TIMESTREAM

JUMP START RULES

The Game Board
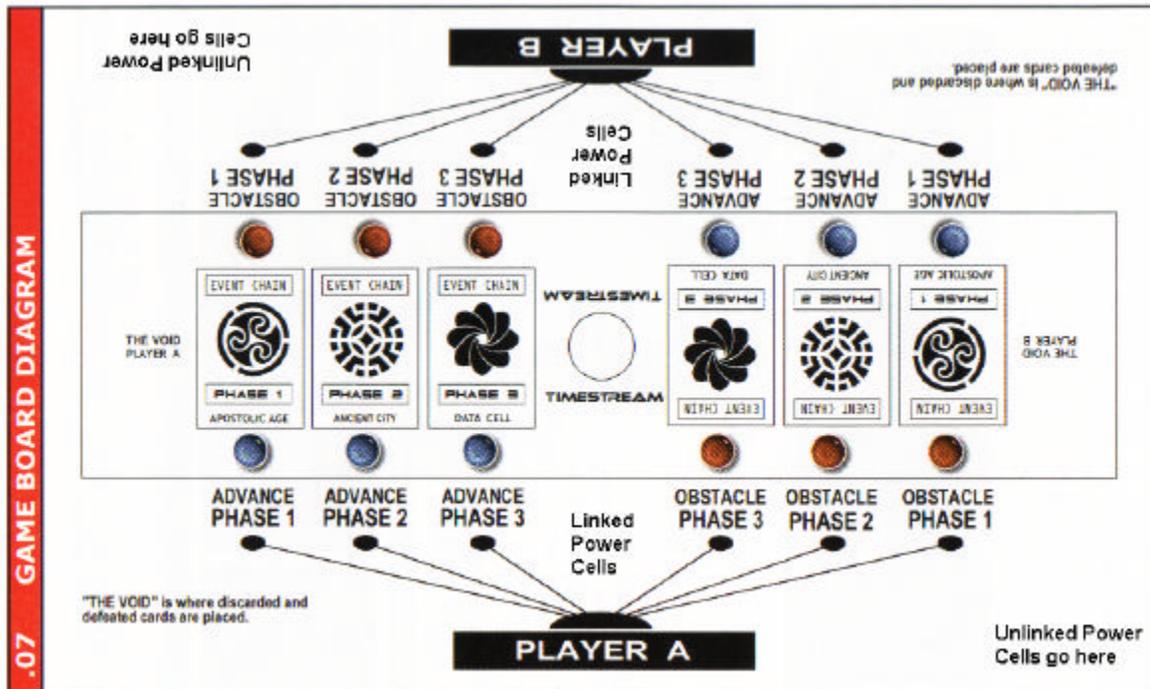
Goal

Your goal in TIMESTREAM is to journey back to the "Age of Apostles" where you must visit a Biblical city and record an event of Scriptural importance on a data cell, and return to the future with this knowledge. To accomplish this, you must first fill in one card in each of your three EVENT CHAIN phases. Once you have accomplished this, play your TIMESTREAM card to return to the future and win the game! Play ADVANCE cards to protect your EVENT CHAIN phases, and play OBSTACLE cards to target your opponent's EVENT CHAIN phases.

How To Play

1. **Power Start Only**: Search your deck for one of each type of Power Cell: Ancient, Future, and Universal. Play these cards in your Unlinked Power Cell location. This optional step allows the game to be played more quickly.
2. Shuffle your cards and place them face down in front of you. **Draw 7 cards** into your hand.
3. Repeat the below **Turn Sequence** for each player until the game is won.

   1. Unlink Power Cells
   2. Draw one card from your draw deck
   3. Play a Power Cell from your hand
   4. Play cards
   5. Target opponent's cards
   6. Discard excess cards

Turn Sequence Details

1. **Unlink Power Cells** – Any Power Cells which were Linked on your previous turn are returned to the Unlinked location (thus ignore this step on your very first turn). Note that Power Cells are typically reused each turn, and only discarded in rare circumstances due to a special card ABILITY.

2. **Draw one card from your draw deck -** Add this card to your hand.

3. **Play a Power Cell from your hand** – You may play one Power Cell per turn from your hand to the Unlinked Power Cell location. Certain cards have the ABILITY to allow you to play more than one Power Cell on a single turn. Note that Power Cells played at this time may be Linked in the following step of the Turn Sequence if desired.

4. **Play cards** – You may now play as many cards as you want from your hand, provided you can pay the appropriate cost to bring the card "into play". Most cards have a cost written in the upper-left corner, usually denoted as one or more numbers, possibly with letters. The number indicates how many Power Cells are required to activate this card, and the letter(s) indicate which types of Power Cells must be used. Note that Universal Power Cells may be used as either Ancient or Future Cells (player's choice) on each turn.

    Key   **Examples**
    A = Ancient   3A   = 3 Ancient Power Cells
    F = Future   1 * 2F = 1 any Power Cell + 2 Future Power Cells
    U = Universal   2   = 2 any Power Cells
    V = Void   V1   = Void one card from your hand

    If the card you wish to bring into play has other special costs, such as discarding a Power Cell or Voiding a card, simply follow the instructions printed on the card.

    Power Cells used to bring a given card into play are placed in the Linked location and cannot be used again until next turn.

    Advance and Obstacle cards should be played in one of their respective phases (there are three Advance phases and three Obstacle phases per player). Some cards may be "linked' to existing cards in the same phase, and act as one card. Other unlinked cards are simply played in a overlapping vertical chain of cards for that phase.

    Event Chain cards are typically played in one of your three Event Chain locations, found to the left of the center of the game board. Only one Event Chain card may be played per turn, including the TIMESTREAM card required to win the game. If you manage to play a second identical Event Chain card, that phase becomes "locked" and cannot be harmed by your opponent's Obstacles. Event Chains may also be played as normal Advance cards if not needed to fill your Event Chain locations. **Once you have filled in all three of your Event Chains, you can play your TIMESTREAM card and win the game!**

    Intervention cards are a rare and very powerful type of card. Sometimes they have a cost associated with them, sometimes they do not. Intervention cards may be played during this step as well.

    NOTE: Any special ABILITY written on a given card is typically executed only when the card is first brought into play, unless otherwise indicated (Collapse Age is an example of delayed ABILITY).

5. **Target opponent's cards** – You may target up to six of your opponent's cards during this step: three of his Obstacles (note that his obstacles may be located in your Event Chains), and three of his Advances (or, if no Advances are present for a given phase, you may target one or more Event Chains).

   NOTES:
   1. You cannot initiate a target from a card placed within your Event Chain, only from your Advance or Obstacle cards residing outside the Event Chain locations.
   2. You cannot initiate a target from an Advance to an Obstacle (or vice versa) if the Event Chain location separating the Advance and Obstacle cards is unoccupied.
   3. You cannot initiate a target with a card you just brought into play on an earlier step of this turn. **EXCEPTION:** Any card which has the term "Target First" written on it may be used to target on the same turn it is brought into play.
   4. Only the first card (i.e., the card closest to the Event Chain location) in an Advance or Obstacle phase can be used to target an opposing first card.

   Most Advance, Obstacle, and Event Chain cards have a pair of numbers such as 2/3 in the upper-right corner, inside a sphere. The first value is your Energy, and the second is your Resistance. This is often abbreviated **E/R**. To resolve a target you have declared, compare your **E** against your opponent's **R**, and his **E** against your **R**. If your **E** is equal to or greater than his **R**, your opponent's card is sent to the Void. If his **E** is greater than or equal to **R**, your card is sent to the Void. Note that it is possible that one, both, or neither card will be Voided as a result of the target.

   Link cards together with Power Cells or special cards like Cloaking to enhance their **E/R** (see individual cards for details on these ABILITIES). See below picture for examples of valid and invalid targets.
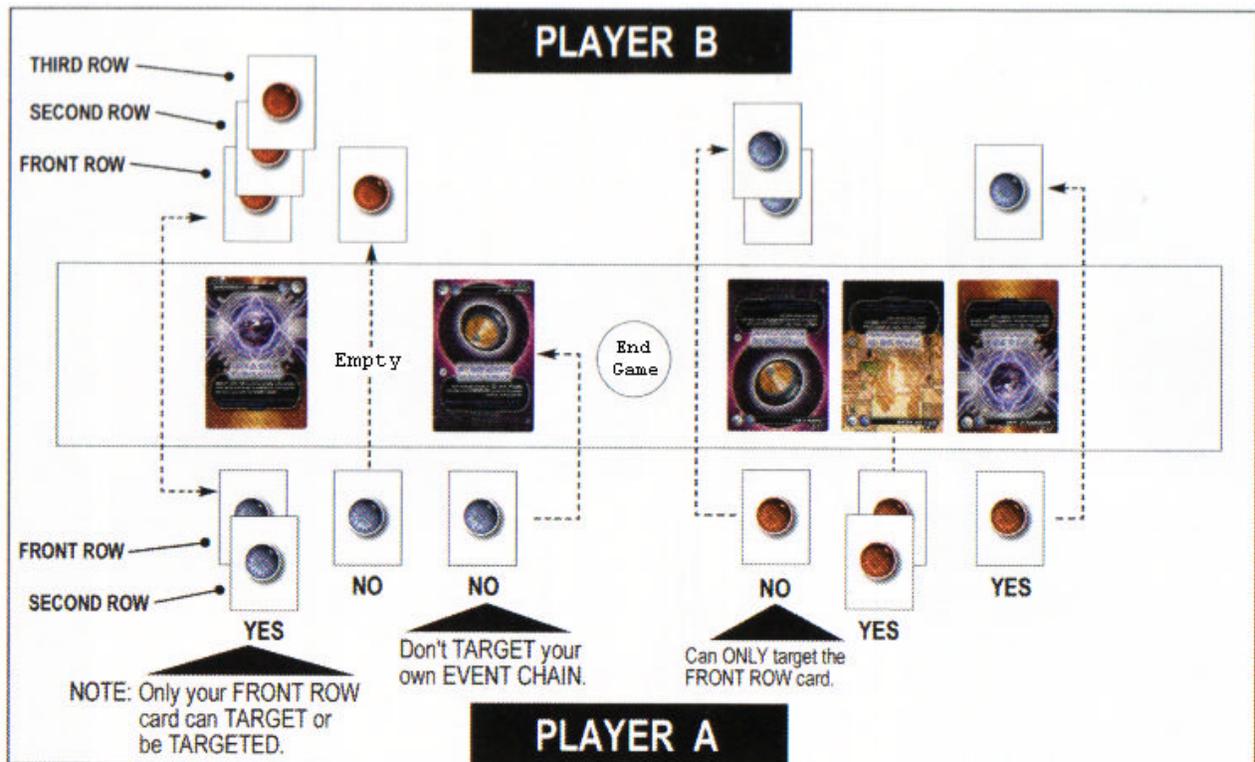
6. **Discard excess cards** -- You may have no more than 10 cards in your hand at the end of your turn. Excess cards must be discarded into your Void face-down. Note that if you run out of cards from your draw deck, simply take all cards currently in your Void and use these for a new draw deck.