurassic: First the player scores a card, plays a card, or draws 2 cards, his choice. Then the player changes history directly below Late Jurassic, whether or not the he wants to.

Mere Anarchy: No matter how many a player has, he goes down to 0. Then he gains 3 per he has in Time IV.

Nuclear Wasteland: Visiting a Zone means the player moves his pawn there and follows the instructions there.

Plutocracy: First the player plays a card; then, after gaining any, if he has more than each other individual player, he advances a. If it is a tie, he does not advance a.

Police State: In the Move phase, a player who is in the Police State may only stay there or move to Time IV; he may not move to Time I or Time II. This applies even if the player is only in the Police State due to history changing. When playing Anubis Statuette in the Police State, a player may only go to a Time III or Time IV Zone. When visiting the Police State, a player just plays a card.



Zone FAQ (continued)

Primitive Paradise: At the start of a game using this Zone, place 2 on each Zone card. The first time a player visits a Zone and no other player is there, he takes the 2. Simply beginning on a Zone that still has its 2 is not enough, he must visit the Zone by moving his pawn there (or leaving it there). Then he takes the 2 and follows the Zone's instructions.

Robot Uprising: First the player advances a crown; then determines how many Times he rules.

Space Age: First the player scores a card; then, if he rules at least two Times, he may score another.

Steampunk Empire: If the player has no cards to discard, he does not advance any crown. If he does discard a card, he advances three crowns. He can advance three crowns once, or one crown three times, or one crown twice and one crown once.

Stone Age: First the player scores a card; then, he gains 2 per Time he has no crown in.

Utopia: Players here do not lose a globe or discard cards on other players' turns. This protects players here from Inquisition, Ice Age, Icy Wasteland, Infected Rat, and Tulip Stocks (they are already protected from Plague and Great Depression due to being in Time IV).

Warm Globe: Each player must play a card if he has one. It is not optional.



Player card FAQ

Anubis Statuette: This card lets a player visit any Zone the player has not visited yet this turn, including unreal Zones. The Zone the player started the turn in is not a Zone that player has visited this turn, unless the player also visited it (moving his pawn there or leaving his pawn there, and following the instructions there). The player moves his pawn to the chosen Zone and follows the instructions there. Afterwards, if the player is in an unreal Zone, he moves his pawn to the real Zone in the same Time (without following the instructions there).

Barbarian Horde: As with scoring cards, the same crown can be advanced multiple times with this.

Black Market: A player with this in play gains 2 every time he plays a card (but not for the Black Market itself).

Gang of Pickpockets: A player with this in play draws a card every time he plays a card (but not for the Gang of Pickpockets itself).

Infected Rat: Infected Rat itself will no longer be in the player's hand and, thus, cannot be chosen for discard.

Inventor: If the player chooses to advance a crown, he can advance two crowns once each, or one crown twice.

Investments: For example, the turn a player plays Investments, if he gained no other globe, he can discard Investments from play for 4, since playing Investments gave him 8.

King's Sword: The player first counts the number of Times he rules, and then advances that many crowns. As with scoring cards, the same crown can be advanced multiple times with this.

Papal Tiara: The scored card comes from the player's hand, and the player has to pay for it. It cannot be the Papal Tiara itself, which is no longer in the player's hand (though it could be the other copy of Papal Tiara).

Predict the Future: When this card is played, the rest of the turn is finished normally. Then, the player may optionally choose to change the path of history directly below the Zone he played Predict the Future in (unless it was played in Time IV).

Step on a Butterfly: When this card is played, the rest of the turn is finished normally. Then, change history directly below Time I, then directly below the real Time II Zone, then directly below the real Time III Zone.

Think Tank: Every time a player with this in play discards a card, he gains 1. This does not give 1 for scoring cards or for playing Momentary cards; only for discarding cards without playing or scoring them. This does give 1 for discarding Treasure Map or Investments from play.

Treasure Map: If the player visits Time IV (for example, playing Treasure Map in Communist Utopia), then this card can be used in the same turn it is played. As usual, visiting a Zone mean moving there (or staying there) and following the instructions – starting there is not enough.



Alternate Realities

Players can deal out ten Zone cards randomly by Time, but can also choose them so as to create a certain type of game. Here are five examples of themed sets of Zones.

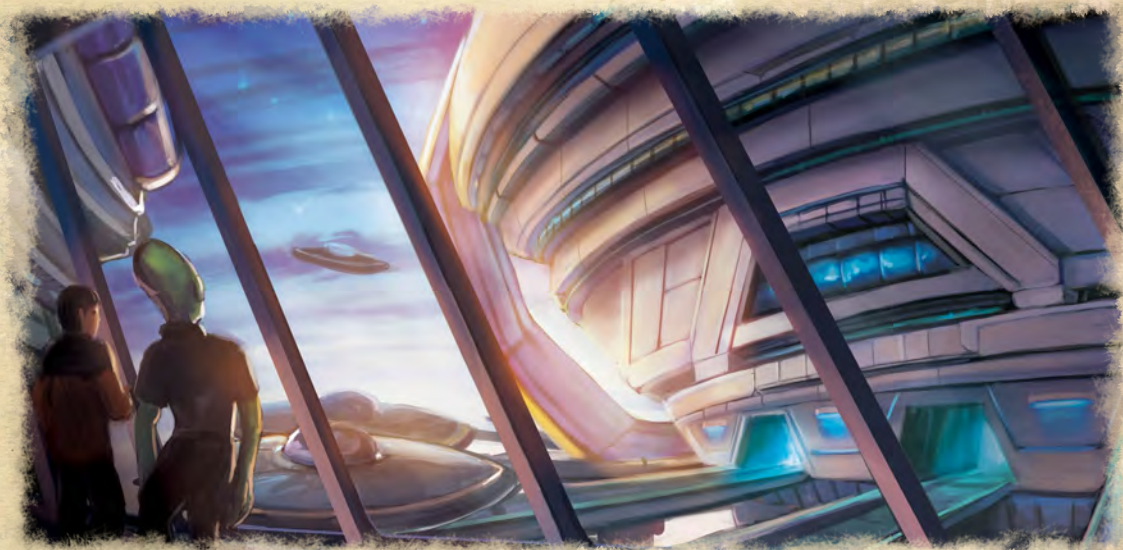
Beginners: Ancient Egypt & Roman Empire, Renaissance & Industrial Revolution, Balloon Revolution, American Civil War & Steampunk Empire, Age of Toys, Robot Uprising, Nanotech Wonderland

Friendly: Stone Age & Pax Buddha, Age of Cults & Balloon Revolution, Summer of Love, Prohibition Era & Information Age, Utopia, Warm Globe, Communist Utopia

Harsh: Ice Age & Inquisition, Plague & Bureaucracy, Great Depression, Police State & Savagery, Icy Wasteland, Nuclear Wasteland, Mere Anarchy

Riches: Primitive Paradise & Crusades, Holy Norse Empire & American Civil War, Plutocracy, Age of Discovery & Nanotech Wonderland, Age of Cats, Age of Toys, Warm Globe

Control: Iron Age & Roman Empire, Egyptian America & Prohibition Era, American Civil War, French Revolution & Nuclear Wasteland, Space Age, Robot Uprising, Icy Wasteland



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