

## **TIME SWANS**

“TIIIIIIIIIME SWAAAAAAAANS”

A game based on the adventures of crazy time traveling swans.

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**Goal:** The goal of this game is to build a wormhole to travel to each of the destinations given, then to travel back to the starting point before any other player can. You must also beware of the progression of other players and their efforts to interfere with yours. The starting point for all players is the center of the table, on top of the Starting Platform provided.

### **Materials:**

**Time Swan Tokens:** Each player is represented by a Time Swan game token. Use this Time Swan to travel on wormholes and reach your destinations.

**Platform:** The Platform is the starting point for each Time Swan. The platform also serves as a holder for the card pile and discard pile.

**Cards:** Each player must start the game with 3 cards from the Wormhole deck and replenish their hand as needed at the end of their turn.

**Location Cards:** Before the game starts the players randomly place all 8 Location Cards 6 to 12 card lengths apart. Location Cards must also be 6 to 12 card lengths away from the starting Platform. Players can only capture Location Cards for which they have the matching Destination Card. Capture a Location by connecting your wormhole to the Location card and moving your Time Swan onto the Location card. The Time Swan must be ON the Location Card for the player to capture it. These cards are NOT included in the Wormhole deck.

**Destination Cards:** Each player starts the game with two Destination Cards. Players must travel to the Location Cards that correspond with their Destination Cards to achieve victory. These cards are NOT included in the Wormhole deck.

**Wormhole Cards:** These cards are used to create a pathway through time and space to arrive to your destination. Place Wormhole Cards adjacent to each other to create paths, then move your Time Swans through these paths. Use other players' paths to reach a destination, or attempt to block other players' paths with one of your own. These cards ARE included in the Wormhole deck.

**Passable Wormholes:** Wormholes that are made with dotted lines are passable, which means they can be intersected by other Wormhole Cards.

**Impassable Wormholes:** Wormholes that are made with solid lines are impassable, which means they can NOT be intersected by other Wormhole Cards.

**Black Hole X.0 Cards (Example 3.0):** This card allows a player to remove a maximum of X amount of Wormhole Cards from the field of play into the discard pile. These cards ARE included in the Wormhole deck.

**Mega Cosmic Gravitational Distortion Wave X.0 Cards (Example 3.0):** These cards allow the player to manipulate X amount of wormhole cards in play by rotating them however they wish. The wormhole cards that the player manipulates must be connected to each other at the end of the event, but not necessarily to any other wormhole cards. These cards ARE included in the Wormhole deck.

**Swan Attracted Magnetic Gravitational Beam X.0:** These cards allow the player to move any Time Swan besides their own X amount of spaces closer to the starting point. These cards ARE included in the Wormhole deck.

**Time Warp Cards:** Time Warp cards can double your die roll this turn or be used to halve an opponents die roll during their next turn. Always round down when halving your opponent's die roll. These cards ARE included in the Wormhole deck.

**Astral Thief Cards:** Astral Thief Cards are used to steal a card from any player's hand. That player will not replenish his hand to 3 cards until the end of his next turn. These cards ARE included in the Wormhole deck.

**Beginning Play:** To begin the game, each player takes 2 Location cards and places them randomly on the gameplay surface (i.e. table). Location cards must be between 6 and 12 card lengths apart from each other and between 12 and 6 card lengths away from the Starting Platform. Each player is dealt 3 cards from the Wormhole deck and 2 Destination Cards. The player places the 2 Destination Cards face-up on the table. The 3 cards from the Wormhole deck remain in the player's hand. The player may look at these cards, but do not reveal these cards to the other players until they are in play. Start the game by rolling a six-sided die. The highest roller goes first and the rotation is always clockwise.

**On Your Turn:** At the beginning of each player's turn, the player rolls the six-sided die. The result of the die roll will determine how many cards that player can play and/or how many movements their Time Swan may make. (Example: a die roll of 3 would allow the player to lay down 2 Wormhole Cards and move their Time Swan once in any direction on the wormhole path they are currently traveling upon; or the player may play a Black Hole card, lay down a Wormhole Card and move their token once.)

**Token Movements (Time Travel):** Each player's first movement must be onto a Wormhole Card they have placed into play. Players may connect their wormholes with those of other players. A player may choose not to use all of the allowed movements.

**End of turn:** At the end of each turn the player replenishes his hand to 3 cards from the Wormhole deck.

**End of game:** The game ends when one Time Swan has 2 Location cards and has moved back onto the starting Platform. That player wins the game.