

# Sojourn

You are a Time Traveler and somewhere along your journey something has gone terribly wrong. You find yourself in the Jurassic Period without the time sphere that allows you to control what time portals open. On your last jump the sphere broke apart into 4 time fragments and then fell into random destinations throughout time.

Sojourn is a solitaire game where the player is a time traveler who is lost in time, trying to get home by finding four pieces of his time sphere.

## Setup:

1. Find the Traveler card and place 7 health cubes in the red squares, place 7 blue cubes into the blue squares. Leave the green squares empty for now.
2. Find the Jurassic Period card and put it just above the Traveler card. Place the player marker on this card. This designates your starting position.
3. Separate all the destination cards into a deck and shuffle them.
4. Separate all the timestream cards into a deck and shuffle them.
5. Set the percentile dice to the side.
6. Draw 5 cards from the timestream deck
7. Play the top card off the Destination deck above the Jurassic Period card (This Destination does not cost any temporal charges).

## Icons & Definitions:

Timeline: A Timeline is a horizontal row of destination cards



This is the icon denoting how many timestream cards you must discard to travel to a location. In this example the cost here is two timestream cards. In some cases there is an \* in place of a number. When this is the case, refer to the text just below to the cards to drop.



This is the icon denoting how much in temporal charge (blue cubes) it costs to travel to a location. In this example the cost is two temporal charges.



This is the icon that denotes the player is traveling. You should move your Traveler player marker to the destination at this time. In addition the portal to a new Destination is opened.



There are five different risk icons, each denotes the likelihood you will receive damage if you travel to a Destination. You roll the percentile dice in order to beat the risk percentage.



This is the damage icon, it denotes how much health (red cubes) the player will lose if they failed their risk roll. In this example they would take 2 damage.



This is the amount of Timestream cards you Gain, regardless of whether you succeed or fail the Risk roll.



This blue cube represents your Temporal Charges remaining in your time traveling watch. You use these charges to create portals to new Destinations in the timeline and to pay the Cost to travel to a Destination. You start your travels with 7 Temporal Charges.



The red cube represents your Health. Time traveling is dangerous. Each Destination has a different Risk of appearing at that location at getting hurt. When you receive Damage remove Health cubes. You can also heal Health by using Bandage Timestream cards.



The green cube represents the Time Fragments for which you are searching. Once you have the 4 pieces you can control your Destination again and travel Home.

## Objective:

Find four Time Fragments, somewhere in history, and have one Temporal Charge or Paradox Timestream card in order to find your way home to May 20, 2020.

## Game Play:

In any order, or at anytime you like, you may do any of the following:

1. Play one or more Timestream cards from your hand and resolve its effect.
2. Open a new destination in the timeline.
3. Travel to a destination.

## You Lose When:

1. Your Health drops to zero.
2. You have no way to travel to a new Destination, thus you are stuck in history.

## Playing a Timestream Card

**Bandage** – When this card is played the player can restore one Health (put a red cube on an empty red square on the Traveler card)

**Fracture** – The player may add another Destination to the Timeline without paying the Temporal Charge cost.

**Loop** – You may travel to any Destination opened in a Timeline that is in the historical past. Based on where you currently are in time, you may play this card and travel to any Destination that happened chronologically before the Destination you are currently. You do not have to Drop any Timestream cards, pay any Temporal Charge Cost, or roll the Risk dice when playing this card. You do get the Gained Timestream card as indicated for the new Destination.

**Paradox** – Playing this card allows the traveler to ignore both the Timestream card Drop and the Temporal Charge Cost when traveling to a destination.

**Temporal Battery** – When this card is play the player can restore one Temporal Charge (put a blue cube on an empty blue square on the Traveler card)

## Opening a new Destination in the Timeline

There are two ways that a new Destination can be opened:

1. You have just travelled to a Destination. The act of traveling opens a portal to a new Destination automatically. There is no Temporal Charge cost for this Destination to open.
2. You spend one Temporal Charge (blue cube).

When you open a new Destination:

1. Draw a new card from the destination deck
2. Place it in the timeline just above the Destination you are currently
  - a. If there is already a Destination directly above your current Destination, place the card just to the left OR right of the card above yours.
  - b. If you draw a Time Fragment card instead of a destination, place the card where the destination would go in the timeline. Then draw another destination card from the deck and place it on top of the Time Fragment card.
  - c. If by some chance you draw another Time Fragment card, the same rules apply. You place them on top of each other until you draw a Destination.

## Traveling to a Destination

When you decide to travel to a Destination. The following steps should be followed. Execute the steps from left to right as indicated on the Destination card.

1. Destinations each have an associated cost in a number Timestream cards you must DROP before you can travel there. Discard the amount as indicated in the DROP box. Some Destinations specify a specific type of Timestream card that needs dropping. If you don't have enough Timestream cards to satisfy the cost in Timestream cards that is ok, you can still travel to the Destination.



2. Another cost to travel to a Destination is in Temporal Charges (blue cubes). You must remove the number of blue cubes that the Destination states in the blue COST box. Temporal Charges are **required** to travel to a Destination. If you don't have enough you can not go, and your game may be over.



3. Step through the portal. You are now traveling to the new Destination.
- Move your Traveler player marker to the new Destination at this time.
  - A new Destination opens, for no Temporal Charge cost (follow the rules for opening a new Destination).
  - If a Destination has one or more Time Fragments at the Destination then collect all Fragments. Represent this by placing one or more green cubes on the Traveler card.



4. When traveling to a Destination the Traveler must assume the RISK that is associated to a Destination. The player rolls the percentile dice and must meet or beat the associated RISK percentage as indicated on the RISK box.
- If the Traveler fails the RISK roll they receive damage to their health (red cubes), as the amount indicated on the DAMAGE box.



5. Regardless of whether the RISK roll succeeds or fails the Traveler will get to draw Timestream cards as indicated by the GAIN box.



If the Traveler has 4 pieces of the Time Fragment (green cubes) and has at least 1 Temporal Charge or a Paradox Timestream card, they may Travel home and WIN the game!