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TIME WALKERS

Two rival temporal agencies clash across the great eras of human history, each striving to impose its own timeline at the expense of the other's. Every agent steps through portals to travel from one era to the next, working to correct the anomalies that have slipped onto their path.

Only the victor will rewrite history...



Goal of the Game

In *Time Walkers*, each player represents a temporal agency. On every turn, you play cards to mark cells on one of the four Era boards that together form the tapestry of time.

In doing so, you step through portals, correct anomalies, travel the eras, and draw Rift tokens that earn you victory points.

The game ends when a player draws the last Rift token.

The player with the most victory points wins the game.

Components

- ◆ 2 Dry Erase Markers (Blue and Red)



- ◆ 4 Era Boards: Prehistory, Antiquity, Middle Ages, Modern Era. Each board has an A side and a B side



- ◆ 3 Temporal Rift Boards
Each one has an Alpha Protocol side and a Beta Protocol side

- ◆ 8 Rift tokens



- ◆ 24 Cards:

- 8 Starting Cards (4 per player)
- 16 Action Cards (4 per era)



- ◆ 1 Score Board
- ◆ 2 Help Pages
- ◆ 1 Hourglass Pawn (First Player)



Setup

1 Era boards: Place the 4 Era boards in a line in the center of the table, all oriented the same way and in the following order: Prehistory, Antiquity, Middle Ages, then Modern Era. The A/B sides of the boards may be mixed (ABAB, ABAA...) as long as the chronological order is respected. *For the first game, use the A sides.*

2 Rift boards: Place the 3 temporal rift boards between the Eras. The 3 rifts must all be oriented the same way and will determine which side the blue and red player sits on. *For the first game, use the Alpha Protocol sides.*

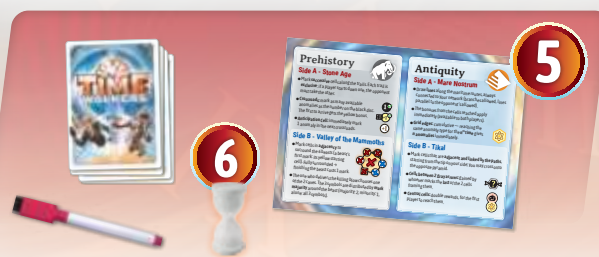
3 Rift tokens: Shuffle and place the 8 Rift tokens face down near the boards.

4 Action cards: Shuffle the 16 Action cards and place them face down next to the boards to form a draw pile.

Reveal and place the first three cards face up to form a river next to the draw pile.

5 Player Decks: Each player receives 1 help page, the 4 starting cards in their color, and the matching dry erase marker. They shuffle their cards to form their **Deck**, which they place face down in front of them.

6 First player: The red player is the first player and takes the hourglass pawn.



Round Structure

A round takes place in 2 phases; Draw and Exchange, followed by Actions. When the second player finishes their Actions, the round is over. Rounds continue until the last Rift token is drawn.

Phase 1: Draw and Exchange (simultaneous)

Each player draws the top 2 cards from their Deck. Then each player secretly chooses 1 card to keep and 1 card to give, face down, to their opponent. Players take the card they received into their hand so each player once again has 2 cards in hand.

Reshuffling the deck: If a player cannot draw 2 cards at the start of phase 1, they take back all the cards they have played in front of them and shuffle them to form a new Deck. If 1 card is still left in their deck, it is placed on top of the new Deck. They then draw back up to 2 cards as usual.

Phase 2: Actions (taking turns)

The player with the hourglass pawn plays first, then the other player. Each player plays their 2 cards one after the other, in the order of their choice. For each card, they perform the following steps in order:

1. Play a card - The player places the card face up in front of them. This card determines the era they will play in. If one or more cards matching that Era board are already in front of them from this turn or a previous one, they place the new card on top of the others (slightly offset, so the number of cards is clearly visible).

2. Mark cells - The player now marks as many cells as the number of cards of that Era, placed in front of them, following the rules for that board.

Change of First Player

If a player gains a card from the river, they take the hourglass pawn (if they did not already have it). Whoever holds the hourglass pawn at the end of the round will be the first player for the next round.

Symbol Effects

On the Era boards and the temporal rift boards, any marked symbol immediately triggers its effect:

Anomaly



Killer Bot



Weapons



Energy Source



Temporal Beacon



Any Anomaly

The player corrects an anomaly on a rift board adjacent to this Era board (see the Temporal Rifts, below).



Temporal Portals



Prehistory



Middle Ages



Antiquity



Modern Era

The player marks a cell on the Era board matching this symbol, following that board's marking rules. If this new cell is also a portal, the effect triggers again, and so on.

Recruiting Agents



The player takes a card from the river and places it face down on top of their deck (and therefore takes the hourglass pawn).

The river is refilled at the end of that player's turn.



The Temporal Rifts

The temporal rift boards record the players' progress toward victory. Each corrected anomaly lets a player mark* a cell on the adjacent board of their choice.

***Note:** You can mark cells however you want, but on temporal rift boards we recommend that you circle these cells so you can see the information.

Correct an Anomaly

The player marks the next free cell of the column matching this anomaly on a temporal rift board adjacent to the activated Era board, progressing from their own edge (their color) toward the opponent's edge.

- ◆ The Prehistory and Modern Era boards are adjacent to only 1 rift.
- ◆ The Antiquity and Middle Ages boards are adjacent to 2 rifts – the player chooses which one to correct an anomaly on.
- ◆ A (?) anomaly lets the player mark a cell in any column of an adjacent rift.

Rift token



When a player marks a cell with the Rift token symbol ●, they draw a Rift token,

look at its value, and keep it face down in front of them.



Rift Protocols

The temporal rift boards have two sides and after the first game, players may choose which side to play on. Unlike Era boards, Rift board sides cannot be mixed.

Alpha Protocol



Victory points and rewards are written directly in the cells of the columns.

Beta Protocol



Players seek to circle the **gems** present in the columns of the rift board. In addition, when a player circles the last of the 4 cells located at any of the 2 starting rows, they automatically circle the gem next to it.

When a player circles a gem, they choose between:

- ◆ Circling the highest VP value still available on the side of this rift board.
- ◆ Drawing a card from the river, placing it on top of their Deck, and taking the hourglass pawn.



Example

The red player plays a Middle Ages card, placing it on top of the one already in front of them.

As there are now two Middle Ages cards in front of them, they immediately make two marks on that board.

They correct an anomaly, which they immediately mark on the rift board of their choice adjacent to the Middle Ages board.



End of the Game

The game ends at the end of the round during which the **last Rift token** is drawn.

Victory Point Scoring



Using the score board, players total their victory points.

- ◆ **Temporal Rifts:** The sum of the victory points marked in their color on each rift board.
- ◆ **Cards:** The victory points printed on all of their cards (cards played and cards in their deck).
- ◆ **Rift tokens:** The victory points printed on the Rift tokens in their possession.

The player with the most victory points wins the game.

In case of a tie, the player with the most Rift tokens wins. If the tie persists, the player holding the hourglass pawn wins.



Era Board Specific Rules

On each Era board, the player follows the specific marking rules described below. Once a board is full, no more cells can be marked on it.

Prehistory Side A: Stone Age



The slopes of the volcano split into many trails — but no one may take the path of another. The first tribe to reach each junction not only claims the best resources: it carves the very first marks of history into the rock.

Start - The player makes their first mark on one of the two cells adjacent to the red/blue starting point.



Marking - The player progresses along the trail by marking adjacent cells. Each trail is exclusive: if a player has started down a trail, their opponent is forced to take the other. After the junctions, this constraint still applies: if one player takes the short trail, the other must take the long trail, and vice versa.



Rewards - Symbols on the trails are gained the moment they are marked.

- **Junctions** - The player marks as many anomalies as the number shown on the black disc in the center. Those chosen by the player arriving first at a junction are no longer available to the second. The player arriving first at the junctions also gains an exclusive immediate bonus, shown in yellow near the checkered flag, , which they then mark so it becomes inaccessible to their opponent.

- **Anticipation Cell**  - Marking a cell containing a "+1" lets the player look at the next junction and immediately mark one available anomaly.

Side B: Valley of the Mammoths

From arid to icy lands, every beast must be surrounded before being slain — but glory goes to the one who delivers the killing blow. It is that hunter who chooses the cave, and carves the prints that history will remember into the rock.

Start - If there are no marks around a beast yet, the player must make their first mark on the starting cell of that beast, outlined in yellow.

Marking - The player may distribute their marks across one or several of the 6 beasts. Except for the starting cell, every new mark must be adjacent to an already-marked cell (regardless of the mark's color), with the goal of surrounding the animal.

- **Killing blow** - The central icon of the beast counts as the final cell. Once all the cells around the beast are filled, the player must mark the beast itself to finish it off (thus spending 1 mark there).

Rewards - Symbols around the beasts are gained the moment they are marked.

- **Caves** - The player who delivers the killing blow to the beast, chooses one of the 2 connected caves to explore. The 3 symbols of the chosen cave are distributed based on player involvement (number of marks around the beast):



- If this player has the majority, they choose 2 symbols. The opponent takes the 3rd (only if they took part in the surrounding).
- If this player has the minority, they choose 1 symbol. The opponent takes the other 2 (if they took part).
- If this player fought the beast alone, they win all 3 symbols

Antiquity

Side A: Mare Nostrum



The ancient cities fight over the maritime routes, each linked island strengthening their commercial empire. To extend one's network is to weave a web of influence that the centuries cannot erase.

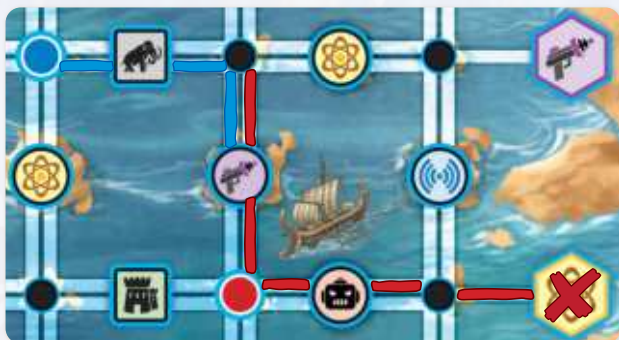
Start - The player makes their first mark (line) from the starting point matching their color.



Marking - On this board, each mark is a line connecting two points, or a point to a symbol (the line must stop when it reaches a point or a symbol).

Each new line must start from a point or a symbol already linked by a previous line of the same color (or from the starting point).

Players may create branches, but may not draw an isolated line. You can draw a line parallel to your opponent, except to reach a board-edge hexagon.



Rewards - Reaching a symbol on a grid cell lets the player apply it immediately. These symbols are not marked and remain available to the other player even if one player has already reached them.

• **Grid edges** - Reaching a grid-edge hexagon lets the player gain the corresponding anomaly. This reward is cumulative: the player gains as many anomalies



of this type as the number of times they have reached this same type of anomaly on a grid edge.

(Example: if they reach the edge giving the Energy Source anomaly for the 3rd time in the game, they immediately gain 3 Energy Sources.)

Side B: Tikal

The temple does not rise by the grace of a single city — every block laid, whatever the builder, brings the pyramid closer to its final shape. It is the one who carved the noblest stones whose name will cross the millennia.

Start - The player makes their first mark on one of the two cells adjacent to their starting point, at the tip of their side of the pyramid.



Marking - The player progresses by marking cells that are adjacent and linked by the paths, creating whatever branches they wish. They may also cross to the other side and mark cells on the opposite pyramid.



Rewards - The symbols in the cells linked by the paths are gained the moment they are marked.

• **Cells framed by 2 gray arrows** - when a player marks the last of the two cells that frame such a cell, they immediately gain its symbol.



• **Central cells** - These offer double rewards, won by the first player who manages to reach them.



Note: this symbol lets the player gain one mark on one of the two adjacent Era boards.



Middle Ages

Side A: Shogun



The Kanto Plain is the heart of feudal Japan: whoever controls it imposes their law on the entire country. The daimyos extend their fiefdoms one step at a time — for it is the map of tomorrow's Japan that is being drawn beneath their feet.

Start - The player makes their very first mark in the cell of their choice, anywhere on the grid.

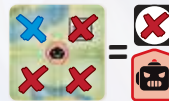
Marking - All of a player's marks must be **orthogonally adjacent** to a cell already marked in **their** color (whether a mark from this turn or a previous turn). If several cells are marked during the same turn, they do not need to be adjacent to each other, as long as each touches at least one of the player's cells. A cell marked by a player becomes permanently unavailable to the opponent.

• **Rescue Rule** - If a player is completely blocked and can no longer respect adjacency, they may mark any free cell of the grid, and must then play adjacent to this new cell from then on.

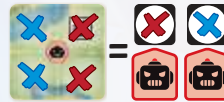


Rewards - Symbols on the grid are gained the moment they are marked.

• The anomalies located at the intersections of 4 cells are gained as soon as these 4 cells are marked, based on majority presence:



3 / 1 - The majority player (3 marks) gains the anomaly.



2 / 2 - Both players gain the anomaly. The player who places the 4th mark resolves their reward first.



4 / 0 - The player who marked all 4 cells gains the indicated anomaly twice.

Side B: Siege (Asymmetric)

From atop the ramparts, the defenders watch the slow advance of the enemy trebuchets with worry. The attackers have but one opportunity: to launch the assault before the castle becomes impregnable. The fall of these walls will be inscribed in the chronicles for centuries to come.

The first player to mark on this board chooses between the role of the attacker or the defender. Their opponent automatically takes the remaining role.

Role: The Attacker (The Trebuchets)

Start - The player makes their first mark on the lowest cell, furthest from the castle, on the trebuchet of their choice.

Marking - The player distributes their marks across the trebuchets. They must advance cell by cell, from back to front. They may start a new trebuchet without having finished the previous one.

Rewards - The symbols in the cells are gained the moment they are marked.

• **Final rewards** - When a trebuchet is completely marked, the player gains all the symbols at its tip, except those drawn with a dotted outline that are not circled yet. They then choose 1 additional tactical effect:



■ **either Upgrade:** Circle a dotted symbol at the end of another trebuchet (it will be added to that trebuchet's final reward).



■ **or Direct Hit:** Cross out a symbol  located between the castle towers to prevent the defender from gaining it later.

Pressure (Bonus) - if the Attacker finishes 4 trebuchets before the Defender has had time to activate their Keep Bonus, the Attacker permanently crosses out the Keep Bonuses, and the Defender can no longer claim one of them.

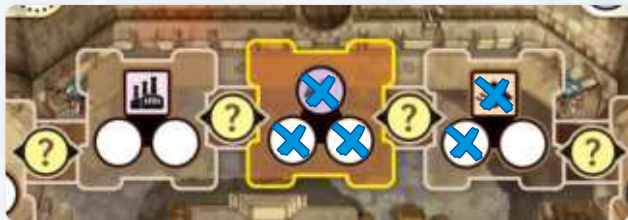
Role: The Defender (The Castle)

Start - The player makes their first mark inside one of the three starting towers outlined in yellow.



Marking - The player distributes their marks inside the castle's towers.

Major constraint: Once a tower is started, it must be entirely filled before the player can begin marking another tower. Once finished, they may continue to an adjacent tower or on another starting tower.



Rewards - The symbols in the towers are gained the moment they are marked.

• **Links** - When the Defender manages to finish 2 towers that are adjacent (and whose link has not been crossed out by the Attacker), they gain the link symbol (an anomaly of their choice).



• **Keep Bonus** - At any moment of the game, the Defender may select a single Keep Bonus based on the number of towers they have finished (the 1st bonus requires 2 finished towers, the 2nd requires 4 towers, and the 3rd requires 6 towers).



The chosen bonus is gained immediately, the other 2 are permanently crossed out.



Modern Era

Side A: Industria



Amid the clatter of steam engines, the London docks are the stage of an invisible battle. Each completed row of warehouses tips the scales a little further to the right side of History.

Start - The player marks a starting cell of their choice (outlined in yellow) located on the bottom row.



Marking - Each newly marked cell must be on the bottom row, or immediately above a cell already marked by any player.

Rewards - The symbols in the cells are gained the moment they are marked.



• **Complete Row** - The player who marks the last cell completing a horizontal row gains the symbol shown to the side of that row, if there is one (regardless of who owns the other marks in the row).



• **Combos (Bonus)** - after the Mark Cells part of their turn, the player may scribble out a group of cells marked in their color to immediately gain a bonus. The scribbled cells are not erased: they remain marked and stay unavailable afterward. The cells must be adjacent to each other (connected group), with no particular shape constraint.



3 adjacent marked cells > add 1 mark on the Middle Ages Era board.



4 adjacent marked cells > add 1 mark on the Middle Ages Era board and mark 1 anomaly of the player's choice on the adjacent rift.



5 adjacent marked cells > mark 2 anomalies of the player's choice on the adjacent rift.



Side B: Terraforming Mars

The red planet is a blank slate being disputed by two teams of rival engineers. Assembling one's modules, conquering the strategic zones: tomorrow belongs to the one who lays down their mark today.

Start - The player picks a starting cell, bordered in their color, in one of the shapes (tetriminoes) at the bottom of their side of the board.



Marking - The player distributes their marks across any tetrimino on their side of the board. They may start a new tetrimino without having finished the previous one. Any mark on a tetrimino must be made on a color-outlined starting cell, or on a cell adjacent to a cell already marked on a started tetrimino.

Rewards - Within each tetromino, the symbols in the cells are gained the moment they are marked.

• **Completion** - As soon as a tetromino is entirely marked, it is sent to the Martian ground in the center of the board. The player reproduces the shape in the center (rotation and reflection are allowed) by marking the equivalent cells.

Constraint : The tetromino must fit entirely within the central zone. It may straddle several zones or white cells. If there is not enough space at the desired location, it must be placed elsewhere.



• **Zone Bonus** -



If placing a tetromino covers the last square of a certain color (orange, pink, gray, blue, green, yellow) the player gains 1 anomaly of their choice.



If they are the only player to have placed tetrominoes in that colored zone, their reward becomes 2 anomalies of their choice.

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