

TEMPORUM

DONALD X. VACCARINO

ALTERNATE REALITIES EXPANSION



14+

RULEBOOK

TEMPORUM

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Overview

What is time? Is it like a river? Or maybe an ocean? Is it like up, but sideways? Is it churning chaos, background noise, held together only briefly by our own awareness of it? You don't know. You just work the machinery; someone else built it. To you, time is a means to an end; a glorious end, where humanity's crowning achievement turns out to be your own benevolent rule. It's a simple process of weeding through the alternatives, snipping prudently; an ungrateful utopia here, a useless revolution there. In the end, from the Age of Atlantis to the Zombie Apocalypse, the eras will sing your praise.

Alternate Realities is an expansion to Temporum. It adds 48 more Zones and 60 more Player cards, plus chits and cards used by the new Zones.

Contents

1. 48 Zone Cards
2. 60 Player Cards
3. 16 Gizmo and Trade Goods Cards
4. 49 Chits



Preparation

If you are choosing Zones randomly, shuffle the expansion Zones with the main set Zones. Shuffle the new Player cards into the deck.

If any chosen Zones have an symbol, put a number of chits equal to the number of players on each of those Zones.

Three Zones have special unique setup: Quiet Planet, Robotic Utopia, and Zombie Apocalypse. Some Zones require additional tokens or special cards; get out any of the components referred to by the Zones being used, and put them near the board.

This expansion includes chits worth 25. These can just always be used; put them with the other chits.

Hourglass Zones



Some Zones have an symbol. During setup they each get an chit per player. When visiting one of these Zones, follow the instructions on it in order. When you get to the , remove an chit from the Zone. If there are any chits still on the Zone, that's it, do not follow the remaining instructions. If there are no chits, put a number of chits on the Zone equal to the number of players, and follow the instructions after the .



For example, when you visit Neolithic Renaissance, first you score a card. Then you remove an chit from it; if it's the last chit, you reset the number of chits to the number of players, and then each player draws until they have 3 cards in hand.

So, in a 4-player game, every 4th time Neolithic Renaissance is visited, players will draw up to 3. In a 2-player game it will happen every 2nd time it's visited. It will be a thing that players can plan for, and try to speed up or delay happening.

Gizmo and Trade Goods

Gizmo and Trade Goods are special cards that can be obtained from certain Zones. They go in your hand like Player cards, and can be played or scored like Player cards. They have unique backs and so will be identifiable in your hand. They are both Momentary cards.

When played, Gizmo plays another Momentary card twice. You follow all of the instructions on the other card, then follow them again. For example if you play Gizmo a Trinket, you gain 4, play another card from your hand, gain 4, and play another card from your hand.

When played, Trade Goods gives you a choice between three things: 2 cards, 8, or a card and 4.

Both cards go back to their piles when played or scored. If a player is told to gain a Gizmo or Trade Goods when the pile is empty, they simply don't gain one.



Tokens

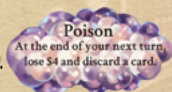
Besides chits, there are a variety of tokens given out by different Zones. They are chits that either go in a Zone or go to a player.

Age of Atlantis generates HQ () tokens. Each player has their own token, which starts off the board. When visiting Age of Atlantis, a player can move their token to any Zone, including unreal Zones or Age of Atlantis itself. A player visiting the Zone with their token gains 2 before following the Zone's instructions.

Greek America and New France can have Base tokens () placed on them. Each player has their own tokens. The token modifies what the Zone does for players visiting it, as indicated on Greek America and New France.

Poison Earth gives a player visiting it a Poison token, which they just keep until the end of their next turn, at which point they discard a card and lose 4.

Rome Eternal and Underground Haven each grant an ability to the last player to visit them while ruling them. This ability is like an ability of a Perpetual card, but can be lost to another player. It is represented by a chit, the Golden Laurels or the Sage, respectively. The Golden Laurels causes a player to gain 1 per they advance; the Sage causes a player to draw a card when visiting a Zone they rule (before following the Zone's instructions).



Tokens (cont.)

Simulated Paradise uses a Simulation token. It starts off the board, but can be placed in a Zone by visiting Simulated Paradise while ruling it. Simulated Paradise has the abilities of the Zone with the token, if there is one.



Zombie Apocalypse starts with 3 Zombie () tokens. When a player in a Zone with a Zombie token moves, that player takes a Zombie token with them (but they don't follow players shifted to a different Zone via history changing). A player visiting a Zone loses 2 if any Zombies are there (but no more than 2 if there are multiple Zombies), before following the instructions for the Zone.



Special Text

Many Zones and Player cards in this expansion have abilities that happen at a special time, instead of when visiting a Zone or playing a card. These are all indicated by a different kind of area for the text.

Special text on Zones appears in a box, like on Primitive Paradise. The boxed text doesn't happen as a normal part of visiting the Zone; it happens whenever it says it does.

Zones use the box in a variety of ways:




- Byzantine Empire and Viking America have abilities that trigger off of moving to or from the Zone.
- Endless City and Mafia City-States do something when they become real.
- Quiet Planet, Robotic Utopia, and Zombie Apocalypse have setup instructions.
- Capitalist Utopia modifies rulership everywhere.
- Dark Ages punishes you for starting a turn there.
- Exodus makes it slightly harder to win.
- Kingdom of Trilobites modifies how history is changed.
- Meritocracy changes how are advanced.




Visionary and Meet Younger Self have an ability that does something when scoring the card. That ability does nothing when playing the card, only when scoring it. It's indicated on an extended part of the normal purple scoring bar.







Secret Mission, Secret Plot, Secret Stash, and Secret Weapon all have abilities that can be used at the start of your turn, by discarding the card. This isn't playing the card or scoring it. These abilities only happen when the card is used that way, not when the card is played or scored. They are indicated on a pink area below the regular abilities that happen when the card is played.





Zone Notes



Age of Atlantis: Your  can go in any Zone, including unreal Zones and Age of Atlantis itself. The  is gained prior to following a Zone's instructions. With both  and a Zombie in a Zone, you can pick what order to resolve them.

Age of Piracy: If the players in Time I and II have no , or only , you only gain that much; you gain what they actually lost. Even other players who rule here lose  if in Time I or II.

Alien Egypt: This Zone provides an alternate way to win. It doesn't matter where your  are; visit Alien Egypt with  and the game is yours. If you visit Alien Egypt to gain  that puts you at  or more, you don't win; the check for  happens prior to the gain .

Babylonian Bazaar: A player has to have the full  to pay .



Bright Ages: The card on the deck can be drawn normally; players will simply know what it is.

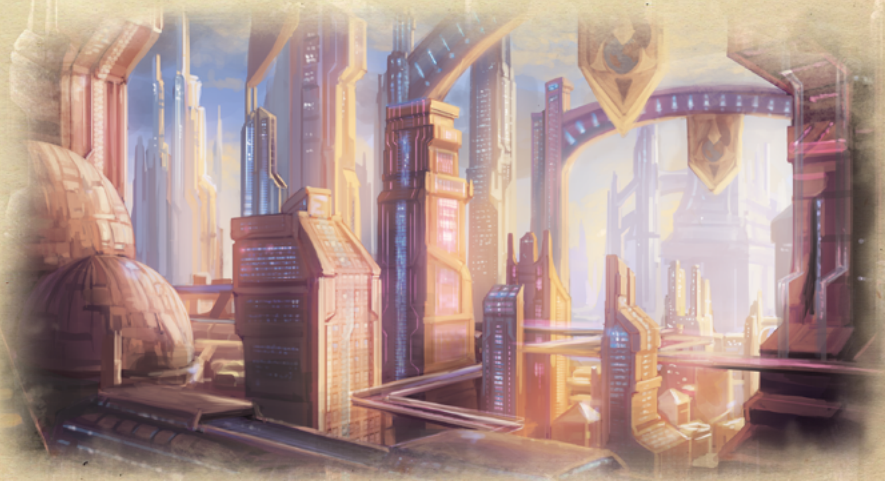
Byzantine Empire: You only get the  when moving here; you don't when staying here or being time-shifted here. You do get the  when moving here without visiting, such as via Atomic Age or Maneuver.

Capitalist Utopia: If you rule here, you rule all Times. This is in addition to whoever would rule those Times normally. This means that in a 5-player game, two players might rule a Time normally, while two more rule it due to Capitalist Utopia.

Dark Ages: You discard the card before doing anything else on your turn. You discard even if you never visited Dark Ages (such as by being time-shifted into it).





Earth United: For example if you choose Settlers, then each other player will play Settlers once, followed by you playing it twice. Keep careful track of what's going on and whose turn it is.







Empire of the Amazons: If you rule here without having  here, such as due to Capitalist Utopia, you can't retreat a  but still draw 4 cards.







Zone Notes (cont.)




Endless City: Any time this Zone becomes real, each player immediately draws a card. Note that in rare situations the Zone may become real twice in the same turn, e.g. due to Step on a Butterfly.



Exodus: While Exodus is real, you need one extra  advancement to win the game. It doesn't need to happen separately or on another turn; if you have one  in Time I and the rest in Time IV, scoring a  for 4  card would be enough. Exodus does not affect Alien Egypt's alternate win condition.

Gold Rush: This counts  from Primitive Paradise, but Primitive Paradise's ability can only give you the  it put here, not any of the  that Gold Rush puts on itself. You only put  here if alone, but get  even if not alone. You take the  from the supply, not from here.

Greek America: The entire meaning of the  is just that it lets you discard a card to gain  when visiting Greek America. Once you have a  in Greek America, you keep that ability, even when you no longer rule Greek America. It is possible to put a  in Simulated Paradise when copying Greek America.





Kingdom of Trilobites: When you're here and get the opportunity to change history - normally at the start of a turn - you first may change history from Time I, then may change history from Time II (whether or not you changed Time II), then may from Time III. So you can pick a complete path down to Time IV.



Mafia City-States: The  paid to you counts as  you gained this turn (e.g. for Bank). Any time this Zone becomes real, each player immediately gains . Note that in rare situations the Zone may become real twice in the same turn, e.g. due to Step on a Butterfly.

Meritocracy: While this is real, any time you advance a , if you have any here, you advance one of those. Thus you won't be able to get more than one  here, except while this isn't real.

Mongolian Empire: Even other players who rule here will have to discard.

Neolithic Renaissance: Players who already have 3 or more cards in hand do not draw any cards.



New France: The entire meaning of the  is just that it lets you advance a  when visiting New France. Once you have a  in New France, you keep that ability, even when you no longer rule New France. It is possible to put a  in Simulated Paradise when copying New France.

Poison Earth: There are chits to use to remind you to lose  and discard a card on your next turn; when you do, return the chit. If you have no cards or  left on your next turn, that's okay; you just lose what you can.











Zone Notes (cont.)




Quiet Planet: At the start of the game, deal 12 Player cards from the deck into a face down pile here. Players visiting Quiet Planet look through the pile and take 2 cards of their choice.




Robotic Utopia: At the start of the game, turn over cards from the deck until you reveal a Momentary card. Put that card here; discard the other cards. When you visit here, if you rule here, you play the card. For example, if the card is Settlers, then every time you visit here while ruling here, you gain  and advance a  8. If the card is Bag of Loot, you still return it to Robotic Utopia.








Rome Eternal: The Golden Laurels cause you to gain  per  you advance. Only the player who currently has the Golden Laurels gets to do this. The  is gained as the  are advanced; if for example you score two cards at Space Age, you'll have the  from the first set of advancements when you score the second card.

Russian Revolution: Even other players who rule here retreat a . The players pick which of their  to retreat; if necessary go in turn order. They have to retreat a  from here or later if they can.



Scrapyard World: If scoring a card doesn't cost a multiple of  (such as due to Friends in Old Places), you only discard a card per full  the card costs. For example if a card would cost  10 to score, you discard 2 cards.

Simulated Paradise: If you rule here, you put the Simulation token in any Zone (real or not) other than Simulated Paradise, and follow the instructions for that Zone. If that Zone refers to ruling it, it checks if you rule Time IV, not the Time for the Zone. If that Zone involves counters, it uses counters on Simulated Paradise, not that Zone. If you don't rule here, and someone has previously placed the Simulation token somewhere, you follow the instructions for that Zone. If you don't rule here and the token hasn't been placed yet, nothing happens. This only copies what happens when you visit a Zone, not special boxed text. Copying e.g. Quiet Planet will be unproductive, since there were no cards put on Simulated Paradise in setup. Copying an  Zone will result in the  ability happening and then a full set of  tokens being put on Simulated Paradise.



Singularity: If the previous turn was yours or you don't have  10, nothing happens. If you meet the condition and pay the  10, you take two more turns. Each turn is a full normal turn - you can change history, you can move, you visit a Zone, you check to see if you've won.

Tibetan Empire: This prevents you not only from gaining  from the played card, but also from any other effects that might give you . This doesn't stop you from gaining  earlier in the turn, such as due to Explorer.




Zone Notes (cont.)

Trojan War: First you score a card. Then you lose all of your remaining ! You will have  0. Then you draw a card.

Underground Haven: The Sage causes you to draw a card when you visit a Zone you rule, prior to following the instructions for the Zone. Only the player who currently has the Sage gets to do this. You still get the card if you stay in a Zone you rule (and visit it).



Viking America: You can't get the  4 from staying here; you have to move. You can get the  4 if you move from here without visiting the Zone you move to, such as with Secret Mission or Golden Apple.




Y2K: The discarded card comes from a player's hand, not from in play.


Zombie Apocalypse: At the start of the game, put three Zombies here. Any time a player in a Zone with at least one Zombie moves to another Zone (whether moving normally or via a card effect such as Golden Apple), a single Zombie comes with the player to the Zone the player moved to. Zombies do not follow players who are time-shifted to new Zones. When a player visits a Zone, just before following the instructions, they lose  2 if there are any Zombies there (but still just  2 if there are multiple Zombies). If they have to gain  at the same time (such as due to Primitive Paradise), they pick the order to do those things.


Player Card Notes

A Place Outside Time: This is a Zone for all purposes; it can be simulated with Simulated Paradise, it can have Zombies, and so on. While here you are not in a Time, can't change history, and are unaffected by history changing. You return to the board by moving to any real Zone.

Ambassador: Each time you play a card, you may pay  4 to also advance a .

Bank: This only works once per turn, and not the turn you play it (since you've already gained  - the  8 for Bank). It works on other players' turns, if you make  then.

Battle Plans: You have to choose a  they can retreat if you can.

Beggar: You can't lose  on Beggar (such as to Tulip Stocks), but can spend it.

Cache: The card can stay on Cache as long as you like, waiting for the right turn.

Cutthroat's Cutlass: You have to retreat a  if you can. If you can't, you don't draw any cards.

Detective: This doesn't help when you draw up to 3 cards via Neolithic Renaissance; you draw one card, draw an extra card due to Detective, draw another card and now you are at 3 cards and stop.

Golden Apples: The other players don't follow the instructions for the Zone you're in when you play this; they just move there.

Player Card Notes (cont.)

Hacker: This functions when visiting Zones and also when scoring or playing cards due to played cards. For example if you have Hacker and play Pope Hat, you gain 4, and then can either score a card or play a card. If you replace scoring with playing or vice-versa, any other details about the original effect are lost, and you play or score a card from your hand. For example if you go to Time of Legends and choose to play a card instead of scoring a card, you don't "advance an extra crown"; if you go to Age of Cybernetics and replace playing with scoring, you just score a card and that's it; if you play Gizmo and replace playing with scoring once or both times, the scoring is of a card from your hand, you don't play and score the same card or score the same card twice. Other abilities still function normally though; if you go to Ancient Egypt and choose to play a card, you still get a bonus if you rule there. Perpetual cards that care about playing and scoring cards only care about what you actually did; if you have Black Market, visit Time of Legends, and choose to play a card instead of scoring a card, you'll get the extra 2 Black Market gives you. If you play a card in the Bronze Age, you didn't score a card, and so don't get the bonus.

Hidden Cave: This works when something tells you to discard a card, such as Dark Ages or Infected Rat or Treasure Map; it doesn't work when putting a scored card or played Momentary card into the discard pile.

Inventor's Journal: You can give other players cards you already had in your hand.

Maneuver: You don't follow the instructions for the Zone you move to; you just move there.

Mysterious Relic: This prevents normal changing of history, and any other changing such as due to Step on a Butterfly.

Panacea: You do the three things in order.

Pilgrims: If the card costs less than 12, you pay 0.

Revolutionaries: Each time you play a card, you then advance a crown from Time II, if you can.

Secret Mission: Moving with this just moves your piece, it doesn't cause you to visit the Time. Since this happens at the start of your turn, you could then change history, then move normally.

Secret Weapon: If used to rule a Time, you rule the Time in addition to whoever would otherwise rule it.



Player Card Notes (cont.)

Sultan's Scimitar: What matters is the Times you rule at the start of your next turn, not the Times you rule when you play this. You do Time IV first, then Time III, then Time II, then Time I.

Sunboat of Ra: The extra turn is a full normal turn - you can change history, you can move, you visit a Zone, you check to see if you've won.

Tactician: So for example you could score a 4 for 4 crowns and choose to make it 0 for 3 crowns, or score a 20 for 8 crowns and choose to make it 24 for 9 crowns.

Visionary: You completely finish scoring the first card before scoring the second one, including resolving abilities like Secret Society's.



Alternate Alternate Realities

Players can deal out ten Zone cards randomly by Time, but can also choose them so as to create a certain type of game. Here are eight examples of themed sets of Zones.

Science!:

- Age of Atlantis
- Bright Ages, Scientist Enclave
- Industrial Revolution, Age of Plastic, Atomic Age
- Steampunk Empire, Singularity, Floating Cities, Nuclear Wasteland

Traders:

- Babylonian Bazaar
- Ancient Carthage, Byzantine Empire
- Age of Discovery, Y2K, Dutch Golden Age
- Scrapyard World, Underground Haven, Endless City, Information Age

Nightmare Worlds:

- Trojan War
- Mongolian Empire, Dark Ages
- Police State, Age of Piracy, Bureaucracy
- Mere Anarchy, Zombie Apocalypse, Poison Earth, Robot Uprising



Alternate Alternate Realities (cont).

Perfect Worlds:

- Neolithic Renaissance
- Celtic Paradise, Renaissance
- Meritocracy, Pax Britannica, Gold Rush
- Utopia, Capitalist Utopia, Robotic Utopia, Communist Utopia

Big Time:

- Bronze Age
- Tibetan Empire, Scientist Enclave
- Pax Britannica, Dutch Golden Age, Plutocracy
- Space Age, Floating Cities, Earth United, Green World

Control Your Destiny:

- Kingdom of Trilobites
- Greek America, Roman Empire
- New France, Atomic Age, Rome Eternal
- Simulated Paradise, Robotic Utopia, Quiet Planet, Mafia City-States

Revolutions:

- Dawn of Man
- Viking America, Three Kingdoms
- American Civil War, Cultural Revolution, Russian Revolution
- Zombie Apocalypse, Savagery, Exodus, Nuclear Wasteland

They Walk Among Us:

- Alien Egypt
- Amazonian Europe, Greek America
- Balloon Revolution, Meritocracy, Age of Plastic
- Simulated Paradise, Alien Contact, Age of Superheroes, Age of Cats



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