



2-4



45'



10+

ROBERT YAMASATO

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!

TABLE OF CONTENTS

2	COMPONENTS
3	SETUP
4	GAME OVERVIEW
5	PHASE 1: CARD PLAY
6	PHASE 1 EXAMPLE
6	PHASE 2: SCORING
7	PHASE 2 EXAMPLE
8	PHASE 3: GOLD POWERS
8	PHASE 3 EXAMPLE
8	RULES FOR USING GOLD POWERS
9	PHASE 4: ROUND RESET
9	END OF GAME
10	VARIANT: YOUTH GAME (AGES 7+, 15 - 20 MIN)
10	GOLD POWER DESCRIPTIONS

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.



12 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 level I gold power tile, 'Psychic', shown to right.



1 phantom piece shown to right.



x1

5 white augmentation cubes shown to right.



x8

30 black victory point (VP) cubes shown to right. Each cube is worth 1 VP.

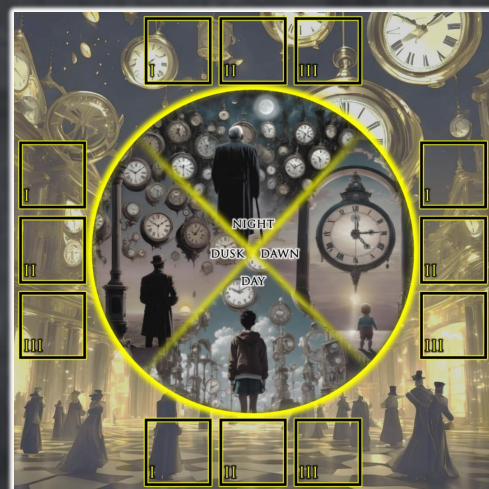


x30

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



Main game board shown to right. In the circle is composed of four main 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 (I, II, III).



SETUP

Example of 3-player board set-up



- 1** On the main game board, randomly place a level I gold power tile in each of the 4 appropriately labeled 'I' square slots, active side up. Do the same for the 4 level II and 4 level III tiles. The 3 gold powers next to an age are considered connected to that age.
- 2** Place the phantom in the Night age.
- 3** Place the 30 black VP cubes and the 5 white augmentation cubes 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 with a summary of key rules.
- 5** Players take the TWs of their chosen color. Each player secretly chooses one of their TWs and 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 of 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 TW should be 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 board set-up



Example of 4-player board set-up



GAME OVERVIEW

Game play lasts for 4 rounds. 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 may manipulate their TWs on the main board.

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

Phase 3) Gold Powers: players may 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 cubes 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 affects only 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 cube is placed on 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 before proceeding to phase 2.

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



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



PHASE 2: SCORING

In phase 2, players receive 1 VP 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. Except for tiebreakers (see "TIEBREAKERS" below), gold strength is not relevant to this phase.

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

TIEBREAKERS: In the case of a tie for the highest total dark strength in an age, the order of tiebreakers (referred to as "Tiebreaker order") is as follows:

PHASE 2: SCORING (CONT.)

- 1) The player with the highest combined total gold strength in all ages wins.
- 2) The player that played the fewest cards during phase 1 wins.

If there is still a tie after the first two tiebreakers, there is no winner.

PHASE 2 EXAMPLE



- 1) **Night Age:** Red is the dark controller with a total dark strength of 3 and receives 1 VP. Reminder: TW#3 of Blue and Purple are both gold strength, which do not directly affect dark control of the age.
- 2) **Dawn Age:** Green is the dark controller with a total of 5 dark strength (3 + 2). Because this is the age with the phantom, 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/Phantom age.
- 3) **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 first tiebreaker, which is total gold strength on the board (see Purple's gold strength TW#3 located in the Night age). Purple is therefore the dark controller of the Day age and wins 1 VP.
- 4) **Dusk Age:** Red and Green tie with 2 dark strength each. For the first tiebreaker, they both have a total of 0 gold strength. For the second tiebreaker, they both played 5 cards during the round. Therefore, no player is the dark controller, and no one receives a 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 to that age. Reminder: the gold powers connected with the Night age are directly above it; the Dawn age's gold powers are directly to its right; the Day's gold powers are directly beneath it, and the Dusk's gold powers are directly to its left.

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

***In the case of a tie, use "Tiebreaker order" (see description of phase 2 on pg.6-7).**

PHASE 3 EXAMPLE

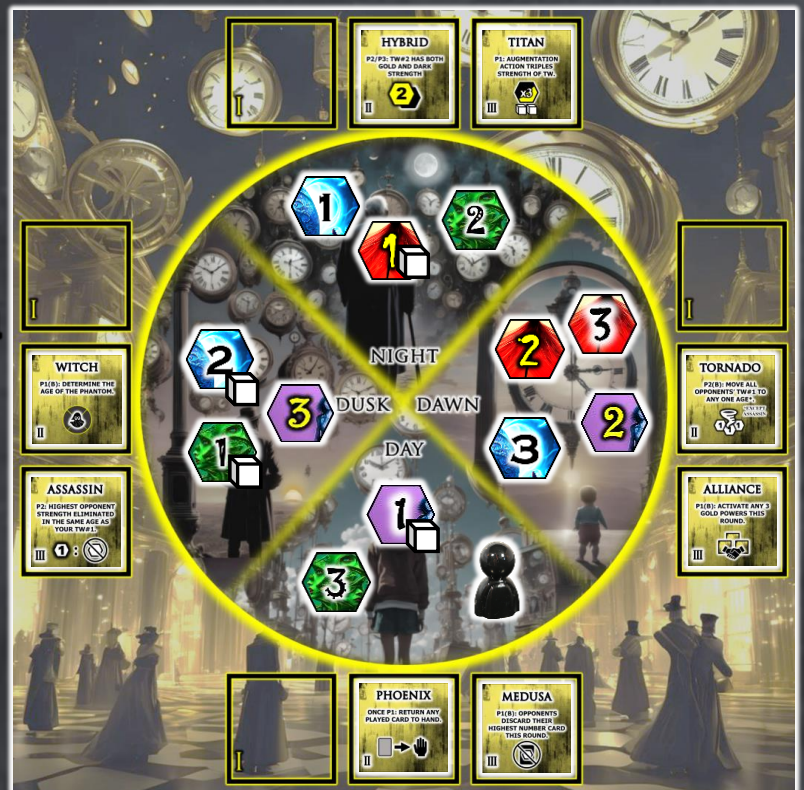
To the right is an example of phase 3 in round 2.

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

Dawn: Red and Purple tie for highest gold strength with a total of 2 each, but Purple wins the first tie breaker (highest total gold strength of 5 compared to 4 for Red), and therefore receives the Tornado.

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

Dusk: Purple has gold control with a 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 an activated gold power may be used. When its ability is used, flip it to show it is inactive for the remainder of the round.

PHASE 3: GOLD POWERS (CONT.)

3) The point in the round during which each gold power may be used is listed on the tile. 'P' followed by a number indicates the phase number during which the power is used. '(B)' indicates that the power is used right before the beginning of the given phase. For example, the 'Tornado' (P2(B)) can be used immediately before phase 2.

4) When multiple players have the choice to use their gold powers simultaneously, the player with the lower level gold power must decide whether to use it before the player with the higher level gold power. If the powers are at the same level, the name of the power occurring earlier in alphabetical order must be used first.

For example, the Wormhole (I) and the Witch (II) may be used at the beginning of phase 2. In a scenario where each is activated for the round, the Wormhole (I), which is the lower level power among them, must decide whether to use their power first.

See page 11 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 the phantom remains in the same 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 outright had the fewest number of TWs.



2) All augmentation cubes placed on TWs are moved to the side of the board, and each player returns their played cards to their hand.

3) 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. Each VP cube is worth 1 VP. The player with the most victory points wins the game. End game ties are broken using tiebreaker order. In the case where 1 or more players are still tied after considering tiebreaker order, those players share the victory.

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

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 round number.

First tiebreaker (highest total gold strength) is ignored.

GOLD POWER DESCRIPTIONS

The following is a descriptive list of gold powers arranged by level and in alphabetical order. Unless otherwise noted, a gold power's ability may be used only once in a round. The phase during which the ability may be used is in parenthesis in each description. The decision to use powers during phase 1 must be made before or after each played card.

I Knight (phase 2). The age with the Knight's TW#1 has +1 dark strength.

I Noble (phase 3). The age with the Noble's TW#1 has +1 gold strength.

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

I Wormhole (beginning of phase 1): The Wormhole moves any 1 of their TWs to any age.

II Hybrid (phases 2 and 3): The Hybrid's TW#2 has both dark and gold strength. Its strength is therefore applied in phases 2 and 3. Augmentation doubles both its dark and gold strength.

II Phoenix (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 second tiebreaker. If the 'Augmentation' card is used twice, it must be applied to 2 different TWs.

II Tornado (beginning of phase 2): The Tornado takes all opponents' TWs#1, and places all of them in the same age of their choice. (Note: the Tornado may not move the TW#1 of the Assassin).

II Witch (beginning of phase 1): The Witch moves the phantom to any age. The phantom remains there until phase 4 of the round.

GOLD POWER DESCRIPTIONS (CONT.)

III Alliance (beginning of 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.

III Assassin (beginning of phase 2): The highest strength opponent TW 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, then all of them are eliminated for the rest of the round.

III Medusa (begin 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 opponents' highest TW from moving, inverting, or augmenting, it does not affect its strength in subsequent phases during the round.

III Titan (phase 1): The Titan's augmentation card produces 2 augmentation cubes on their activated TW. The augmented TW's strength is considered tripled for the subsequent phases of the round.

Credits and Acknowledgements

Designer: Robert Yamasato

© 2024 Robert Yamasato

Art: AI Creator Studio

Components and Parts: The Game Crafter (<https://www.thegamecrafter.com>)

Play testers : Golden Gate Gamemakers and play testers at Victory Point Café (Berkeley, California), Quelani Penland, Aramis Penland, Olha Kovalenko, Eric Babson, Joe Morris, Reginald Harris, Ron Shigeta, Avi Bleecher Synder, Joshua Bleecher Synder, Oriana Bleecher Synder, Whale Bleecher Synder