

# TIMeMiT RULES

EN

*"Impossible..." whispers Nora, "...If I'm right, I have to do whatever it takes to stop it."*

*The Burgerblaster controller has stopped responding and the ship is floating adrift... not to mention all the orders that still need to be delivered!*

*But the cosmoburgers can wait, because there are more pressing matters: Aron, the AI Nora created, is now capable of abstract reasoning and threatens to be a serious problem.*

*All signs point to him attempting to drive the ship into the future, where he could reach his maximum potential and destroy the fast food-eating humanity that he detests so much. There's not much time left. Nora must steer the ship into the past to reprogram his faulty data packet.*

*A ruthless struggle for control of the ship is about to begin. To accomplish their goals, both will use all means necessary, at the risk of ending up trapped in a temporal paradox... for all eternity.*

*"I'm gonna change all the faces on your cube-head!" declares Nora.*

*To which Aron replies:*

*"BEEEEEEEEEEEEEEEEEEEEEEEP..."*

TimemiT is a competitive game for two players. One plays as **Nora**, the creator of an artificial intelligence who has decided to destroy humanity. The other plays as **Aron**, the artificial intelligence created by Nora.

## Contents

- 1 Time Track
- 1 Ship and its stand
- 2 Character Boards (Aron and Nora)
- 12 Paradox Triangles (6 for Nora and 6 for Aron)
- 56 Power Cards (green back)
  - 38 Power Cards (green front)
  - 9 Aron Starting Power Cards (pink front)
  - 9 Nora Starting Power Cards (blue front)
- 8 Event Cards (purple back)
- 22 Kronos Cards with different strengths (11 blue for Nora and 11 pink for Aron)



## Goal of the Game

Use your Kronos Cards to gain Power Cards and build a deck to defeat your opponent. Move the Ship on the Time Track until it reaches the other side. Nora must go towards the past, to 1980, while Aron is aiming for the future, to 2220. If neither player reaches the end of the board before all the Event Cards are resolved, the winner is whoever is closest. But be careful! If your Character Board ever has 6 Paradox Triangles, you are pulled into an alternate dimension and immediately lose the game.

## Setup

1. Choose a character (Nora or Aron) and place their **Character Board** in your play area.
2. Place the following elements in your respective play areas:
  - Deck:** Shuffle your 9 Starting Power Cards and make your deck. Leave a space nearby for your Power Card discard.
  - Kronos:** Add your 11 Kronos Cards to your hand. Leave a space nearby for your Kronos Card discard.
  - Your 6 **Paradox Triangles**.
3. Place the **Time Track** so that the future (pink zone) is on Nora's side and the past (blue zone) is on Aron's side.

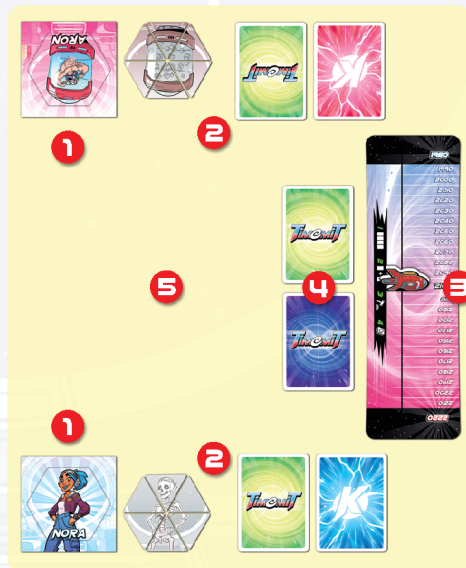
Then attach the **Ship** to its stand and place it in the middle of the track, on **2100**.

4. Make two decks next to the Time Track:

**Event Cards:** Shuffle them and make a face-down deck.

**Power Cards:** Shuffle them and make a face-down deck.

5. Leave space in the middle: This will be the **Bidding Zone** where you can bid on Power and Event Cards.



## Gameplay Overview

The game plays over **8 rounds** maximum. Each round has 4 phases:

Phase 1: Start of round

Phase 2: Combat

Phase 3: Bidding

Phase 4: End of round

### Phase 1: Start of round ■■■■

During this phase, you will form the **Bidding Zone** that contains the cards you will bid on during Phase 3.

Draw **3 Power Cards** and place them face up in a row between Nora and Aron. Then add **1 Event Card** to the row.

You must make a row of **4 cards**, all face-up, with space on each side where each player can bid on each card.

Aron's bidding zone



Nora's bidding zone



### Phase 2: Combat ■ + ♀

During this phase, players **play simultaneously**. Reveal cards to use their effects while trying not to create a **Paradox**.

Draw **1 card from your deck** and place it face up in your play area. If it has an effect on the **lower-half** of the card, apply it. Your opponent will do the same.



Nora reveals card 23.



At the same time, Aron reveals card 27.



Since Nora must move the Ship forward 3 spaces and Aron 1 space, the Ship moves 2 spaces towards Nora's goal, 1980.

Then announce to your opponent if you would like to draw another card or not.

If you want to continue, **draw the top card** of your deck, whether it is face-up or not, and apply the effect in the lower-half, if any.

Each time you draw a card, you must apply its effect as fully as possible (for example, an effect may cause you to draw a Kronos Card, but they are all already in your hand).

Both players will continue announcing whether they want to draw a card or stop.

If you decide to stop, **finish your Phase 2**. Do not draw any more cards and wait until your opponent also finishes their Phase 2.

### Creating a Paradox



Power Cards can change time in your favor, but this power has its risks. These cards normally have at least **1 symbol** on their lower-half (red, blue, or yellow circle).

The more Power Cards you reveal from your deck, the higher the chances of creating a **Paradox**.

If you draw a card and the symbol is shown **at least 3 times** in your play area, you create a **Paradox** and take the following penalty:

- Place **1 Paradox Triangle** on your Character Board.
- Move the Ship back **1 space**.
- Immediately finish your Phase 2. You cannot draw any more cards.



Continue Phase 3 normally with all the cards that were revealed.



*Nora and Aron have already drawn 2 cards each. Nora decides to stop, so she doesn't draw a third card. However, Aron decides to continue.*

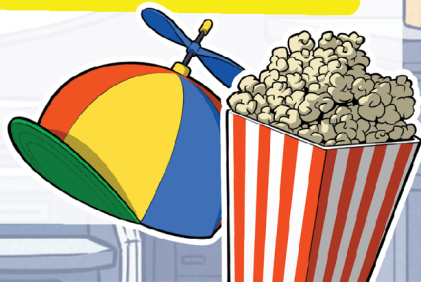
*Aron reveals card 25 and applies its effect.*



*He moves the Ship forward 4 more spaces, but Aron's luck runs out: the blue symbol is shown at least 3 times on his cards. This means he creates a Paradox and applies the corresponding **penalty** (he moves the Ship back 1 space, places 1 Paradox Triangle on his Character Board, and finishes his Phase 2).*

*Ultimately, he was able to move his Ship 4 total spaces, but he also added 1 Paradox Triangle to his character.*

**Note: If your deck is empty, shuffle your discard to make a new deck.**



### Phase 3: Bidding

During this phase, players will use their Kronos Cards to bid on the cards in the Bidding Zone. They only have **one chance**.

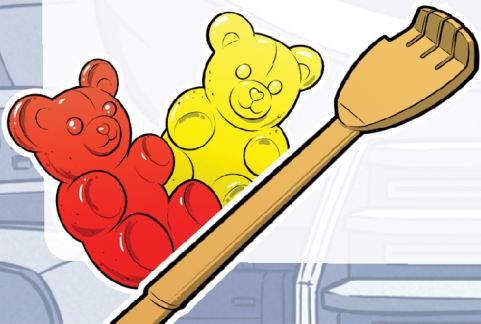
The player with the Ship closer to their goal on the Time Track starts the bidding. If the Ship is on its starting position (2100), **Nora** starts.

On your turn, you may bid on all cards in the Bidding Zone that interest you. You may use as many Kronos Cards as you want.

You must place your bid next to the card you want to gain. Kronos Cards are played face down, but **your opponent must be able to see** the total number of cards bid.

Once you are done, **you cannot change your bids**.

After the starting player finishes placing their bids, their opponent places their bids.



*The Ship is closer to Nora's goal on the Time Track, so she starts the bidding.*

*She decides to place 3 Kronos Cards next to the first card in the row. She is not interested in the second card, so she doesn't place any cards. She places 2 Kronos Cards next to the third card, and 1 next to the Event Card. She ends her turn; she cannot change her bids.*



*Now it's Aron's turn to bid. He thinks the 3 Kronos Cards Nora placed on the first card have low strengths. He decides to place just 1 Kronos Card, but one with a high strength.*

*For the second card, he decides to place the minimum of 1 card since Nora didn't bid anything.*

*For both the third Power Card and the Event Card, he decides to bid the same number of Kronos Cards as Nora.*



Once the second player has finished placing their bids, bidding is over.

**Reveal and compare** all Kronos Cards next to each card in the Bidding Zone, in order and one at a time, starting with the Event Card.

There are 2 possible outcomes:

- **Someone wins the bid (the total strength of their Kronos Cards is higher than their opponent's):**

If the bids were placed next to a Power Card, the **winning player immediately applies its instant effect** (🔥), if it has one. Unlike the effect on the lower-half of cards, this instant effect is only applied **once per game** upon winning the card. Then place it **face up on top of your deck**.

If you win multiple Power Cards, stack them face up on top of your deck in any order. Now you know which cards will be revealed in the next round's Combat phase.

If you win an Event Card, **immediately apply its effect and remove it\*** from play.

\* We recommend placing removed cards in a row next to the Time Track to represent the number of completed rounds.

The player who won the bid **discards**, face up, all the Kronos Cards they used to bid.

The player who lost the bid **returns** all the Kronos Cards they used to bid to their hand.

- **Tie (same total strength of Kronos Cards):**

The Power or Event Card is removed from play **without applying its effect**. Both players return all the Kronos Cards they used to bid to their hands.

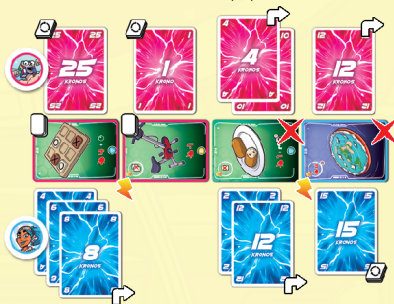
Important: When resolving a bid, it is possible to apply Power Card effects if that change the result in Nora's or Aron's favor.

Aron saw through Nora's strategy on the first card in the row. Aron's total Kronos strength is **25** while Nora's is **18**. Therefore Aron wins this card. He discards his 25 Kronos Card face up (🗑️) and places the Power Card face up on top of his deck (📁). Nora returns (👉) her 8, 6, 4 and 4 Kronos Cards to her hand.

Aron also wins the second card, since Nora didn't bid on it. He immediately applies the effect (🔥), then discards his 1 Kronos Card face up, and finally places the Power Card face up on top of his deck.

For the third card, Nora and Aron bid the same total Kronos strength (14). Since it's a tie, they both return their 2 Kronos Cards to their hands and the Power card is removed (✗) from play without applying its effect.

The bids for the Event Card were close, but Nora ultimately wins the bid. She immediately applies its effect and moves the Ship forward 4 spaces toward her goal. She also discards her 15 Kronos Card face up, while Aron returns his 12 Kronos Card to his hand. Since this is an Event Card, it is then removed from play.



## Phase 4: End of Round

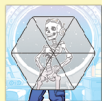
After resolving all bids, **discard all Power Cards** you revealed in your play area during the Combat phase.

## End of the Game

The game can end in 3 different ways:

### 1. Open an Alternate Dimension

If your Character board ever has **6 Paradox Triangles**, you are pulled into an alternate dimension and immediately lose the game.



*During round 7, Nora places her 6th Paradox Triangle on her Character Board. She immediately loses the game.*


### 2. Achieve your goal

If the **Ship** reaches one end of the **Time Track**, the game ends immediately. If it reaches the future (2220), Aron wins. However, if it reaches the past (1980), Nora wins.

*During round 5, the Ship reaches 2220, Aron's goal. He immediately wins the game.*



### 3. Finish the last round

At the end of **round 8**, activate **endgame effects** () on Power Cards. Move the Ship one last time after resolving all cards with endgame effects in both players' decks and discards. After that, the player who is closest to achieving their goal wins the game.



*Nora has 2 cards with endgame effects. With the first one, she moves the Ship forward 10 spaces. With the 3 spaces the second card adds, she moves the Ship forward a total of 13 spaces.*



*On Aron's side, he only has 1 card with endgame effects. This card lets him move the Ship forward 10 spaces.*



*After comparing all effects, Nora ultimately moves the Ship forward 3 spaces.*

If the Ship ends on its starting position (2100), the winner is whoever has the fewest **Paradox Triangles on their Character Board**.

If there is still a tie, play another game.

## Drawing Kronos

Kronos are energy packets that modify spacetime and form small wormholes through which you gain powers.

Kronos let you gain cards during bidding. You start the game with 11 Kronos Cards in hand. If you have no more in hand, you can draw them from your discard **at any time during the game**. However, there is always a price.

Each time you choose to draw Kronos Cards :

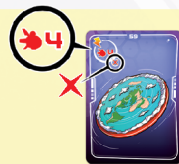
- Place **1** Paradox Triangle on your Character Board.
- Move the Ship back **4** spaces.
- Return all Kronos cards in your discard back to your hand.

## Event Cards

During bidding, it is possible to win Event Cards. These represent objects or events that can change History. They are different from Power Cards: You always immediately apply their effect and, once used, **they are removed from play** for the rest of the game.

Event Cards each have a number. See their full descriptions on page 12.

The player who won card 59 during bidding moves the Ship forward 4 spaces, then removes this card from play.



## Power Cards

Power cards represent objects, inventions, or discoveries in the past, present, or future History.

You start the game with a deck of 9 Starting Power Cards. By winning bids with your Kronos Cards, you will add better Power Cards to your deck.

*Instant:* Apply only once, when you win the card during bidding.



*Endgame:* Apply at the end of the game, after round 8 only.

*Combat:* Apply only once when you draw this card during Phase 2.



*Optional:* Choose to apply during each bid.

Power cards each have a number. See their full descriptions on pages 9-12.

## List of Main Symbols



Move the Ship forwards or backwards as many spaces shown. The Ship always moves forward toward your goal. If you move it back, it moves towards your opponent's goal.



Remove from play 1 of the cards you revealed during Phase 2, if you want to.



Place a Paradox Triangle on a Character Board, either your own or your opponent's. ( ).



Remove a Paradox Triangle from your Character Board.



Target a discard, either your own or your opponent's. ( ).

## List of Cards



### 01-06 Blow Pop

No effect.



### 09 Multicolor

During bidding, you may add 2 Kronos to each of your bids, even if you didn't place a Kronos Card.



### 17 Ctrl + Z

Move the Ship forward 1 space for every 2 symbols you revealed so far during this Combat phase.



### 07 Can Opener

Look at the top card of your deck. You may discard it.



### 10-15 Betamax

No effect.



### 18 8" Floppy Disc

During bidding, you may add 2 Kronos to each of your bids, even if you didn't place a Kronos Card.



### 08 Swiss Army Knife

Move the Ship forward 1 space for every 2 symbols you revealed so far during this Combat phase.



### 16 Punch Cards

Look at the top card of your deck. You may discard it.



### 19 Esperanto

Remove 1 Paradox Triangle from your character.

Move the Ship forward 1 space.

**20 Propeller Hat**

⚡ Move the Ship back 2 spaces.

🚢 Move the Ship forward 1 space and remove 1 Paradox Triangle from your character.

**21 Beer**

🚢 Move the Ship forward 2 spaces.

🚩 Move the Ship forward 1 space.

**22 Tic-Tac-Toe**

🚢 Move the Ship forward 4 spaces and place 1 Paradox Triangle on your character.

**23 Hourglass**

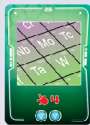
⚡ Place this card in your discard.

🚢 Move the Ship forward 3 spaces.

**24 Croquettes**

⚡ You may remove from play 1 card you revealed during Phase 2.

🚢 Move the Ship forward 1 space and draw your 6 Kronos Card.

**25 Periodic Table**

🚢 Move the Ship forward 4 spaces.

**26 Alien Fever Vaccine**

⚡ Move the Ship forward 5 spaces.

🗑️ Discard any 1 Kronos Card from your hand.

🚩 Move the Ship forward 2 spaces.

**27 Dolly the Sheep**

⚡ You may remove from play 1 card you revealed during Phase 2.

🚢 Move the Ship forward 1 space.

**28 Maneki-Neko**

🚩 Move the Ship forward 2 spaces for each Paradox Triangle on your character.

**29 Bermuda Triangle**

⚡ Place this card in your opponent's discard.

🚩 Move the Ship back 2 spaces.

**30 Pager**

⚡ Place 1 of the cards you revealed during Phase 2 to your opponent's discard.

🚢 Move the Ship forward 1 space.

**31 Schrodinger's Cat**

⚡ Move the Ship back 5 spaces and you may remove from play 1 card you revealed during Phase 2.

🚩 Move the Ship forward 10 spaces.

**32 DVD**

⚡ You may remove from play 1 card you revealed during Phase 2.

🚢 Move the Ship forward 2 spaces.

**33 Fake Vampire Teeth**

⚡ Move the Ship back 5 spaces.

🚢 Move the Ship forward 3 spaces.

**34 Enigma Machine**

⚡ Your opponent places a Paradox Triangle on their character.

🚢 Move the Ship forward 1 space.



### 35 Stationary Bike

⚡ You may remove from play up to 2 cards you revealed during Phase 2.

🚩 Move the Ship back 1 space.



### 36 Swivel Fork

📄 Draw your 8, 12, and 15 Kronos Cards.

🚩 Move the Ship forward 3 spaces.



### 37 Straw

⚡ You may remove from play 1 card you revealed during Phase 2.

📄 Draw your 2, 15, and 20 Kronos Cards.

🚩 Move the Ship forward 1 space.



### 38 Blimp

🚩 Move the Ship forward 2 spaces and remove 1 Paradox Triangle from your character.



### 39 Radio Headset

🚩 Move the Ship forward 6 spaces.

🚩 Move the Ship back 1 space.



### 40 Rubber Ducky

⚡ Move the Ship forward 3 spaces.

🚩 Move the Ship forward 3 spaces.



### 41 Tofu

📄 During bidding, you may add 5 Kronos to each of your bids, even if you didn't place a Kronos Card.

🚩 Move the Ship forward 4 spaces.



### 42 Egg Shampoo

📄 During bidding, you may add 6 Kronos to each of your bids, even if you didn't place a Kronos Card.

🚩 Move the Ship forward 2 spaces.



### 43 Popcorn

⚡ Remove 1 Paradox Triangle from your character.

📄 Choose either: Move the Ship forward 1 space OR remove from play 1 card you revealed during Phase 2.



### 44 Backscratcher

⚡ You may remove from play up to 2 cards you revealed during Phase 2.

🚩 Move the Ship forward 10 spaces.



### 45 Mosquito Coil

📄 Draw your 6, 10, and 25 Kronos Cards.

🚩 Move the Ship forward 2 spaces.



### 46 Hipster Beard

⚡ You may remove from play 1 card you revealed during Phase 2.

📄 During bidding, you may add 4 Kronos to each of your bids.

🚩 Move the Ship forward 1 space.



### 47 Rosetta Stone

📄 Your opponent places 1 Paradox Triangle on their character.



### 48 Walkman

⚡ Move the Ship forward 3 spaces.

📄 Move the Ship forward 2 spaces and remove 1 Paradox triangle from your character.

🚩 Move the Ship back 5 spaces.



### 49 3D Glasses

⚡ You may remove from play up to 3 cards you revealed during Phase 2.

🚩 Move the Ship forward 1 space for every 2 Paradox Triangles on your character.

**50 Electric Knife**

Move the Ship forward 2 spaces for every set of 2 blue and yellow symbols.

**51 Calculator Watch**

Choose either: Your opponent places 1 Paradox Triangle on their character OR you remove 1 Paradox Triangle from your character.

Move the Ship forward 1 space.

**52 Alkaline Battery**

Move the Ship forward 2 spaces and you may remove from play 1 card you revealed during Phase 2.

You may remove from play 1 card you revealed during Phase 2.

**53 Lost Sock Detector**

Choose either: Remove from play 1 card you revealed during Phase 2 OR remove 1 Paradox Triangle from your character.

Move the Ship forward 4 spaces.

**54 Post-it**

You may remove from play 1 card you revealed during Phase 2.

During bidding, you may add 3 Kronos to each of your bids.

Move the Ship forward 2 spaces.

**55 Gummy Bears**

Choose either: Move the Ship forward 1 space OR move the Ship forward 3 spaces and place 1 Paradox Triangle on your character.

**56 Higgs Boson Vacuum**

Move the Ship forward 2 spaces and place 1 Paradox Triangle on your character.

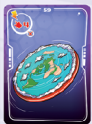
Draw any 1 Kronos card.

**57 Archimedes's Bathtub**

Remove 1 Paradox Triangle from your character.

**58 Newton's Apple**

Choose either: Remove 1 Paradox Triangle from your character OR your opponent places 1 Paradox Triangle on their character.

**59 Flat Earth**

Move the Ship forward 4 spaces.

**60 Elvis's Guitar**

Your opponent places 1 Paradox Triangle on their character.

**61 Van Gogh's Other Ear**

Remove 1 Paradox Triangle from your character and move the Ship forward 2 spaces.

**62 Einstein's Comb**

Place 1 Paradox Triangle on your character and you may remove from play up to 2 cards you revealed during Phase 2.

**63 E=mc<sup>2</sup>**

You may remove from play 1 card you revealed during Phase 2.

**64 Big Bang**

Move the Ship forward 3 spaces.