

## Books of Time Rules Summary (v3)

### Setup (2-4 players):

- Each player gets a Player Board (narrow strip), plus a Bookmark and 4 markers of their color (**blue**, **orange**, **purple**, **yellow**)
- Each player gets 3 "books" which consist of a two ring binder with a front and back cover plus **starting pages** numbered **I** and **II** of each color. Set them in front of you.
- Each player gets one set of the **Red (Science)**, **Green (Industry)** and **Gold/Yellow (Trade)** Objectives stacked with the largest on the bottom of each color. **Note:** the back side of all 3 of each color must be identical.
- The Civilization Board (with **Science**, **Industry** and **Trade** tracks) goes in the center of the table. Place a color marker for each player at the bottom of each track as well as on the **10** on the scoring track.
- Place all tokens within reach of players
- Each player gets 2 pen & 2 paper tokens and reference card
- Shuffle the **brown** edged (Chronicle) cards. Remove 8 back to the box. Place the 15 remaining cards with the **Brown** front and back covers in a two ring binder. Place it on the lectern adding the **brown** bookmark 3 pages from the end, but keep it open to the first page to start the game.
- Shuffle all non-starting pages to create a common deck and deal 6 to each player. They insert (Write) one of their cards into their matching color book, gaining the instant benefit (bottom box on card - if it is to gain a card from the offer, do so after the next stop). Place 2 other cards above their Player Board (left most spots). Remaining cards go to a discard pile (next to the common deck).
- Draw 4 cards from the common deck and place them in a row across from that deck (called the "offer")
- Randomly select a "starting player"

### Game Play:

Play is a series of rounds, each ending with an **event phase**. Each player clockwise each round does 1 of these 6 actions.

#### 1. **Activate** Pages

- Activate 1 or both visible pages (in any order) in 1 book. Some require payment to activate. If the ability gained is to add a page, it must be in a different book.
- When done, turn the page. If it was the last page, do the Close Book procedure for free, gaining all instant bonuses (in any order) and ending with the first page showing.

#### 2. **Write** (Insert) Pages (one or more times)

- Choose a page card from above your player board, pay its cost, then add it to its color book gaining its instant bonus

#### 3. **Close** a Book

- You may close a book before you reach the end. Gain all instant bonuses PRIOR to the current page (in any order). End with the first page showing.

#### 4. **Draw** Page Cards

- Draw exactly 2 page cards from the offer or the top of the common deck. You may first pay 2 points to discard any of the offer cards into the discard pile replacing them with

cards from the common deck.

- Replace each card from the offer with a new card from the common deck. You may look at the back of the offer cards (*but not the common deck top card*).
- Add selected cards in the leftmost spot above your player board, shifting cards to the right if needed (discard cards shifted off the end).
- If the common deck runs out of cards, shuffle the discard pile into a new common deck.

#### 5. **Advance** on a Civilization Board track (one or more times)

- Pay the cost to the right of the spot you wish to advance to then choose one of these two options:
  - Gain the benefit shown in that space. If you are already at the top of that track, instead of moving your marker, gain the benefits shown above that track. OR...
  - If this is NOT the top spot on the track, you may take the top Objective tile of that track's color. Flip it over, gain one of the listed benefits and then discard it.

#### 6. **Turn Pages**

- Turn the page (right to left) in any (or all) of your books. Gain the instant bonus on the current page of all books.

**In addition to the one action**, each player may take one of the benefits from the current **Chronicle book pages** (left or right side) before or after their 1 action).

### Event Phase:

- After each player has had a turn in a round, turn the page on the **brown Chronicle book**.
- If you reach the page in the Chronicle book with the bookmark, there are only three rounds left in the game.
- Then begin the next round with the same starting player (house rule could be to shift the starting player clockwise to allow different players to be the starting player for a round).

### Game End:

When you turn the last page in the **brown Chronicle book**, that marks the end of the game. Do the End Game Scoring.

### End Game Scoring:

- Each player checks if they meet the requirements shown on the top tile of each Objective stack. If so they gain the points shown at the bottom of that tile.
- Each player checks if they have a marker at the top spot of a track. If so, they gain 2 points for every page in that color book (not including the front or back cover pages).
- Each player gets 1 point for every 5 pen, paper or file tokens they have left.

The player with the most points wins. In case of a tie, the player with the most file tokens left wins.

**Note:** During gameplay, a file token may also be used as either a pen or paper token (but not both). This is indicated on the reverse side of the file token.

See the rulebook and reference card for the meaning of icons!