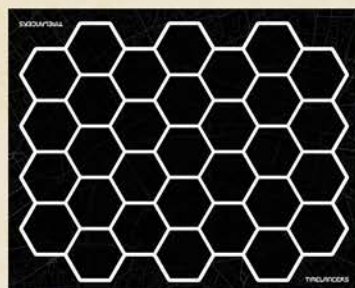




MANUAL



# COMPONENTS



1 CITY MAT



15 CITY TILES



48 EVENT CARDS  
(12 OF EACH TYPE)



8 FACTION CARDS



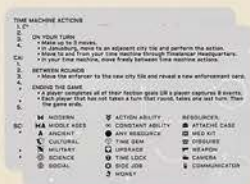
♠ MONEY  
(30 ONES / 15 FIVES)



4 TIME MACHINES



4 CHARACTER PIECES



4 REFERENCE CARDS



28 ENFORCEMENT CARDS



2 ENFORCERS



15 TIME LOCKS



4 CHARACTER BOARDS



16 GOAL MARKERS  
(4 COLORS / 4 EACH)



1 FIRST PLAYER  
MARKER



24 SIDE JOB CARDS



28 SOLO CARDS



20 UPGRADES



15 MED KITS



15 ATTACHÉ CASES



15 WEAPONS



15 DISGUISES



15 CAMERAS



15 COMMUNICATORS



30 TIME GEMS



## THE CURRENT HISTORY OF THE FUTURE

At the end of the 21st Century, scientists used particle accelerators to create a new element called Temporillium - commonly known as Time Gems. Time Gems bent time and space, allowing for time travel, however the average human body was too fragile to withstand the quantum changes that occur during the process.

Once scientists successfully edited human DNA at the beginning of the 22nd Century, they produced a new species capable of surviving time travel called Homo Temporis - known as Temps.

Political factions developed their own Temps and fought over control of the past in order to alter the future. The Time Wars saw millions of people killed and erased from history as factions went back and revised the past.

In 2140, Janusburg, the new world capital, banned any form of time travel and the controversial procedure that creates Temps. A new police force - Time Enforcers - was established to aggressively hunt down any Temps that disobeyed the law.

A small group of Temps formed an underground collective that grew over the thirteen years since time travel was banned. They became freelance mercenaries for the warring factions; changing the past for the highest bidder. They call themselves TIMELANCERS.





# GAME SETUP





## JANUSBURG - MAIN BOARD

1. Place the city mat in the center of the table within reach of all players.
2. Place the Timelancer Headquarters city tile on a central space on the main board that is surrounded by 6 spaces.
3. Shuffle the remaining city tiles and randomly place one - either side face up - on each edge of Timelancer Headquarters. There will now be 7 city tiles on the main board with Timelancer Headquarters in the middle.
4. Place the remaining city tiles in any configuration using the following guidelines:
  - All city tiles must be placed within the borders on the city mat.
  - All city tiles must be adjacent to at least 2 other city tiles.

## ENFORCERS

5. Shuffle the enforcement cards and place them near the main board with the enforcer.
  - For a 1-2 player game, two enforcement decks and two enforcers will be used. Separate the two decks (1-2) and (1-4) and place them and the enforcers next to the board. Draw the top enforcement card from each deck and place them next to the decks face up.
  - For a 3 or 4 player game, one enforcement deck and one enforcer will be used. Draw the top enforcement card from the deck and place it next to the deck face up.

## EVENT CARDS

6. Sort event cards into the following four types - Cultural , Military , Science , and Social  - and shuffle each event deck.
7. Place each event deck around the main board. Reveal the top 3 cards from each deck and place them in rows that are visible to all players.

## THE SUPPLY

8. Place the two supply containers near the main board.
9. Shuffle the side job cards and place them in a deck near the supply containers.



Watch How To Play Videos at  
Timelancers.com

## FOR SOLO GAMES

Shuffle the solo cards and place them in a deck near the supply containers.





### 3 Player Game Shown Recommended City Set Up For First Game



### PLAYER SETUP

10. Each player chooses a character and takes the matching character piece, character card, time machine, 4 goal markers, and a reference card.
11. Place each player's character piece on Timelancer Headquarters on the main board.
12. Randomly deal 1 faction card to each player.
13. Randomly deal 2 side job cards to each player.
14. Choose a starting player. They become Player 1 and receive the first player marker.
15. Players start the game with the following items:
 

PLAYER 1 - 5, 1 time gem	PLAYER 2 - 5, 2 time gems
PLAYER 3 - 6, 1 time gem	PLAYER 4 - 6, 2 time gems
16. Starting with the last player and working backwards to the first player, each player chooses an event card from the face-up cards and adds it to their reserve event space on their character card.



## GOAL OF THE GAME

Each player is a Timelancer whose goal is to gain the most merits as efficiently as possible so that they can move up the ranks of the Timelancer hierarchy.

Timelancers gain merits by capturing events, completing faction goals, completing side jobs, upgrading their time machines, and by collecting time locks, resources, and money.

## GAME OVERVIEW

The game is played over a series of rounds, with each player taking one turn each round. A player's turn consists of making up to three moves - either in Janusburg, their time machine, or a combination of both. Players will collect resources for their mission while in Janusburg and then use those resources to capture events with their time machines.

Repeating or revising an event and placing it onto a time machine is known as **CAPTURING THE EVENT**. Events currently on a player's time machine are known as **CAPTURED EVENTS**.

Once every player has taken a turn the round ends and the enforcer will move to a new city tile and a new enforcement card will be drawn. Gameplay continues until a game ending condition is met.

**For a traditional game, as soon as any player completes their faction card's 4 end goals OR captures 9 events, the end game begins.** Each player that has not taken a turn during the round will take their turn. As soon as play gets back to the first player, the game immediately ends and players add up their merits.

*Two Player, Advanced, and Solo rules are on Pages 15 & 16.*





*Timelancers operate like spies, collecting the resources they need in Janusburg and using those resources to revise and repeat events when they time travel.*

## PLAYER TURNS

Each player begins the game on Timelancer Headquarters. On each player's turn, they may make up to 3 moves - either in Janusburg, their time machine, or a combination of both.

### MOVING IN JANUSBURG

Players may move from the city tile they currently occupy to an adjacent city tile and perform the action of the new city tile. Moving to a new city tile and performing the action on that city tile counts as 1 of their 3 moves.

*All city tile actions are explained on page 17.*

At the start of their turn, players **MUST** move to a new city tile - they cannot perform the action of their starting city tile unless they return to it on a later move. During the current turn, players cannot immediately return to the city tile they just previously occupied.

Players may **NOT** end their current turn on a city tile occupied by another player - **except for Timelancer Headquarters**. Players may pass through and take the action of a city tile that is occupied by another player as long as they do not end their turn on that city tile.

Players may **NOT** pass through, perform actions, or end their turns on city tiles occupied by an enforcer.

*Enforcers are explained on page 10.*

Players do **NOT** have to perform the action on a city tile in order to pass through it. If a player moves to a city tile and does not perform the action, it still counts as 1 of their 3 moves.





## MOVING IN TIME MACHINES



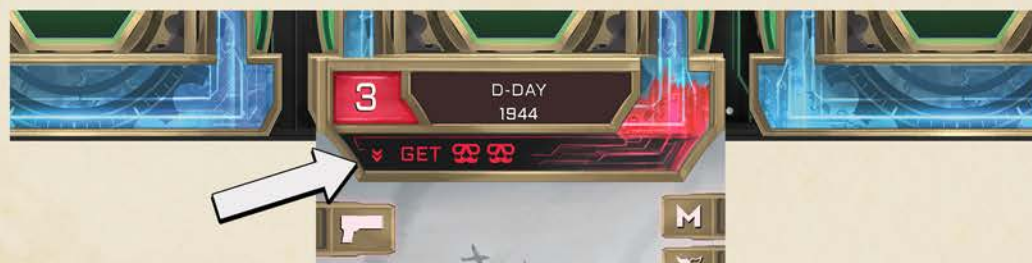
Each time machine has 9 time machine actions a player may perform. Above each time machine action are empty upgrade slots that signify the time gem cost associated with that action. A player may only land on and perform a time machine action if they can afford the time gem cost and if they are capable of performing the action.

Once in their time machines, players may move freely to any time machine action, including doubling back to a previously used time machine action, however players may **NOT** perform the same time machine action two times in a row. They must move to a different time machine action or Timelancer Headquarters first.

When paying the time gem cost, check for upgrades that lower the time gem cost. *More about upgrades on page 12.* Players may also have constant abilities that lower the time gem cost. *More about abilities on page 11.*



After paying the time gem cost, a player may perform the action ability (*if available*) of the event that is currently placed on the time machine action they occupy.



Once a player has paid the time gem cost and performed their action ability, they **MUST** perform the time machine action they currently occupy.



### RESOURCE LIMITS

Players may **NOT** have more than 10 resources before making their next move. Players may acquire more than 10 resources and use them while performing their current move, but they must discard down to 10 resources before making their next move.

If a player acquires more than 10 resources while in Janusburg, they must discard down to 10 resources and leave the discarded resources on the current city tile they occupy. If a player acquires more than 10 resources while in their time machine, they return the discarded resources to the supply.

If any player moves to a city tile with discarded resources on it, that player may freely acquire any or all of those resources - keeping in mind the 10 resource limit.

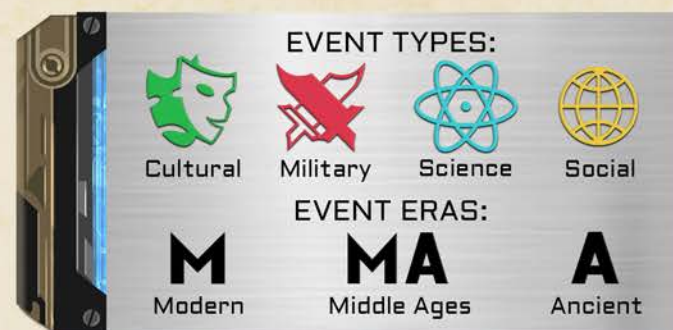




## CAPTURING EVENTS

Players will capture events from the face-up event card rows. They may choose any event type, but it must be the correct era according to the time machine action they perform: Modern, Middle Ages, or Ancient.

When a player captures an event, they should check their constant abilities first to see if they have any discounts. Then, they will pay the remaining resource cost of the event that they are capturing. The resource cost of each event is shown on the left side of the event card.



The player must place the captured event on one of the 9 spaces on their own time machine **IN CHRONOLOGICAL ORDER**. (The event does not need to be placed on the time machine action the player currently occupies and it does not need to touch other events on their time machine.) If the player performed a repeat action, they will place the event so that the title side of the card is touching their time machine. If the player performed a revise action, they will place the event so that the REVISE side of the card is touching their time machine. Once an event has been placed on a time machine, it may not be moved unless capturing another event on a subsequent turn would force it to move in order to place the events in chronological order. If multiple cards must be moved, the player may choose which card or cards to move, but they may only move cards far enough to clear one spot for the newly captured event.



After capturing the event, the player receives the amount of money shown on the side tab on the right of the event card. **Always remember to get your money!**

After a player captures an event, do not refill the face-up rows until the end of their turn.

If the captured event was revised it causes a ripple effect and players will follow the Revising Events steps on page 9.





## REVISING EVENTS

If the captured event was revised, players will perform the following steps:

STEP 1. Note the event type and the year it occurred.

STEP 2. All players - including the current player - will flip all of the events on their time machines that match the event type **AND** that occur chronologically **AFTER** the newly revised event. **Flipping an event means to rotate the event from repeat to revise or from revise to repeat.**

STEP 3. Flip over **ALL** of the city tiles that match the type of the revised event - including city tiles that are currently occupied by other players and enforcers. **Flipping a city tile means to turn the tile over to the opposite side.**

## REPEATING EVENTS

If the captured event was repeated, players will proceed to their next move without performing the Revising Events steps listed above.

## OTHER TIME MACHINE ACTIONS

### RESERVE AN EVENT

Players will choose any one event from the face-up event card rows or a card off the top of one of the event card decks and place it on their reserve event spot located on their character card. Players may only reserve one event at a time, however they may exchange a new event with the one they currently have reserved. Return the old event to the bottom of its corresponding deck. After a player has reserved an event, do not refill the face-up rows until the end of their turn.

### FLIP YOUR EVENT

Players will flip one of the events on their own time machine. They will rotate their event from either repeat to revise or from revise to repeat. This will **NOT** cause any of the Revising Events Steps listed above to occur.

### FLIP A CITY TILE

Players will flip over one city tile in Janusburg - including city tiles occupied by other players or enforcers.

#### STEP 1



#### STEP 2



#### STEP 3





## EVENT ABILITIES

Each event has two abilities - one for repeating and one for revising the event. Players only receive **ONE** ability from the event at a time, **NOT BOTH** abilities. Players receive the ability that is currently touching their time machine. The ability the player receives will change if the event is flipped.

### ACTION ABILITIES



These abilities may be performed whenever a player performs a time machine action that the event is placed on. Action abilities should be performed after the time gem cost has been paid and before the time machine action is performed.

### CONSTANT ABILITIES



These abilities are always available for the player once they have been placed on their time machine and work no matter which time machine action is being performed.

ACTION  
ABILITY



CONSTANT  
ABILITY



## ENFORCERS

After each player has taken a turn, the round ends. At the end of each round, the enforcer will move to the city tile location shown on the face up enforcement card that was drawn at the start of the round - or during the game setup if it is the end of the first round. *In a 1 or 2 player game there will be two enforcers and two enforcement decks.*



After the enforcer moves, reveal a new enforcement card and place it face up in the enforcement discard pile. This will be the next location the enforcer moves to at the end of the round.

During the round, players may **NOT** pass through, land on, or end their turn on the city tile where the enforcer is located. Players may use the Lab to copy the action of the city tile where the enforcer is, but this would be the only way to perform the action of the enforcer's city tile during the round.

The location where the enforcer will move to next is revealed by the enforcement card at the start of the round, so players should plan accordingly and **NOT** end their turn on that location. **If a player is on the city tile where the enforcer moves, they will be trapped and have to skip their turn for the round as they hide from the enforcer.**

If the enforcement deck or decks run out, shuffle the discard pile or piles and continue drawing cards. *Counting the number of enforcement cards that have been drawn is a good way to keep track of the number of rounds.*



## SIDE JOBS



Players can earn merits by accomplishing side jobs during the game. Players are dealt 2 side jobs at the start of the game and more can be gained in Janusburg at the Capitol or received from an action ability.

Side jobs can **ONLY** be accomplished when a player captures an event. The player must revise an event that matches the event type and era listed on the side job card. Only one side job can be accomplished per captured event. Side jobs **CANNOT** be accomplished by flipping events already on time machines. *Any side job a player does not accomplish before the end of the game does not count negatively against their score.*

Players should keep their side jobs hidden until they are accomplished, at which point players will immediately reveal the card and set it aside to be scored at the end of the game.

There is a side job **hand limit of 3**, but players may draw new side jobs and exchange them with those in their hand. There is no limit to the number of side jobs players may accomplish and set aside. If the side job deck runs out, shuffle the discard pile and form a new deck. If the side jobs completely run out, no more can be acquired.



*To combat the disruptive, ripple effects of revising history, scientists created Temporal Stasis Mechanisms - aka Time Locks - that can briefly freeze an event on the historical timeline.*

## TIME LOCKS



Players can protect their captured events with time locks that can be bought at the Locksmith or received from an action ability.

If a player is required to flip a captured event, they may discard a time lock instead of flipping their event. **One time lock only stops one event from flipping.** Players may discard multiple time locks if they have multiple events that are required to flip. Players may choose which event their time lock keeps from flipping. Alternatively, players may instead choose to flip their events and keep their time locks for their merit value. Discarded time locks are returned to the supply.

There is no limit to the number of time locks a player may have, however there are a limited number of time locks in the supply. If the supply runs out, no more can be acquired by any player. Every time lock is worth 1 merit.





## TIME MACHINE UPGRADES



Upgrades lower the amount of time gems required to perform a time machine action. They can be bought at the Engineer or received as an action ability. Once a player buys or receives an upgrade, they must immediately place it on an upgrade slot above one of their time machine actions. Once all of the upgrade slots above a time machine action have been filled, no more upgrades may be added to that action.

There are a limited number of upgrades in the supply. If the supply runs out, no more can be acquired by any player. Every upgrade is worth 1 merit.



## RESOURCES



There are only 6 types of resources in the game: Attaché Case, Med Kit, Weapon, Disguise, Camera, and Communicator. The ● symbol signifies any resource. The other items in the game - money, time gems, time locks, etc - are not considered resources.

There is a 10 resource limit for players between moves, however, there is no limit to the number of resources in the game. If the supply runs out of a certain type of resource, use another item as a suitable place holder. Excess resources are worth merits at the end of the game - 3 resources are worth 1 merit.

## MONEY - JANUSBURG DOLLARS



Players will earn money for each event they capture. Money can be used to buy items in Janusburg and excess money is worth merits at the end of the game. Every ₡5 is worth 1 merit.

There is no limit to the amount of money a player can have. If the supply runs out of money, use another item as a suitable place holder.



*Time travel is not possible without Temporillium - aka time gems. Timelancers are the main users of time gems, so they always have some available at Timelancer Headquarters. Since they are made so easily available, they are not worth merits.*

## TIME GEMS



Players need to pay the correct amount of time gems in order to perform time machine actions. When a player pays a time gem cost, they will return the time gems to the supply.

There is no limit to the number of time gems a player can have. If the supply runs out of time gems, use another item as a suitable place holder.



## FACTION CARDS & GOAL MARKERS

Faction cards provide each player with their faction's 4 end goals. A traditional game will require players to capture 5 events to fulfill their end goals and complete their faction card. Players may capture more than the required number of events listed on their faction card.

When players accomplish their end goals, they will place a goal marker on the completed end goal location. *This is important in order for all players to track the game's progress.*

**Goal markers are not permanent and can be removed.** On a subsequent turn, if events are flipped and a player is no longer meeting an end goal, they must remove the corresponding goal marker.



## ENDING THE GAME

As soon as any player completes their faction card's 4 end goals OR captures 9 events, the end game begins. Each player that has not taken a turn during the round will take their turns. As soon as play gets back to the first player, the game immediately ends and players add up their merits.

If a player completes an end game condition during the middle of their turn, they may finish their turn before play proceeds to the next player.

If and only if a player completes their faction card's 4 end goals, their goal markers become permanent and their time machines are NOT affected by the remaining players' moves. This means they would not have to flip their events if another player revises an event.

## CALCULATING MERITS

Players add up all of their merits earned from the following:

1. Captured events. Events score the merits listed on the corner of the card. *Only count the number on the side of the event that is currently on the time machine. Do NOT count both numbers of the event.*
2. Completed end goals - 2 merits each
3. Accomplished side jobs
4. Time locks - 1 merit each
5. Upgrades - 1 merit each
6. Every 35 - 1 merit
7. Every 3 remaining resources - 1 merit

The player with the most merits wins. If there is a tie, the player that captured the most events wins. If there is still a tie, the player with the oldest event wins.



# SCORING EXAMPLE



## 1. CAPTURED EVENTS

31 merits scored. Kylin captured six events and scored the merits listed on the corner of the event that is touching the time machine.

## 2. COMPLETED END GOALS

8 merits scored. Kylin completed all 4 end goals.

## 3. SUCCESSFUL SIDE JOBS

5 merits scored. Kylin accomplished 3 side job cards during the game = 2 + 2 + 1.

## 4. TIME LOCKS

2 merits scored. Kylin has 2 time locks worth 1 merit each.

## 5. UPGRADES

5 merits scored. Kylin has 5 upgrades worth 1 merit each.

## 6. EVERY 3

3 merit scored. Kylin has 16. Every 3 is worth 1 merit.

## 7. EVERY 3 RESOURCES

1 merit scored. Kylin has 4 leftover resources. Every 3 is worth 1 merit.

**KYLIN'S TOTAL SCORE = 55 Merits**

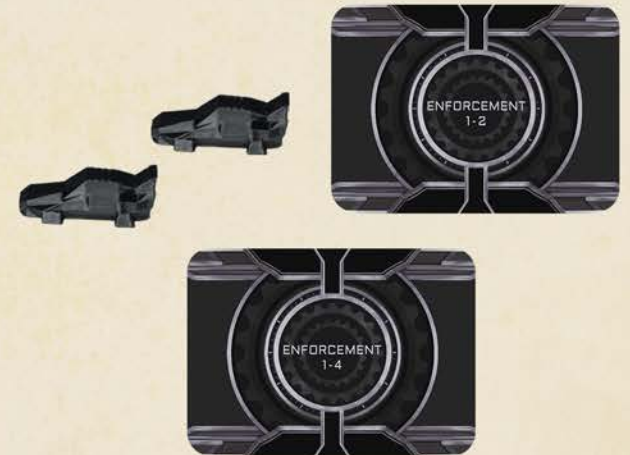


# GAME VARIANTS

## TWO PLAYERS

THE SETUP IS THE SAME EXCEPT FOR THE FOLLOWING:

1. Two enforcement decks and two enforcers will be used. Shuffle both decks separately and place them next to the main board with the two enforcers.
2. Draw and reveal one card from each enforcement deck and place it face-up next to their decks.



THE RULES ARE THE SAME EXCEPT FOR THE FOLLOWING:

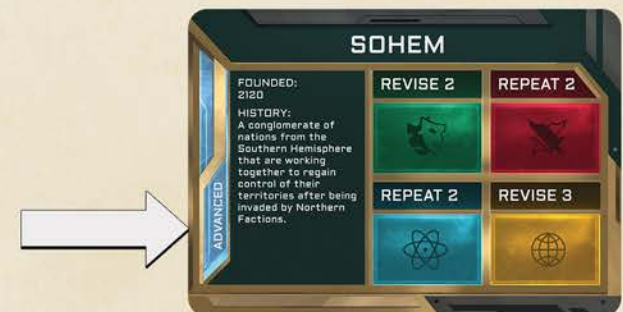
1. At the end of each round, both enforcers move to their new city tiles.
2. Draw and reveal one card from each enforcement deck.

## ADVANCED GAME

*Estimated Play Time 70-90 Minutes*

THE SETUP IS THE SAME EXCEPT FOR THE FOLLOWING:

1. Players will use the ADVANCED side of their faction cards.



THE RULES ARE THE SAME EXCEPT FOR THE FOLLOWING:

1. There is only one end game condition: A player must collect 9 events **AND** complete their faction card's end goals.
2. Players may capture events that are not required by their faction card in order to use the event's ability. If a player has completely filled up their time machine, they may replace a captured event with a newly captured event. Return the discarded event to the bottom of its corresponding deck.
3. When a player performs the FLIP YOUR EVENT action on their time machine and flips an event to REVISE, this causes a ripple effect just like when an event is revised when it is captured. Players will follow the Revising Events steps listed on page 9 when this occurs.



### REVISING EVENTS

- Step 1. Note Event Type and Year
- Step 2. All Players Flip Events
- Step 3. Flip City Tiles





# SOLO VARIANT

## THE SETUP IS THE SAME EXCEPT FOR THE FOLLOWING:

1. Two enforcement decks and two enforcers will be used. Shuffle both decks separately and place them next to the main board. Draw and reveal one card from each enforcement deck.
2. A solo deck of cards will be used. Shuffle the solo cards and place them next to the supply containers.
3. Use the ADVANCED side of the faction card.
4. Start the game with 3 6 and 1 time gem.

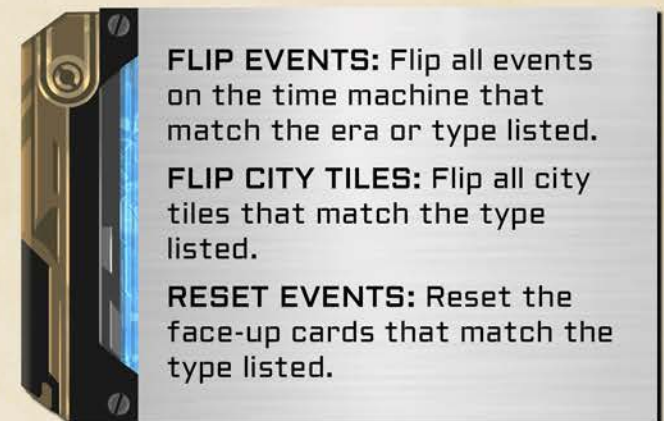


## THE RULES ARE THE SAME EXCEPT FOR THE FOLLOWING:

1. There is only one end game condition: **A player must collect 9 events AND complete their faction card's end goals.** As soon as this condition is met, the game immediately ends.
2. Players can make up to five moves before moving the enforcers and drawing new enforcement cards.
3. After every two rounds (*track rounds by counting enforcement cards*) players will draw a solo card.
4. Solo cards feature adjustments that will immediately alter the game and objectives that are worth 1 merit if they are accomplished before the next solo card is drawn. If accomplished, set the solo card to the side to be added to the final merit score at the end of the game.
5. Players may capture events that are not required by their faction card in order to use the event's ability or accomplish objectives. If a player has completely filled up their time machine, they may replace a captured event with a newly captured event. Return the discarded event to the bottom of its corresponding deck.
6. When players perform the FLIP YOUR EVENT action on their time machine and flip an event to REVISE, this causes a ripple effect just like when an event is revised when it is captured. Players will follow the Revising Events steps listed on page 9 when this occurs.

**ADJUSTMENTS**  
PERFORM WHEN DRAWN

**OBJECTIVE**  
COMPLETE BEFORE  
A NEW CARD IS DRAWN



## SCORING IS THE SAME EXCEPT FOR THE FOLLOWING:

1. Add merits from the solo cards. Each completed solo card objective is worth 1 merit.
2. Subtract the number of rounds played from the merit total to get a final score. (*Count the played enforcement cards to get the round total*) Timelancers is a game of efficiency, so the quicker players can accomplish their goals, the better their merit total will be.

Use the following guide to determine Timelancer Hierarchy Rankings:

DEFECTIVE	0 - 20
NOVICE	21 - 40
ADEQUATE	41 - 60
PROFESSIONAL	61 - 75
MASTER	76+



## CITY TILE EXPLANATIONS

### ARMORY

- Pay 31 to receive 1 weapon
- Pay 31 to receive 2 weapons

### BANK

- Receive 31
- Receive 32

### THE CAPITOL

- Draw 1 side job
- Draw 2 side jobs

### COURTHOUSE

- Reset the 3 face-up cards for any 1 event type
- Reset 1 face-up card from any 1 event type

### ENGINEER

- Pay 31 to receive 1 upgrade
- Pay 32 to receive 1 upgrade

### HOSPITAL

- Receive 1 med kit
- Receive 2 med kits

### JEWELER

- Pay 31 to receive 2 time gems
- Pay 32 to receive 2 time gems

### LABORATORIES

- Copy the face-up action from another city tile after paying its cost.  
*Players can copy city tiles that are occupied by enforcers.*
- Transport to another city tile and perform its action. *Moving to Laboratories, transporting to a different city tile, and performing that city tile's action all count as 1 move. Players cannot immediately return to Laboratories if they transport to a city tile next to Laboratories, BUT they may transport to the city tile they just previously occupied before the Laboratories.*

### LOCKSMITH

- Pay 31 to receive 1 time lock
- Pay 32 to receive 1 time lock

### MARKET

- Trade any 1 resource for any 1 resource from the supply
- Trade any 1 resource for any 2 resources from the supply

### NATIONAL ARCHIVES

- Receive 1 attaché case
- Receive 2 attaché cases

### SURVEILLANCE

- Pay 32 to receive 1 camera
- Pay 33 to receive 2 cameras

### TAILOR

- Pay 31 to receive 1 disguise
- Pay 31 to receive 2 disguises

### TELECOMS

- Pay 32 to receive 1 communicator
- Pay 33 to receive 2 communicators

### TIMELANCER HEADQUARTERS

- Receive 1 time gem
- Timelancer Headquarters cannot be flipped.





## FREQUENTLY ASKED QUESTIONS

**DO I HAVE TO PERFORM THE ACTION ON THE CITY TILE I LAND ON?**

No, you do not.

**CAN I END MY TURN ON THE SAME CITY TILE I STARTED MY TURN ON?**

Yes. You just cannot immediately return to the same city tile. It is possible to return to the city tile you started on using your third move.

**CAN I GO BACK AND FORTH BETWEEN MY TIME MACHINE AND TIMELANCER HEADQUARTERS MULTIPLE TIMES ON THE SAME TURN?**

Yes. You can start on Timelancer Headquarters, go to your time machine and perform an action, then return to Timelancer Headquarters. *Your time machine is located inside of Timelancer Headquarters and you're getting in and out of it while inside of the building.*

**CAN I RESERVE MORE THAN ONE EVENT?**

You can only hold onto one reserved event at a time, but you can exchange it for a different event. Return the discarded event to the bottom of its corresponding deck.

**CAN I TRANSPORT TO MY TIME MACHINE FROM THE LABORATORIES CITY TILE?**

No. You can only transport to other city tiles.

**WHAT IF WE FORGOT TO FLIP THE CITY TILES WHEN AN EVENT WAS REVISED?**

Just continue playing and remember to flip them next time.

**I REVISED AN EVENT AND IT WAS WORTH 5 MERITS. IF IT WAS FLIPPED AND THE GAME ENDS WITH IT BEING REPEATED, HOW MANY MERITS IS IT WORTH?**

It is worth 4 merits, since the repeated side is now touching the time machine. It does not matter how the event was originally placed on the time machine, only which side is touching the time machine at the end of the game.

**HOW DID YOU DETERMINE THE DATES FOR THE ERAS?**

Depending on which experts you speak to, they have different dates that signify the change of eras and it's difficult to lock in an exact date. For the end of antiquity we chose 500 CE and for the end of the Middle Ages we chose 1500 CE because they were in the experts' average date ranges that would be easy to remember while playing the game.

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**SPECIAL THANKS TO OUR EARLY PLAY TESTERS:**





Henry Greenberg, Tony Robles, Drew Johnson, David Reed








**THANKS TO OUR PLAY TESTERS:**







Ervin Balorio, Mee Balorio, Forrestt Clabaugh, Rick Currey, Ruth Currey, Nick Erdmann, Aaron Grisafi, Curtis Heckmann, Drake Heckmann, Jennifer Heckmann, Terry Herrin, Mark Howard, Ryan Jarrett, Kisa, John Kyle, Andrew Lagattuta, King Manuel, Schmedley Mayers, Makayla Murray, Katie Dubre, Jeffrey Ross, Jake Skipworth, Nick Sweeney, Tony Tedesco, Leo Torres, Micah Williams, Skyler Williamson, Tim Wilson, Jeffrey Wood, Keyan Zhang



# QUICK REFERENCE GUIDE

<b>M</b>	MODERN
<b>MA</b>	MIDDLE AGES
<b>A</b>	ANCIENT
	CULTURAL
	MILITARY
	SCIENCE
	SOCIAL

	ACTION ABILITY
	CONSTANT ABILITY
	ANY RESOURCE
	TIME GEM
	UPGRADE
	TIME LOCK
	SIDE JOB
	MONEY

RESOURCES:	
	ATTACHÉ CASE
	MED KIT
	DISGUISE
	WEAPON
	CAMERA
	COMMUNICATOR

## ON YOUR TURN

- Make up to 3 moves.
- In Janusburg, move to an adjacent city tile and choose to perform the action.
- Move to and from your time machine through Timelancer Headquarters.
- In your time machine, move freely between time machine actions.

## BETWEEN ROUNDS

- Move the enforcer to a new city tile and then reveal a new enforcement card.

## ENDING THE GAME

- A player completes all of their faction goals OR a player captures 9 events.
- Each player that has not taken a turn that round, takes one last turn. Then the game ends.

## TIME MACHINE ACTIONS

1. Check all of the constant abilities on your events for discounts.
2. Pay the time gem cost - minus upgrades.
3. If available, activate the action ability of the time machine action.
4. Perform the chosen time machine action.

## CAPTURING EVENTS

1. Check all of the constant abilities on your events for discounts.
2. Pay the remaining resource cost of the event being captured. Resource cost listed on the left side of the event card.
3. Place the event chronologically on your time machine. Older events to the left.
4. If the captured event was revised:
  - All players flip events that match the event type and occur chronologically after the newly captured event.
  - Flip over all city tiles that match the event type of the captured event.
5. Collect money for the newly captured event.

Stay up to date with the game and ask us questions at [Timelancers.com](https://www.timelancers.com)  
 Reach out to us for media and press at [PartyTails.com](https://www.partytails.com)  
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 We would be grateful if you would rate the game on [BoardGameGeek.com](https://www.boardgamegeek.com)

