

Tangled Timelines

1-4 Players | 30 Minutes | Ages 13+

In Tangled Timelines, you will lead a rescue mission that transcends time and space. A spatial anomaly has cast heroes from other worlds out of the time continuum. Collect the **Strongest Team Chains** as well as the **Timeline Sets** from the same Hero class.

Setup

Decide the number of games you will play. Keep score between games with a pen and paper or scoring app. Shuffle the heroes and deal four to each player. Then reveal four heroes on the table to create the Tangled Timelines. *You should play without special actions in your first game.*

Rounds

A player at any time may sit out of all future rounds. Those players wait for scoring.

Initiative

Everyone plays a card face down. Then each player reveals their card. Initiative is determined in alphabetical order based on the **Class** you played, with the more experienced **Skill** breaking ties. *Assassin < Bard < Cleric, etc. and Legendary < Master < Apprentice < Novice.* The player who wins initiative must perform their hero's Special Action.

Rescue

In initiative order, rescue into your hand (from the Tangled Timelines) any hero which matches your Class AND any hero which matches your Skill. *For example, a Master Assassin rescues all Assassins AND all Masters in one grab. Sometimes no hero matches your Class or Skill, in which case you will rescue no one.* To end your turn, sacrifice your played hero into the Tangled Timelines.

Reset

After everyone has had a turn, discard the remaining Tangled Timelines heroes into the Dimensional Abyss (discard pile) face down and reveal four new heroes from the deck to create new Tangled Timelines. Rounds continue until there are no more heroes in the deck.

Scoring

When the deck is exhausted, reveal your hand and score. Play continues to as many games as agreed upon.

STRONGEST TEAM CHAINS

- The longest A-Z hero chains are worth 20, 15, 10, and 5 points, respectively. Players may break up chains to score more points. Ties are broken by high card closest to Legendary Assassin.

TIMELINE SETS

A Novice, Apprentice, Master, and Legendary from the same class makes a Complete Timeline Set and scores 20 points. Three matching Heroes score 15 points. Two matching Heroes score 10 points.

Solo Play

Draw eight Heroes and reveal four Heroes from a shuffled deck to create the Tangled Timelines. You will always play four Heroes (or as many Heroes as you can up to four) from your hand and use them to rescue Heroes in the Tangled Timelines. The first Hero in normal Initiative Order must perform their Special Action, if able. You may stop at any time for scoring. Score as normal.