



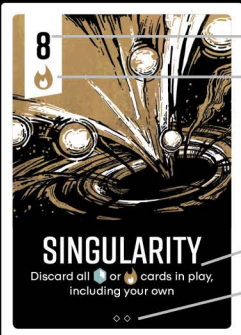
Overview + Goal

COMPONENTS • 48 Control Cards • 4 Turn Cards • 1 Rulesheet

OVERVIEW • It's time trial season for time travelers like you! Each player is competing to be the first to escape a rupture in time. In order to make the jump, you'll need to use your cards for their fuel and abilities. Watch out though—other players are looking to stop you as they try to escape first!

GOAL • Escape the rupture by having a Fuel Count of **21 or more** on your cards in play at the end of your turn. Whoever does so first wins.

Card Details



FUEL COUNT • Ranges from 1–10

TYPE • There are two different types:

STABLE • 1–5 in Fuel Count • 20 Total

UNSTABLE • 4–10 in Fuel Count • 28 Total

NAME + ABILITY

DECK MARKING • or • Used to denote the two decks in a 2 player game

For 2 players, each player will have their own deck and discard pile. Any time a card or rule refers to them, it relates to their own. These will remain separate for the game. With 3–4 players, the deck and discard pile are shared in the middle between play-

Setup

For 2 players, create the two decks—each having the same Deck Marking icon. Each player takes a deck, then shuffles and deal themselves 4 cards. For 3–4 players, shuffle all the cards into one deck and deal each player 4 cards.



FOR FOUR PLAYERS, There will be two teams of two.

The players on a team should sit opposite of each other so turns alternate from one team to the next.

The player who last looked at the time goes first.

Turn Structure

** The First Player does not take the initial draw step on their first turn*

On your turn, **Draw a card** then choose ONE action below:

DRAW A CARD • If you have over seven cards in hand at the end of your turn, then you must discard down to seven.

PLAY A CARD • Play a **STABLE** or **UNSTABLE** card in front of you for its Fuel Count. Abilities are triggered when played.

DISCARD AN UNSTABLE CARD • Abilities are triggered when discarded from your hand. Its Fuel Count is not applied.

DIFFUSE A CARD • Discard a card in play by knocking it out with a card from your hand of equal or higher Fuel Count. Their types do not need to match. Both cards then go to the discard pile.

Turn of play continues to the next player clockwise after the action resolves. For four players, you may only play cards in your area of play, but look for ways to use abilities to aid your teammate.

Gameplay Example

On her turn, Marti draws a card then chooses to play *Exotic Matter* for 4—a **STABLE** card who's ability is activated when played. This ability allows her to play another card worth 3 or less. She plays a *Rift* for 1—another **STABLE** card—using its ability to draw a card. Her turn ends with a Fuel Count of 5.

Biff now draws a card to start his turn. Instead of playing a card, he chooses to discard *Dark Energy* an **UNSTABLE** card for its ability. This allows him to draw two cards. He ends his turn with quite a few cards in hand, but with a Fuel Count of 0.

The End + Overtime

Once a player has a Fuel Count of 21 or more at the end of their turn, they win! For four players, it is not a team's combined Fuel Count, but a single player on a team needs 21 or more to win.

OVERTIME • If the deck runs out, Overtime begins! Players can still take an action as long as they have cards in hand. If a player has no cards in hand and cannot draw, then their turn is skipped. If no one reaches 21 and all cards have been played, then the player with the highest Fuel Count at the end wins. If a tie remains, then the win goes to the player with the most cards in play. If a tie still remains, the win goes to the player who went latest in the turn order.

ROUNDS • When a player wins, treat it as a round. Each round is an alternate time trial. For 2 or 4 players, a player or team needs to win three time trials. For 3 players, a player needs two.

Ability Details

2 • REACTOR • Because a Reactor is mimicking a card's ability, it cannot be Time Stopped because the Reactor is **STABLE**.

3 • FORCE FIELD • Force Fields protect other **STABLE** cards from diffusion. They do not protect other Force Fields.

4 • WORMHOLE • The discard pile is hidden knowledge. Only a Wormhole allows you to look through it. You do not have to show what card you take with it. Wormholes cannot be used to take other Wormholes.

9 • TIME STOP • A Time Stop can be played by any player—even out of turn—when an **UNSTABLE** card is discarded for its ability. The player who's ability was stopped gains another action—choosing to Draw, Play, Discard, or Diffuse.

For example, let's say Marti discards a **SINGULARITY** to trigger its ability. Before the ability takes effect, Biff discards a **TIME STOP** to cancel that ability. Because her action was stopped, Marti chooses another action—Draw, Play, Discard, or Diffuse.

A Time Stop can also cancel a Time Stop. This allows the original ability to trigger so turn of play continues on as normal. From our earlier example, let's say Emmett immediately discards a **TIME STOP** on top of Biff's **TIME STOP**. This cancels Biff's **TIME STOP** allowing Marti's ability from the **SINGULARITY** to trigger. Because Marti's action was not stopped, turn of play continues to the next player.



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