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The Time Whisperers

THE ANCIENT ABSTRACTS, KNOWN AS THE TIME WHISPERERS, BATTLE TO CONTROL THE ELUSIVE PHANTOM, FATHER TIME. USE CAREFUL PLANNING AND DECEPTION TO SEIZE THE THRONE OF ETERNITY BEFORE YOUR OPPONENTS DO!

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For complete video rules, virtual components, and virtual gameplay, visit:
<https://tabletopia.com/games/the-time-whisperers>

COMPONENTS

16 Time Whisperer (abbr.: TW/TWs (plural)) tiles : 4 of each color (red / blue / green / purple), numbered 1-4. The number is the strength of the TW. Double-sided: dark number and gold number sides. Red tiles shown to right.



36 player cards : 9 each of 4 colors. Each color contains 4 number cards (#1-4) and 5 actions cards (Augmentation / Progression / Retrogression / Inversion / Termination). Double-sided front and back. Front of red number and red actions cards shown to right.



24 gold power tiles in 3 levels (I / II / III). The level of each gold power is indicated in its bottom left corner. Double-sided: active and inactive sides. Both sides of the level I gold power, 'Psychic', shown to right.

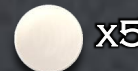


1 phantom piece shown to right.



x1

5 white augmentation disks shown to right.



x5

20 black and 5 grey victory point (VP) cubes shown to the right. Black cubes are worth 1 VP each, while grey cubes are worth 5 VP each.



x20
1 VP

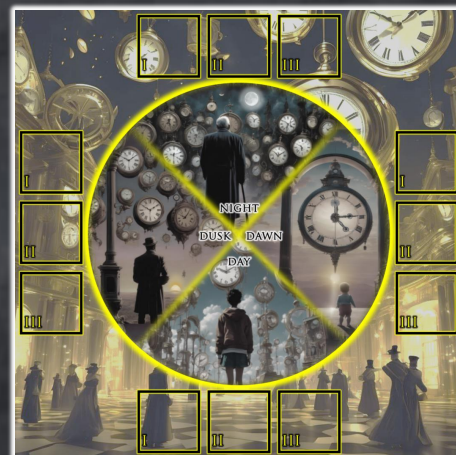


x5
5 VP

4 double-sided player aids summarizing the 4 phases of a round on one side and game setup on the other side. Both sides shown to the right.



Main game board shown to right. Within the circle are 4 areas (called ages): Night, Dawn, Day, and Dusk. Next to each age are 3 square slots for the 3 different levels of gold power tiles.



SETUP

Example of 3-player board setup



- 1 Choose 4 level I gold powers and randomly distribute them in the labeled 'I' slots on the main board, active side up. Do the same for the level II and III gold powers. For a first game, it is recommended to use the gold powers shown above. The 3 gold powers next to an age are considered connected to that age. Return all unplaced gold powers to the box.
- 2 Place the phantom in the Night age.
- 3 Place the VP cubes and the 5 white augmentation disks next to the board.

SETUP (CONT.)

- 4** Each player chooses a color and takes all cards (4 number and 5 action cards) of that color into their hand. The front of the cards should be hidden from opponents when in hand. Each player may also receive a player aid card.
- 5** Players take the TWs of their chosen color. Each player secretly chooses one of their TWs and secretly flips it to either its dark or gold side. When all players have done this, the TWs are revealed and placed in the Dawn age. Repeat this process for the Day, Dusk, and Night ages. Each age should end up containing exactly 1 TW from each player.*

***For a first game, it is recommended to flip all TW to the dark side and randomly place 1 TW from each player in each age.**

Setup changes for 4 players:

Remove each player's number 4 card from the game. Each player should have 8 total cards in hand (3 number and 5 action cards).

Remove each players' TW#4 from the game. Place a TW from each player in the Dawn, Day, and Dusk ages using the process described in **5**. No TWs are placed in the Night age.

The rest of the set up and game play are identical to that of a 2- and 3-player game.

Example of
2-player TWs
placement



Example of
4-player TWs
placement



GAME OVERVIEW

Game play lasts for 4 rounds. Each of the first 3 rounds are composed of 4 phases. The final 4th round ends after phase 2. Summary of each phase :

Phase 1) Card Play: players simultaneously play cards from their hand, which manipulates their TWs on the main board.

Phase 2) Scoring: players receive VP depending on the positioning of their dark sided TWs.

Phase 3) Gold Powers: players receive gold power tiles depending on the positioning of their gold sided TWs.

Phase 4) Round Reset: the phantom may move to a different age, players return played cards to hand, any augmentation disks that were placed on the board are removed, and players choose one of their gold power tiles to activate for the following round.

PHASE 1: CARD PLAY

Phase 1 Overview:

Players secretly choose one card from their hand and play/reveal them simultaneously. A player's played card may only affect their own matching colored TWs. All played cards remain on the table and visible for the remainder of the round.

This process is repeated until ALL players have played their 'Termination' card, at which point phase 1 ends immediately. Once a player plays their 'Termination' card, either by choice or necessity (due to it being the last card in their hand), they "pass" and can no longer play additional cards for the rest of the phase.

Number Card Description:

When a number card is played, the corresponding TW on the board is activated. Besides being activated, the corresponding TW is not moved or manipulated. However, an activated TW may be affected by future played action cards until a new number card is played. Once a new number card is played, the previously activated TW is deactivated.

Action Card Description:

An action card manipulates an activated TW. An action card played with no previously played number card has no effect. As described above, an action card only affects the TW of the last played number card. The ability of an action card MUST be carried out when played. The 5 action cards are described below:

1) **Progression:** moves the activated TW one age clockwise (ex: Day → Dusk).

2) **Retrogression:** moves the activated TW one age counterclockwise (ex: Night → Dusk).

3) **Inversion:** flips the activated TW to its opposite side. A dark number TW becomes a gold number TW and vice versa.

4) **Augmentation:** doubles the strength of the activated TW for the remainder of the round. A white augmentation disk is placed beneath the activated TW and remains there until the end of the round. Each TW's strength is its number; the higher the number, the stronger the TW. Augmenting a TW with strength 2, for example, increases its strength to 4. Whether the TW has a dark or gold number is inconsequential. The terms "dark strength" and "gold strength" are used to specify the side and strength of a TW.

5) **Termination:** As previously described, this action card ends the player's card play for this round. None of the player's TWs are affected. The player waits until all other players have played their 'Termination' card, which marks the end of phase 1.

PHASE 1: CARD PLAY (CONT.)

PHASE 1 EXAMPLE

Card play for Red Player:

1) TW#2 is activated



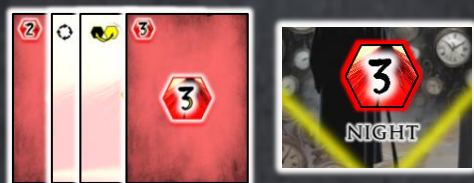
2) TW#2 moves clockwise



3) TW#2 flips from dark to gold strength



4) TW#3 is activated
(TW#2 is deactivated)



5) TW#1 is activated
(TW#3 is deactivated)



6) TW#1 dark strength doubles to 2
(white disk placed under TW#1)



7) Red player's card play ends for the rest of the round



PHASE 2: SCORING

In phase 2, players receive 1 VP (1 black cube) for each age in which they are the dark controller. To be the dark controller of an age, a player must have the highest total dark strength in that age.* An age is controlled by no one if it contains no dark strength, in which case no player receives VP for that age.

The dark controller of the age with the phantom also receives additional VP equal to the number of gold power tiles (active and inactive) they own.

Players may exchange 5 black VP cubes for 1 grey VP cube at any time.

*In the case of a tie for the highest total dark strength in an age, the tied player who played the fewest cards during phase 1 wins. If the tie is still not broken, no player receives VP for the age.

PHASE 2: SCORING (CONT.)

PHASE 2 EXAMPLE



Night Age: Red is the dark controller with a total dark strength of 3 and receives 1 VP. (TW#3 of Blue and Purple are inconsequential because both are gold strength).

Dawn Age: Green is the dark controller with a total of 5 dark strength (3 + 2). This is also the phantom age, and therefore Green receives additional VP equal to the total number of gold tiles they own, which in this case is 1. Green therefore receives a total of 2 VP for having dark control over the Dawn and the Phantom age.

Day Age: Red's TW#2 and Purple's augmented TW#1 are tied in terms of dark strength at 2 each. However, Purple wins the tiebreaker, which is the fewest number of cards played during phase 1. Purple played a total of 4 cards while Red played a total of 5 cards. Purple is the dark controller of the Day age and wins 1 VP.

Dusk Age: Red and Green tie with 2 dark strength each. They also remain tied after the tiebreaker; both played 5 cards during phase 1 of the round. There is no dark controller of the Dusk age, and no player receives VP for the age.

PHASE 3: GOLD POWERS

During phase 3, a player who has the highest total gold strength in an age is the gold controller for that age. The gold controller for an age receives the lowest level available gold power connected to that age. * While a player may receive multiple gold powers during a round, they may only receive 1 gold power per age each round.

For example, in the first round of the game, the gold controller of an age would receive the level I gold power connected (adjacent) to that age.

If an age does not have a gold controller during this phase, its connected lowest level gold power is removed from the game and remains unclaimed.

*In the case of a tie for the highest total gold strength in an age, the tied player who played the fewest cards during phase 1 wins. If the tie is still not broken, no player receives the age's connected gold power, which is removed from the game.

PHASE 3: GOLD POWERS (CONT.)

PHASE 3 EXAMPLE

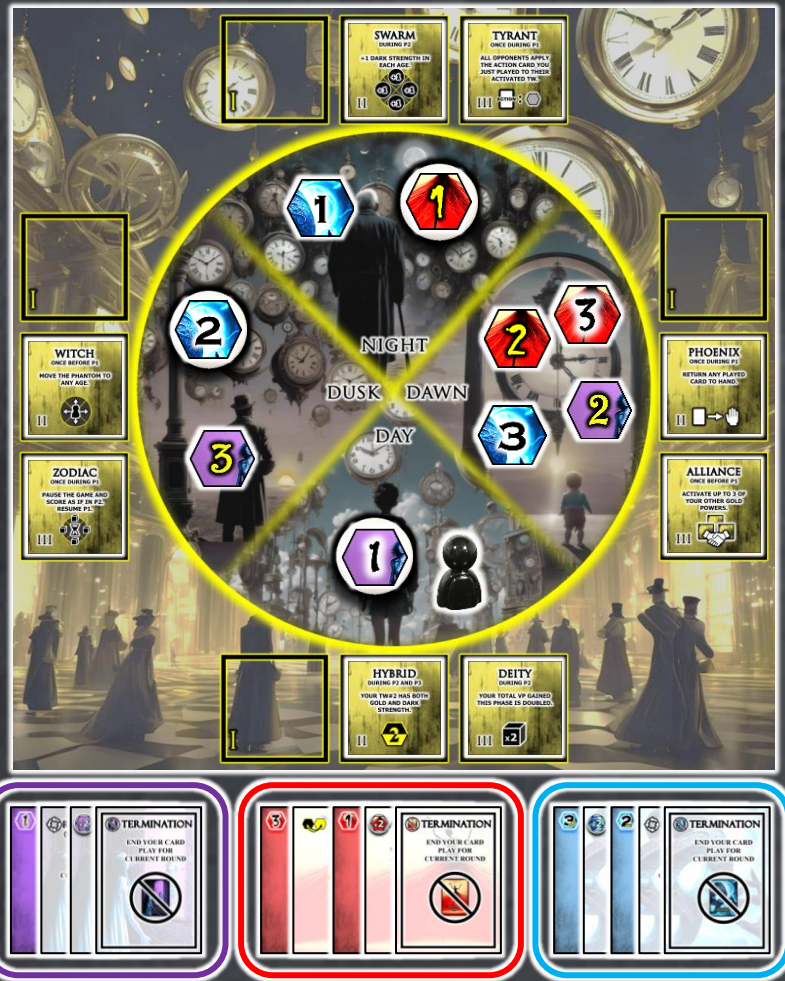
To the right is an example of phase 3 in round 2.

Night: Red has gold control with a total of 2 gold strength (TW#1 augmented). Red receives the Swarm.

Dawn: Red and Purple tie for highest gold strength with a total of 2 each. Because Purple played fewer cards (4) compared to Red (5) during phase 1, Purple receives the Phoenix.

Day: No player has gold strength in the age, and therefore the Hybrid is removed from the game.

Dusk: Purple has the highest gold strength of 3 and receives the Witch.



RULES FOR USING GOLD POWERS

- 1) Using a gold power is always optional and overrides any standard rules of gameplay.
- 2) Only active gold powers may be used. When its ability is used, flip it to show it is inactive for the remainder of the round.
- 3) The point in the round during which a gold power may be used is listed on its tile directly underneath its title.
- 4) When multiple players have the choice to use their gold powers simultaneously, the player with the lowest level gold power must decide whether to use it before the player with the highest level gold power. If the powers are at identical levels, the player with the name of the power occurring earlier in alphabetical order must decide first.

Example: the Psychic (I), the Mutants (II), and the Multiverse (II) are all active and used during phase 1. The Psychic (I) player, which has the lowest level power out of the three, must decide first before each turn whether to use their power. The Multiverse (II) player decides next (before the Mutants (II) player), due to the word 'Multiverse' being before the word 'Mutants' in alphabetical order.

See pages 10-13 for a complete list and detailed description of each gold power.

PHASE 4: ROUND RESET

1) Move the phantom to the age that has the fewest total number of TWs. It is possible that this is the phantom's current age. In the case of a tie, the phantom moves to the age with the fewest total number of TWs that is the closest clockwise to its current age.

In the example to the right, Dawn, Dusk and Night tie for the fewest number of TWs (2 each). The phantom moves to Dusk because it is the closest in clockwise motion from Dawn.

The phantom would have remained in the Dawn age if it had the fewest number of TWs outright.



2) All augmentation disks placed beneath TWs are moved back to the side of the board.

3) Each player returns their played cards to their hand.

4) From the gold powers they own, each player simultaneously chooses 1 to activate. Each player places this power in front of them, active side up. This gold power is the only one that can be used by the player during the next round. Players' other gold powers are flipped to their inactive side.

END OF GAME

The game ends immediately after phase 2 of the fourth round. The player with the most victory points (reminder: black cubes = 1 VP each, grey cubes = 5 VP each) wins the game. In the case of a tie, the player with the highest total gold strength on the board wins. If players are still tied, the tied player who played the fewest cards in the last round wins. If players are still tied, the tied player who has dark control of the phantom age in the last round wins. If none of the tiebreakers produce a winner, then those tied players share the victory.

VARIANT: YOUTH GAME (AGES 7+, 15 - 20 MIN)

For a simpler game suitable for younger players, the following rules are modified and/or removed:

The 'Inversion' card for each player is removed from the game, along with all gold powers. Only the dark strength side for TWs is used for the game.

The game consists of 3 rounds with the following 3 phases: 1) Card Play, 2) Scoring, and 3) Round Reset, which no longer includes players activating a gold power.

Dark controller of the phantom age receives VP equal to the current round number.

GOLD POWER DESCRIPTIONS

Below is a description of every gold power arranged by level and then in alphabetical order. Powers used during phase 1 must occur before opponents choose their next played card.

LEVEL I

AGENT

Use immediately before phase 3. The Agent swaps the lowest level gold power of an age with the lowest level gold power of an adjacent age.

AXIS

Use once during phase 1. The TWs of the Axis's last two played number cards swaps ages.

JUDGE

Use during phases 2 and 3. The Judge wins all dark strength and gold strength tiebreakers in which they are involved.

KNIGHT

Use during phase 2. The age with the Knight's TW#1 has +1 dark strength.

MIMIC

Use once immediately before phase 1. The Mimic tile is placed next to any level II gold power. This level II power acts as the Mimic's power for the round. At the end of the round in phase 4, the Mimic is removed from the game if it was used. The Mimic has no effect if no level II gold powers are on the board when it is active.

NOBLE

Use during phase 3. The age with the Noble's TW#1 has +1 gold strength.

PSYCHIC

Use once during phase 1. The Psychic may choose and play their card after observing all opponents' played cards once during the phase.

WORMHOLE

Use once immediately before phase 1. The Wormhole moves any 1 of their TWs to any age.

GOLD POWER DESCRIPTIONS (CONT.)

LEVEL II

HYBRID

Use during phases 2 and 3. The Hybrid's TW#2 has both dark and gold strength. Its strength is, therefore, applied in both phases 2 and 3. When the Hybrid's TW#2 is augmented, both its dark and gold strength are doubled.

MUTANTS

Use during phase 1. The Mutants may choose to invert their activated TW if the TW's number card was the Mutants' last played card.

MULTIVERSE

Use during phase 1. The Multiverse chooses two cards to play on each turn. After opponents reveal their played card each turn, the Multiverse picks one of their two played cards to play and places the other back in their hand.

PHOENIX

Use once during phase 1. The Phoenix returns any 1 of their played cards back to their hand once during the phase. Note: this also reduces their total number of played cards by 1 when applying the tiebreaker. If the 'Augmentation' card is used twice, it must be applied to 2 different TWs. Each TW may only be augmented once per round.

SWARM

Use during phase 2. The Swarm receives +1 dark strength in each age.

THIEF

Use once immediately before and once during phase 1. Immediate before phase 1, all opponents give one action card of their choice (exception: Termination card) face down to the Thief. After receiving a card from all opponents, the Thief looks at the cards received, "steals" one, and places it face up next to their play area. The other cards are kept face down and out of play for the round. During phase 1, as an extra action between turns, the Thief may apply the action of the stolen card to their activated TW once during the phase. At the end of the round, all action cards are returned to their original owners.

TORNADO

Use once immediately before phase 2. The Tornado takes all opponents' TW#1s, and places them in the same age of their choice. (Exception: the Tornado may not move the TW#1 of the Assassin).

WITCH

Use once immediately before phase 1. The Witch moves the phantom to any age. The phantom remains there until phase 4 of the round.

GOLD POWER DESCRIPTIONS (CONT.)

LEVEL III

ALLIANCE

Use once immediately before phase 1. The Alliance may choose up to 3 of its other gold powers to instantly activate this round. Each gold power's ability is applied and used normally, including the timings of their use.

ASSASSIN

Use once during phase 2. The opponent TW with the highest strength in the age of the Assassin's TW#1 is eliminated for the rest of the round. If there is a tie among opponents' TWs for having the highest strength, all of them are eliminated for the rest of the round. Note: the 'highest strength' TW does not necessarily equate to the 'highest number' TW. For example, an augmented TW#2 has a higher strength than TW#3.

DEITY

Use during phase 2. The Deity receives double the amount of VP for each of their dark controlled ages, which includes VP received for controlling the phantom age.

MEDUSA

Use once immediately before phase 1. All opponents' highest number card (#3 in a 4-player game or #4 in a 2 or 3-player game) is removed from their hand and eliminated for the duration of the round. This card does NOT count toward total cards played for each player. While this ability prevents the opponents' highest TW from moving, inverting, or augmenting, it does not affect their strength.

TITAN

Use once immediately before phase 2. The strength of one of the Titan's augmented TWs is tripled for the round. Place the Titan tile underneath the augmented TW to mark its tripled strength.

TYRANT

Use once during phase 1. All opponents apply the action of the Tyrant's most recently played card to their activated TW. This most recently played card must be an action card. While opponents apply the action of the Tyrant's played action card, they do not play this actual action card from their hand. Note: the Tyrant does NOT affect any players who have terminated their turns for the phase.

UNITER

Use once immediately before phase 2. Immediately before phase 2, the Uniter combines any two adjacent ages into one. The player with the highest combined dark strength in those combined ages receives their combined VP, including any VP received for controlling the phantom age.

ZODIAC

Use once during phase 1. The Zodiac pauses the game during phase 1. Scoring then occurs as if in phase 2. Once scoring is complete, phase 1 resumes until completion, followed by phase 2 as normal. Essentially, phase 2 occurs twice during the round. Note: opponents' gold powers that may be used in phase 2 or immediately before phase 2 may be used in the mid-phase 1 scoring initiated by the Zodiac, in addition to the normal phase 2 that follows the completion of phase 1.

Credits and Acknowledgements

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