



# Let's Play!

## Rules Introduction, Summary and Examples of Play for Time Agent.

**Time Agent** is a game of time travel and galactic conflict for 2-6 players, ages 12 and up. Players represent one or more of six galactic races, sending agents and squads back in time to reshape past events in order to alter the present. Tiles, representing events in the past and the flow of time, are placed facedown on the board at the start of the game. Each turn, players receive galactic credits, buy additional time machines and operatives, research the past, and move their agents or squads to attack opposing operatives and alter events and timestreams. As events are altered, races will gain and lose both victory points, representing galactic status, and resources. In addition, vital technologies, including time travel itself, may be cut off from the present. When time travel is disconnected, travel back into the past is no longer possible and the game ends. The race with the most victory points wins!

**Getting Started.** Shuffle the tiles for each numbered setup zone facedown and place them on the hexes in that zone. Note: tile orientation doesn't matter. Shuffle the racial information cards facedown and draw to determine which player is playing each race. (If fewer than six are playing, consult the chart on the back of these cards to determine which races to use.) Each player takes a reference card, counters and a planning map (or note paper) and places their indicated starting units and RP, VP and turn order markers on the board. All races start with no galactic credits in their treasuries.

**Sequence of Play.** Time Agent is played in rounds. Each round consists of 5 phases: Receive Income; Reset Time Machines; Determine Player Order; Headquarters Phase; and Player Turns. Continue play until Time Travel is Disconnected; then the game **immediately** ends (see below).

On the **first** round of play (only) turns are taken in decreasing VP order: **Buralti, Veneb, Human, Fiolli, Roo and Zytal.**

**Receive Resources.** Each race adds Galactic Credits equal to the race's current resource points (RPs) to any saved Credits in its treasury.

**Reset Time Machines.** Flip up any facedown time machines to their printed side to indicate that they are once again available for use.

➡ Each round, a time machine may be used **either** to maintain one operative (an agent or squad) already in the past; to send one operative back into the past; or to research (peek at) up to three facedown tiles in the past. After using a time machine, flip it facedown.

**Determine Player Order.** Starting with the race with the **fewest** victory points (VPs), owners pick each race's turn position for that round.

**Headquarters Phase.** In player order, each player performs the following three steps: Maintain or Return Agents/Squads; Purchases; and Research Past. If desired, players may perform their Headquarters phases simultaneously to speed play.

**Maintain or Return Agents/Squads.** For **each** operative in the past, the owner must either return that operative to the present or use one time machine to maintain that operative in the past (flip over each time machine used). Maintaining operatives in the past costs no credits.

**Purchases.** Each player may buy **additional** time machines, agents or squads from the bank, paying 25, 3 or 5 credits respectively.

**Research Past.** For each time machine used to research the past, a player may look at up to 3 facedown tiles, paying 1 credit/tile inspected.

**Player Turns.** In player order, each player performs the following steps: Move Agents/Squads; Check Opposing Agent/Squad Status; Search; Combat; Alter Events/Timestreams; Check Technology Paths; and Update VPs/Resource Allocations.

**Movement.** There are two types of movement: Movement into the Past and Movement within the Past. A given operative may not combine these two types of movement in one round. A player must complete all desired movement before any other steps.

**Movement into the Past.** For each agent or squad moved from the present to a tile in the past, the owner flips over a time machine and pays the appropriate cost in credits as indicated on the board.

➡ Squads cost an extra 5 credits beyond the printed cost to move into the Past.

If the tile moved to is facedown, the player flips it over and orients it using one of the Facing Guides printed on the board. The player rolls a die and rotates the tile so that its edge with the heavy black border matches the number rolled (see example 1).

**Movement within the Past.** Each agent or squad that began the movement step already in the past may be moved from one tile to another by tracing movement along **one** of the seven technologies. There is no cost in credits for moving within the past.

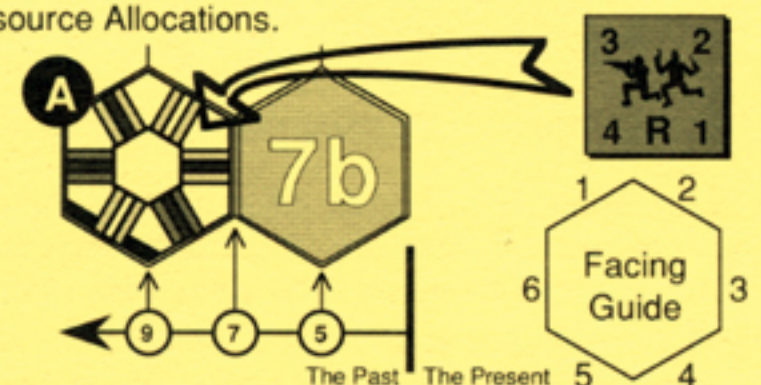
➡ Units may **enter** tiles freely. To **leave** a tile, the technology being traced must be present at the edge being exited. To move **through** one or more tiles, the technology being traced must be present at **both** the entering and exiting edges (see example 2a).

If a facedown tile is entered, flip it over and orient it as above. The moving operative is then placed on that tile, ending movement. Note that doing so may provide additional movement options for operatives that haven't moved yet.

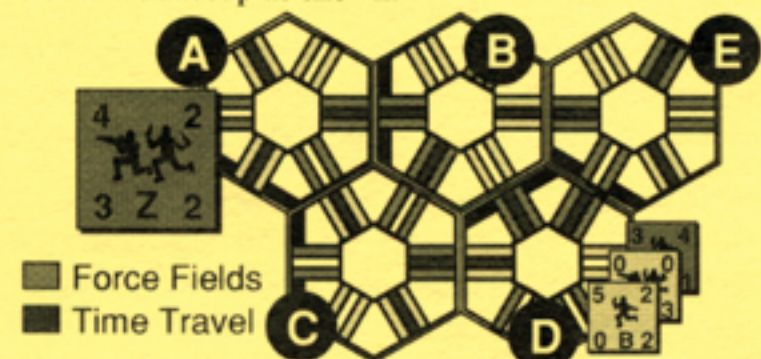
Agents or squads belonging to other players have no effect on movement. The seven original inventions on the map may only be entered by operatives who began the movement step on an adjacent tile. These inventions may be exited normally. Status Indicators in the Present may never be entered. Movement directly from the Past to the Present is not allowed save implicitly by not maintaining operatives in the Past.



When events or technologies are altered or disconnected, races gain and lose resource points (RPs) and victory points (VPs) as shown by the Status Indicators. **Reversing** the event **Zytal-Buralti War #3** would result in the Buralti **losing** 1 RP and 1 VP (solid numbers) and the Zytal **gaining** 6 RPs and 3 VPs (outlined numbers).



**Example 1:** A Roo squad, moving from the present to A, pays 14 credits (9 plus 5 for being a squad). Upon arrival, the tile is flipped up, a 5 is rolled, and the tile is oriented faceup as shown.



**Example 2a:** A Zytal squad (already in the past) moves from A to D through tiles B and C along the technology Force Fields. Note that the technology Time Travel can not be used to move to D although it could be used to move to B, C or E.

**Check Opposing Agent/Squad Status.** All **opposing** agents and squads in a tile must be found and eliminated before the active player may rotate that tile or alter an event or invention in it. Players owning operatives in any tile containing agents or squads belonging to the active player must declare "Yes" or "No" when asked whether those operatives are opposing the active player in that tile.

**Search.** The active player may search for **every** agent or squad belonging to other player(s) with **each** agent or squad the active player has in that tile (whether or not the operatives being searched for **opposed** the active player). To search, roll a die and add the search value of the searching operative and compare this total to the hide value of the unit being searched for plus the roll of a die. If the search total is greater than or equal to the hide total, then the unit being searched for is found by **all** units belonging to the active player present in that tile (see example 2b).

**Combat.** **Each** agent or squad belonging to the active player may attack **every** agent or squad discovered in that tile by the active player during the preceding Search step. To resolve an attack, compare the attacker's attack value plus the roll of a die to the defender's defense value plus the roll of a die. If the attacker's total is greater, the defending unit is lost. If the two totals are equal, both units are lost. If the defender's total is greater, nothing happens (see example 2b).

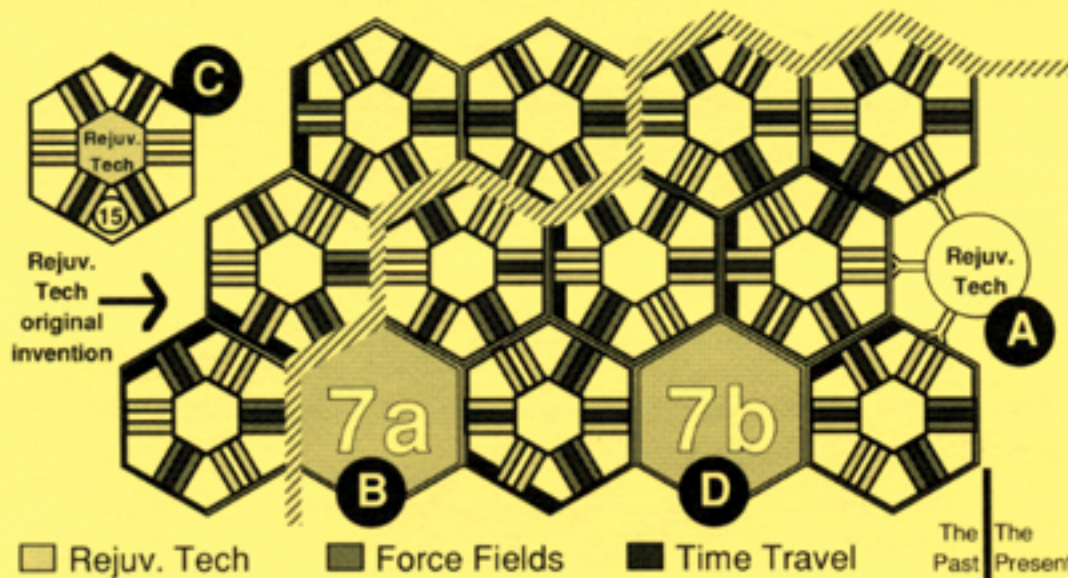
➔ Each attacking unit attacks every defending unit **individually**; units may not attack together or combine their attack or defense strengths. When multiple defending units are present, every attacking unit may attack each defending unit once (provided an attacker isn't eliminated first by a tie result). Attacks may be made in **any** desired order.

**Alter Events/Timestreams.** The active player may pay galactic credits to alter an event or invention and/or rotate a tile in every tile in which the active player has operatives following combat and where no **opposing** agents or squads are present. The cost to rotate a tile any number of 60° turns (thus altering its timestream connections) is 3 credits. The cost to alter an event or invention is printed on its tile. These costs may be split between players (see 9.52). Place (remove) Time Reversal Disks on both the hex containing the event or invention being reversed (unreversed) and any associated Status Indicator, and place an Event Altered chit on the Status Indicator.



**Example 2b:** After finishing Zytal movement and determining that the Buralti player opposes the Zytal player in this tile, the Zytal units search for the Buralti units. The Zytal agent rolls a '4' and fails to find the Buralti agent who rolls a '6' since  $7 < 8$ . The Zytal agent rolls a '5' and easily finds the Buralti squad despite the squad's roll of '6' ( $8 \geq 6$ ). The Zytal squad then rolls a '3' to find the Buralti agent who rolls a '5' ( $7 \geq 7$ ). Now, **both** Zytal units may attack each of the two discovered Buralti operatives.

In combat, the Zytal player chooses to fire the Zytal squad vs. the Buralti agent first and rolls a '2' vs. the Buralti's roll of '4', which fails to destroy the Buralti unit ( $5 < 6$ ). The Zytal squad then fires at the Buralti squad, rolling a '2' vs. the Buralti's roll of '2'. This results in a tie (5 to 5) and the destruction of **both** units. The Zytal agent then tries to kill the remaining Buralti agent but fails to do so with a roll of '4' vs. '5' ( $5 < 7$ ), ending combat in this tile. Since an opposing Buralti operative (the agent) remains in this tile, the Zytal player may **not** rotate this tile during the following Alter Events/Timestreams step.



**Example 3:** The technology of Rejuvenation has become Disconnected. There is no path of connected Timestreams that extend from either its original invention (located to the left of this diagram) or from its secondary invention (not visible in this diagram) to A, its Status Indicator in the Present. Note, however, if tile B is flipped up and is the tile containing the secondary invention of Rejuvenation Technology (as depicted by C) then Rejuvenation will become Connected again, even if this tile is oriented as shown, since technologies are assumed to connect through facedown tiles such as D.

**Important Playing Tip:** When trying to determine if a technology is Connected or not, begin by tracing along tile **edges** where the technology **doesn't** connect starting from the board near either its original invention in the Past or its status indicator in the Present. (This technique is illustrated by the dashed line in this example.)

**Check Technology Paths.** After any invention is altered or a tile is rotated, one or more of the seven technologies may be cut off from or reconnected to the present. Each technology is always presumed to be **Connected** or **Disconnected**. All technologies are presumed to start the game Connected. The game ends when the technology of Time Travel is Disconnected (see below).

➔ A technology is considered Connected if a path of connected timestreams for that technology can be traced from at least one **faceup, unreversed** invention of that technology to that technology's Status Indicator in the present. Otherwise, that technology is considered Disconnected. Note: Time Travel has seven Status Indicators and is considered Connected if a path connects to **any** of them. When tracing paths of connected timestreams assume that any facedown tile automatically connects the technology being traced if the tile is in a zone that the technology being traced actually propagates through (see board and reference cards and example 3 above).

**Update VPs/Resource Allocations.** Adjust RPs and VPs for all events and technologies that were reversed/unreversed or disconnected/reconnected during a player's turn. If the event/technology was reversed/disconnected, **subtract** the associated solid numbers and **add** the associated outlined numbers. If the event/technology was unreversed/reconnected, **add** the associated solid numbers and **subtract** the associated outlined numbers. Remove any Event Altered chits used to mark changed events after doing so.

**Ending the Game.** If Time Travel is presumed Disconnected (but may be Connected depending on the placement of its Secondary Inventions), immediately flip over and orient all facedown tiles. If Time Travel is then Connected, resume play. If Time Travel is ever actually Disconnected, play immediately stops. Determine final technology statuses and adjust VP totals due to any changes and for all pending altered events. The winner is the player of the race with the highest VP total (**combined** totals if players are playing multiple races).

**Etiquette.** Each player's treasury, current RPs and VPs, available agents or squads and current time machine statuses are public information. Deals between players are not binding. Neither galactic credits nor other assets may be transferred in a deal or given away.

**Fine Points.** These rules are essentially complete. However, some fine points are discussed in detail within the full rules.