Time Hammer (Free 4 All) Instruction Manual DS-02

Top Secret: For Your Eyes Only

Table of Contents

Agents → | *Jump Card* | *Gadget Card*

Human Agent
J 1 | A 0
Must hold 1 or more decades or use 1 card to set this Agent on any decade in the 2020 decade.

Robot Agent
J 0 | A 0
Use 1 card to set this Agent on any decade.
Players are limited to five Agents in play.
Buzz was made from a 42cc chain saw.
Buzz

Fido-Agent
J 0 | A 0
Use 1 card to set this Agent on any decade. If lost put this Bot in owners hand.
Players are limited to 5 Agents in play.
If you have no Agents: Set in Prep Phase. Roll call.
Zap!

Jump
Action Jump
Use this card to Jump (move) your Agent, to another decade.
Escape Jump An attacked Agent, may use to Jump (move) to 2020.
Successful Jump: Flux + Mods = or > # of spaces moved. Fail if: Flux + Mods < # of spaces. Also see: On Guard, Crucial Jump & Long Jump.
P
STASIS

Gadget
Asset
QAD Asset Module
Get 1 of the following assets based on the phase you play this card:
Play in Discovery Phase: Gain 1 Action.
Play in Draw phase: Gain 1 Jamais'.
Play in Action phase: Draws card.
0 | 9
STASIS

9 STASIS | 7 STASIS

E p o c h *S e t U p*

2050 A C T I O N

1990
+1 Jamais'
0
Past Epoch
Actions
In Discovery Step: Holding all Decades, in this Epoch, advances your Skill +1
2010
+1 Draw
2

Action & Jamais' Reserve
Days 1 thru 6
3 | 2020 | 4

2050 A C T I O N
0
2050
+1 Repair
7
Future Epoch
Jamais'
In Discovery Step: Holding all Decades in this Epoch, advances your Skill +1
2030
+1 Jump
6

"Time HAMMER: Free 4 All", is for 2-4 players ages 12+. It plays in about 25-50 minutes. Players set Agents in past and future decades for *Assets*, *Powers* and Time Travel *Skill* (which also affects your Repair Bonus).

You Get: This booklet,1 Die, 4 Historians, 24 Action/Jamas' cubes, 108 Poker size cards made of: Agents (Bot, Fido & Human), Commands, Epochs, Gadgets, HAMMERs, Jumps, Info cards and Quarks.

This is your official Time Agent Manual. It contains all essential protocols to perform your duties, in the 5 Sections (listed below). Loss of this manual is a breach of security which carries stiff penalties!

Terms: Section: 1

Action: A task that uses a Green action cube.

Active Player: The player who is presently taking their turn.

Agent (Humans/Bots): An worker who holds decades/ jumps & fights.

Asset: An Action cube, Jamais' cube, or Bonus Card Draw (to hand).

Command: To Hold, with most Agents, a Past or Future decade.

Decade: One of 7 spaces **(labeled 1990 to 2050)** in your 3 Epoch cards.

Decade ID: Value (❶ to ❼) next to Decades' date. 2020 has two IDs.

Dé·jà vu: Group of revealed HAMMERs, that may be reactivate.

Epoch: 1 of 3 cards containing Past, Present or Future decade/s.

Flux: Values 0-7, on bottom left of cards drawn from deck.

Future: 2030, 2040, 2050 grant powers when Commanded. Holding all three future decades automatically grants skill *(in Discovery Phase)*.

Gadgets: Cards with unique effects. May use if conditions are met.
HAMMER: Event that infects a decade which only Stasis can repair.
Historian: Sculpt/miniature shows your status in the Skill Track.
Hold: Agents **hold** every Past or Future decade (not 2020) they **occupy**.
Jamais': Blue cubes, used to redraw Flux/Stasis or do a Buy task.
Jump: How Agents usually time travel (move) to other Decades.
Past: 1990, 2000, 2010 grant assets when Commanded. Holding all three past decades automatically grants skill *(in Discovery Phase)*.
Phase: Part of a turn being either the: Prep phase, Discovery phase, Draw 🖐 phase, or the Action 🟢 phase.
Present: The 2020 decade between Past and Future Epoch cards.
Reboot: Using a Jamais' to redraw any revealed Flux or Stasis card.
Repair: To fix a HAMMER with Stasis plus any bonuses.
Skill: Status that gains you a Repair Bonus and is needed to win.
Stasis: 3-9 / "P" *(Repairs HAMMERs)*, on lower right of cards from deck.
Stats: Bonuses (top of Agent) added to the Agents' Jumps and Attacks.

Set Up: Section 2

1) Set Skill Track cards in middle of play area, "Skill Track" title on top, # spaces in cards are in sequential order (Skill #7 is above Skill #6).

2) Players lay a Past Epoch, Present Epoch and Future Epoch, horizontally in front of them, from Past, *to* Present, *to* Future.

3) Players set four green cubes and one blue cube in their Reserve (in Present Epoch) *and* one blue cube in each Jamais' Area (in Future Epoch).

4) Each takes the Fido (Agent) and Historian (miniature) matching the color circle, atop their Present Epoch. Place Historians in the #1 Skill track space then add your Fido to your hand (now a hand of one card).

5) Decide the amount of rounds to play: 4 *(for first time)* or up to 6.

6) Separate Black from Gray border cards then separate Quarks, Commands, HAMMERs into stacks. Give 1 Info to each player.

7) Display the Command cards face up in a gallery.

8): Players roll die to see who gets highest value, re-roll any tie. Highest roll is now the Dealer *and* the games 1st Player. As Dealer:

1)*Dealer*: Set die = rounds to be played, in assigned space (near Skill #1).
2) Mix Agents, Gadgets, Jumps into a deck. Deal 5 cards to each player adding them to your hand. Now add Black HAMMERS to deck.
3) For the standard level of play; mix the Gray HAMMERs and blindly pick two and set them face up nearby. They are part of the Dé·jà vus'. Lastly remove remaining Gray bordered Hammers from the game.
3a) For More Chaos: Mix the Gray HAMMERs and blindly pick four and set them face up nearby. They are now part of Dé·jà vus'. Lastly remove remaining Gray bordered Hammers from the game.
3b) For Maximum Chaos: Put all Gray HAMMERs in the Dé·jà vus'.
        Gray boardered HAMMERs are like other HAMMERs except they are never put in Draw Deck *(due to, no Flux/Stasis)*. If Deck empties take the Black Bordered HAMMERs from Dé·jà vus'. Mix them with discards to form a Draw Deck. *Gray Hammers remain in Dé·jà vus'.*
4) Place the Draw Deck within easy reach of all players.
5) Make a space nearby "Draw Deck" for a "Discard Pile".

Optional: 6) Mix Quarks. Set stack face down and flip its' top Quark.
How to Play: Section: 3

You will: play Gadgets, Attack rival Agents, Jump Agents to Decades, repair HAMMERs and Buy stuff. You often, will flip the Draw Decks' top card, to reveal a Flux or Stasis when a random result is needed.

②Flux, is on lower left of cards in Draw Deck and has values from 0 to 7 **(12.5% per #).** Resolves everything that is ***not*** a HAMMER.

⑦Stasis is on lower right of cards in Draw Deck and has results, 3-9 or "P" **(12.5% per)**. A Stasis of "P" causes Paradox for a turn. "P" results cannot be Rebooted, nor can anyone use Reboot until the Active Players' turn ends (more on this later).   HAMMER cards drawn for Flux/Stasis, after its' Flux/Stasis is used, add it to Dé·jà vu.

Remember: If the <u>deck is exhausted</u>: Gray borderd HAMMERs remain in Dé·jà vu. Mix all Black borderd HAMMER cards and the discard pile togeather to form a new deck. Lastly: place the newly reformed Draw Deck back in its place and continue play.

Important: Players must always draw for Flux/ Stasis even when only success or failure *appears* possible. (Time waits for no one/ Gadgets too).

  Results: Attacks, Jumps, Repairing HAMMERS draw Flux or Stasis. Add its value to related bonuses for a final result. Bonuses are: "A": An Agents' "Attack Bonus" is added to Flux when they Attack. "J": An Agents' "Jump Bonus" is added to Flux when they Jump. Your "Repair Bonus" is added to Stasis when *repairing* a HAMMER.

  Attacks compare two Agent results being: their Flux + their "A" (attack bonus) + other bonuses. The winner is: either the Agent with highest total <u>or</u> "if tied"; the Attacker wins all ties.

  To successfully *Jump* to a decade: an Agents' result (Flux + "J" + other bonuses) must be: equal/greater than the Jump Distance which is; the amount of decades from *(but not including)*, origin decade.

  To repair a HAMMER, read its base level (LV top left). Use its' base LV *or if required* add +1 to LV. If Stasis + Repair bonus + other bonuses is equal/greater than LV: the HAMMER is repaired.

Rebooting: Players may use a Jamais', when any one (include self) reveals Flux/Stasis. The initial Flux/Stasis is discarded/ added to Dé·jà vu. Replace Flux/Stasis with a newly drawn card (no reboot limit).

Notes: A Ready Attack Flux cannot be Rebooted, while face down. You have 10 seconds to reboot a Flux or Stasis once revealed.

Once a Flux or Stasis card resolves an event or is rebooted:
1) A Flux card used in a Launch Attack: is added to winners' hand unless; it's a HAMMER. In this last case, winner may gain a Jamais'.
2) HAMMER cards are always added to Dé·jà vu.
3) In all other cases Non HAMMER Cards go atop the discard pile.

Playing Cards: Ones' hand may only have Agents, Gadgets, Jumps. Some cards have Action and/or discard symbols to show an action cost and/or 1 discard cost to play that card. Multiple symbols mean, discard one card per symbol from hand to pay cost.

Jumps Cards: Can be used, to move agents to another decade. An Active Player "Action Jumps" (Action phase), by using 1 action & using

a Jump card, to send their agent to another decade. Agents <u>not</u> "*On Guard*", may use a Jump card to Emergency Jump" if attacked. That Agent must now Jump to the Present (2020) and only the Present. Agents *On Guard*, may Emergency Jump", if attacked by returning the Action Cube to reserve. That Agent may Jump to *any* decade. You may also do a "Crucial Jump" with an Agent by using a Buy Task.

A special kind of Jump, is known as a "Long Jump". It is the same as other Jumps except the Agent must go from 1990 to 2050 or from 2050 to 1990). Besides traveling, a successful "Long Jump" advances your skill +1. (see Skill). **Important:** Any failed Jump, discards (loses) the traveling Agent and triggers Dé·jà vu.

Agent Cards: Players are limited to five Agents in play (on any decade in your Epochs). If you ever exceed five, immediately choose which of your Agents to discard (lose), to bring your count to five Agents.

Agents are either Human or Bot . You enter *Humans* into play on 2020, by either <u>holding</u> a number of decades or spending cards

equal to the amount noted on their card (J+A = cost). You enter Bot (Robot) Agents into play <u>on any decade</u>, by spending cards equal to the amount noted on that Agents' card (J+A). FIDOs are brought into play like other Bots *or* brought into play *in the Prep Phase*; if you have no agents in play. FIDOs can never be discarded or lost. When not in one of their owners Epochs, they are in their owners hand.

    Holding a Decade: Agents on a past (1990, 2000, 2010) decade or future (2030, 2040, 2050) decade hold the decade they occupy *(2020 cannot be held)*. Rival Agents may "Hold" the same decade. If you have multiple Agents on the same decade, it counts as holding one decade only. A rival with the most Agents on a decade *(a Majority)*, gets Command of that decade. Players vie for a decades' Command by holding it (occupying it) with at least a Majority of one agent.

    Upon establishing majority in a decade, take its' matching Command card from gallery or a rival *(if they posses it)*. Display Command card in owners Epoch, near an Agent holding that decade.

Set Command cards belonging to decades <u>not held</u>, in the Gallery. Special: An Agent leaving 2030 (owner Commands +1 Jump Power), keeps its power until Jump resolves, after which 2030 Command may be lost.

Gadgets cards have unique effects that may interrupt normal game flow. When cards interact with another, resolve cards in the reverse order played. Again: "Last card played, is resolved first." The top left of a Gadget card has 1-3 symbols 🔑📜✳ in 1-3 gears ⚙⚙⚙. A gear & symbol when read together shows on whose' turn ⚙⚙⚙ and what phases 🔑📜✳, that Gadget may be played.

A Key 🔑 stands for the Discovery phase. Hand above Deck of cards 📜 stands for the Draw phase. A Green Wheel ✳ stands for the Action phase. *Condition Symbol*: A plus sign ⊕, beside a Gear alerts player, the cards' text has a condition, which may not be obvious.

Black gears may be played on anyone's turn, in the phase indicated (in the gear). **Red** gears may only be played on a Rival's turn, in the phase indicated (in the gear). **Green** gears may only be played on

your own turn, in the phase indicated (in the gear): so a Symbol in a gear shows whose turns and phase/s a card may be played. *Gadgets can't be played in Prep phase... so it has no Prep Phase Symbol.*

When revealed add a HAMMER to Dé·jà vu if used for Flux/Stasis or if resolved. On top left corner of a HAMMER card is its base level. To its' right is the first decade it may activate in. Once it is activated, resolve the HAMMER immediately.

To see if a HAMMER activates, all rivals inspect their Epochs to see if their Agent/s hold the decade noted on the HAMMER. If not, add HAMMER to Dé·jà vu and continue play (HAMMER is *resolved* not fixed).

When noted decade is held by anyone, a HAMMER activates and infects that decade. A rival with Agent(s) there, puts HAMMER card near the infected decade and draws Stasis. If one rival holds an infected decade, add their Repair bonus to the drawn Stasis. If multiple rivals hold an infected decade, raise HAMMER level +1 and "add the best Repair bonus" among the rivals there, to the Stasis.

If a "P" Stasis is revealed add HAMMER to Dé·jà vu. No skill is gained (HAMMER was not fixed) and rest of turn is in Paradox *(No Reboots)*.

If result (Stasis + Repair + bonuses) is equal or greater than present HAMMER Level the repair succeeds (HAMMER Fixed) & all rivals holding that decade, gain one Skill. Lastly: Add HAMMER to Dé·jà vu.

If result (Stasis + Repair + bonuses) is less than present HAMMER Level the repair fails. Send all agents on that decade to 2020 and shift the unrepaired HAMMER one decade towards 2020.

Shifting to a future/past decade not held; shifts it again 1 decade towards 2020. Shifting to a past or future decade held by an Agent, activates a new repair (as above/re-check HAMMER level). When a HAMMERs enters 2020, all players with Agents there, pick one of their Agents (may be a Fido) to lose. Lastly: Add HAMMER to Dé·jà vu.

Repair Example: On Leos' Draw step he reveals a level 7 HAMMER in 2000. Jimmy and Diego hold 2000 so the HAMMER level is raised to 8 (7+1). Jimmy sets the HAMMER on his 2000 decade.

Jimmy has a skill of 6, Leo and Diego have a skill of 5, meaning everyone has a Repair of 1. However Diego Commands 2050 which grants him an additional +1 repair bonus. Diego draws Stasis of 3 adding his +2 Repair (1+1), makes it five. Too low to repair LV 8. Jimmy decides to uses Jamais' to Reboot and replaces the Stasis which is now a value of 6, plus Diegos' +2 Repair makes the result 8, Perfect! Now, Leo doesn't like them both getting a skill for fixing the HAMMER, and uses a Jamais' to Reboot Stasis AGAIN.

The stasis is a "P" which does not fix the HAMMER *(add it to Dé·jà vu)*, but does resolve it (no skill gained). The current turn is also in Paradox which prevents Reboots for the rest of Leo's turn. Ouch!

How to Win: *Section 4*

Gain skill to win the game.

Skill: At end of game, an owner of the Historian that is highest on the skill track is the winner. When players gain Skill, Historians advance +1 skill space, up the Skill Track. If a 5 & 8 is reached the player, now

may pick any card in the discard pile ***or*** the top of deck and add it to hand. When multiple players reach 5 and/or 8 simultaneously, the Active player picks first, which is then resolved in player order.

Historians entering Expert ("E" space), end the game and if alone that player wins. If multiple players enter the Expert space, go to Tie Breakers. The game also ends when everyone takes their last turn (die at one). In this case a player who's Historian is highest on the skill track, wins game. Ties go to Tie Breakers.

Tie Breakers: 1st) <u>One</u> player only, holds all 3 decades in Past or Future. 2nd) Player <u>holding</u> most decades. 3rd) Player with most Agents in play. 4th) The "Wylie" Win: Win shared by those who tied.

Active Players Turn: *Section 5*
Prep/ Discovery/ Draw/ Action Phase
Prep Phase:

1st player, *(after their first turn)*: If die = 1: end game. If value > 1: lower value -1, so it is equal to present round (5-1). If using Quarks: Replace

old Quark with one below it by revealing it *(flip it)*.
1) If the Active player has no Agents in play, they must now set their FIDO on any of seven decades (this is at no cost).
2) Active Player gains +1 skill (shift your Historian, +1 space up the Skill Track).

Discovery Phase

1) Gain 2 Actions <u>and</u> gain any 1990, 2000 & 2010 Command asset(s). Action cubes may be taken from "On Guard" Agents (now not "On Guard"). Draw Bonuses gained in Discovery Phase, are used in Draw Phase.

2) Active Player holding <u>all 3 decades</u> in either their Past or Future Epoch, gains 1 skill and goes *immediately* to the Draw phase, other- wise: draw a Flux. Match its value with a Decades' ID. If the active player's agent(s) holds the decade whose ID, for that decade, matches the Flux drawn, they gain +1 skill & go to the Draw Phase. EX: A Flux of ❶ selects ID 2000— or— a Flux of ❺ selects ID 2030. *When ID doesn't match* a decade you hold, pick one asset: a, b or c.

a) Action (shift 1 Action cube from reserve/On Guard Agent) to your action space.

b) Draw Bonus, draw one extra card (per bonus) in the Draw Phase.
c) Jamais', shift a blue cube from your reserve to your Jamais' space.
Note: Actions have a 4 cube limit, Jamais' has a 2 cube limit.
Now! If ID was a ❸ or ❹: Mix and blindly pick a Dé·jà vu to resolve.

Draw Phase

1) You may discard and/or play up to 3 cards from hand (no FIDOs).
2) Player draws to restore hand size of 6 cards plus any bonus draws.
A full hand immediately, sends an active player to the Action Phase.
*While drawing **anyone** may play cards timed for the Draw phase.*
When a HAMMER is drawn, freeze the draw to resolve the HAMMER.
As always, once resolved add HAMMER to Dé·jà vu & continue draw.

Action Phase

You may do any number of tasks, if available to you, in any order.
Buy: Discard from hand 3 cards ***OR*** return 2 cubes, to buy a, b, c, d.
a) Get Action: from reserve/ On Guard Agent. Put in Actions space.
b) Pick from the discard pile any agent, then add them to your hand.

c) Get Jamais': from reserve. Put it in Jamais' Space.

d) Perform a Crucial Jump with one of your Agents *(at no further cost).*

Recruit: Use action/cards to put an Agent from hand, onto a decade.

On Guard: Put 1 action cube in your actions box, on one of your in play Agents, not "On Guard". Limit is two "On Guard" Agents in play. An "On Guard" Agent gets +1 A, *defensive* bonus, only when they are attacked. An On Guard Agent may use their cube to Emergency Jump, to any decade, no jump card is needed. On Guard Agents leaving a decade for any reason, return cube to Reserve.

Jump: Spend one action and use a Jump card, to move an Agent.

Ready Attack: Active Player spends an action to *declare* an attack on a rival Agent, using one of their Agents (declare them) sharing same held decade. Note: No attacks are allowed in 2020. Attacker draws a Flux and reviews it, then chooses to Call Off or Launch the Attack.

Call Off attack: Active Player adds Flux card to hand, unless it's a HAMMER: in this last case, if in reserve, they gain 1 Jamais'.

Launch Attack: Active Player puts their Flux, face up **or** face down, beside attacking Agent. Defender must: Escape or Fight.

To Escape: Defender uses a Jump card or "On Guard" cube.

To Fight, defender draws Flux & Compares. Attacker wins ties or highest total wins: Winner adds Flux to hand, if a HAMMER, they may get a Jamais'. Loser discards their Agent and relinquishes Flux card. *Important*: If an Active Player loses, they must pass their turn.

Passing: Players may end their Action Phase at any time by returning cubes in their Actions space to reserve, Jamais' stays. If not the last turn: Active Player status shifts left, to new Active Player.