
ADVENTURE
REALMS
THE TIME
TRIGGER
RULE BOOK

THE TIME TRIGGER

The Dark Lord has grown too powerful. With all four Elemental Stones within his grasp, time and space has begun to literally shatter. The once forgotten Time Stone has broken into several shards. These time shards have been scattered amongst our vast world. However, all hope is not lost. If you can gather enough time shards, you will be able to travel through time and gain amazing abilities, new heroes, and amazing treasures from history. So explore the world, travel through time, and defeat the Dark Lord once and for all!

COMPONENTS

1x Game Board
1x Time Stone
4x Player Vessels
8x Leader Cards
18x Hero Cards
26x Adventure Cards
18x Treasure Cards
11x Era Cards
3x Monster Cards
4x Elemental Tech Cards
20x Random Encounter Cards
13x Solo Cards
20x Darkness Tokens
6x Black Cubes

ERRATA CARD



This card is to replace the older version due to the older card being unbalanced.
Vengeful Sacrifice is from The Last Fantasy expansion

Apply vessel stickers to the correct colored chips as shown below



GAME SETUP



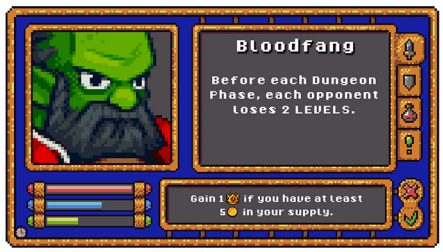
1: Shuffle the new Hero cards into the Hero deck as well as the Random Encounter cards. Now, do the same for the Adventure, Leader, and Monster cards.
2: Place the new board to the right of the base game board. This is known as the Overworld Board.
3: Place each player's Vessel tokens onto the START space (Mistvale) at the bottom of the Overworld track.
4: Place the Ending of Time and Beginning of Time Era cards onto their marked spaces on the board. Then, shuffle the Era cards and randomly draw enough cards until there are 2 Past, 2 Present, and 2 Future Era cards. Place them onto the corresponding spaces on the board. Place the new Time Stone, (clear gem) onto the Beginning of Time card.
5: Set the new Epic Hero King deck next to the Guild Master deck. These may be recruited like any other hero.
6: All other Epic Hero cards: Clank, Ignis, and Uncle Norm stay in the box for now.
7: Give each player a Elemental Tech Card.



NEW ADDITIONS

LEADER CARDS

Leaders were introduced in the first expansion The Last Fantasy. Give each player 2 at the start of the game. The player then chooses one to keep and removes the other from the game. These give the player a special ability as well as a personal Quest/Goal for Victory Points at the end of the game.



NEW TREASURES

These new Treasure cards **REPLACE** all old versions. The new Treasures, when acquired, will stay in front of the player **ALWAYS**. This can give the player new and special abilities per round. Most of these cards have a cost or prerequisite in order for the Treasure to be activated, but once this is done, you will exhaust your Treasure card by turning it sideways. This indicates that the Treasure card cannot be used again until next round. Activating a Treasure is a FREE ACTION, and you may activate as many Treasures on your turn as you would like.

NOTE: Treasures can only be activated during the player's Hero and/or Passing Phase.



Must be Rank 3 in the Fighter's Guild, then exhaust this to gain 3 Gold.

RANDOM ENCOUNTERS

Random Encounters may appear in the guild row. While in the guild row, they may be Defeated by spending Recruit Points. Once defeated, gain the reward, then immediately banish them from the game.



New Icons will be explained on PG4 'NEW ICONOGRAPHY'

ELEMENTAL TECHS

As a FREE ACTION, players may insert one of their Elemental Stones, from their supply, into one of their Elemental Tech Abilities and immediately gain the reward. Each Stone can only be used once, and will still reward the player with 1 Victory Point at the end of the game.

The **NEW** Time Stone is wild and can be inserted in any Tech Ability.



THE OVERWORLD

OVERWORLD GAMEFLOW

During the player's Hero Phase or Passing Phase, anytime they gain a Journey Flag, they may move through the Dungeon normally, or they may move their vessel up the Overworld Track. And just like the Dungeon, one space per flag. They may even split Dungeon and Overworld movement if they had received more than one Journey Flag. YOU CAN NEVER TRAVEL ON THE OVERWORLD DURING THE DUNGEON PHASE.

PASSING PHASE - TIME TRAVEL

At the end of the player's Passing Phase, they may choose to time travel. They will immediately gain the reward from the location they're currently at. Locations reward players with Time Shards and sometimes an additional reward such as Adventure Cards or Treasure. Time Shards are a vital currency and MUST be spent right now (if able) to Activate an Era Card.



In this example, the Red Player chooses to Time Travel. They will gain 2 Time shards and an Adventure card. They decide to use 2 Time Shards to claim the Modern Era. This card rewards the Red Player with the Epic Hero Uncle Norm, which goes directly into their discard pile.

-Only ONE Era card can be claimed per round per player.
-Once an Era card has been claimed, remove that Era card from the board.
-Any left over Time Shards the player may have after claiming an Era card is lost.
-After gaining all rewards, that player returns their vessel back to Mistvale (the START space).

BLUE OVERWORLD FLAGS - When these are gained, the player MUST go up the Overworld Board.

DUNGEON PHASE - VESSELS REMAIN

After the Dungeon Phase has completed, return all player tokens, in the dungeon, back to the START space as normal. However, all vessels in the Overworld remain at their locations. The only time a vessel returns to Mistvale is when the player decides to time travel at the end of the Passing Phase.

DRAW PHASE - UNEXHAUST TREASURES

The only new thing added to the Draw Phase is all players Refresh their Treasures (turn all Treasure cards upright).

GAME END SCORING

There are now new ways to gain victory points when traveling through time. There is also a new Elemental Stone - The Time Stone. Just like the other Elemental Stones, the Time Stone is worth 1 victory point at the end of the game.

NEW EPIC HEROES FROM HISTORY

These can only be acquired by traveling to certain eras. If these Era aren't on the board during setup, then leave these Epic Heroes in the box.



NEW ICONOGRAPHY

 – Exhaust this Treasure, cannot be used again until next round.

 – Unexhaust/Refresh any 1 Treasure. All treasure refresh during the Draw Phase at the start of each round.

 – Overworld Flag, the player moves up on the Overworld Board only

 – When this has been recruited, immediately gain this card's effect

 – Time Shard

 – Time Stone

Introduced in The Last Fantasy, the player must discard a specific card from their hand.

 Discard a Fighter

 Discard a Thief

 Discard a Cleric

 Discard a Wizard

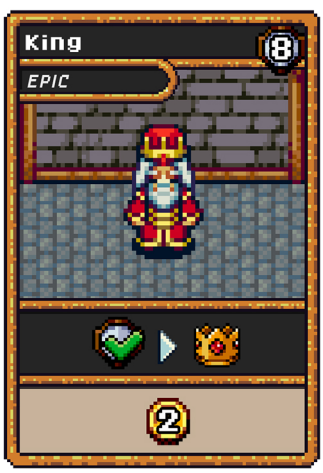
FREE ACTIONS

There are new types of actions carded FREE ACTIONS in which, during a player's turn, they may do as many FREE ACTIONS as they would like. These include:

- Exhausting a Treasure (during the Hero or Passing Phase)
- Inserting an Elemental Stone into an Elemental Tech (during the Hero Phase)
- Removing Corruption (during the Hero Phase) UPDATED rule from The Last Fantasy expansion

EPIC HERO KING

The King card is the only hero that has an ability that activates as soon as it is recruited. The only other ability the King has is it's tan ability which gives the player 2 Gold. The King can never be used during the Hero Phase to travel to a Realm Space.





SOLO MODE

In the beginning, before the creation of the Elemental Stones, there was only Light. Brightly it shined, and within the heart of Arcadia it grew. However, with ice there's fire, with love there's hate, and with light there's darkness. Long after the creation of the Stones, Arcadia, and Man, the Light began to weaken and darkness began to grow. Now with the imbalance of the elements due to the Dark Lord, this darkness had begun to manifest into a powerful being called, The Shadow. The Shadow will stop at nothing to spread darkness throughout all the realms just so it can gain the power of the four Elemental Stones.

SOLO MODE SETUP

-Set up the base game like normal following the setup rules found in the base game rule book. (Solo Mode does not utilize the Corruption or Overworld boards)

-Place the Black cubes next to all your player cubes on the board.

-Shuffle the Solo Mode 12 card deck.

-Place this deck face down near the player.

-Place the oversized "The Shadow" Card next to the deck making sure it is flipped to the side shown to the right.





-Place all 20 Darkness Tokens in a supply near the oversized Shadow card.

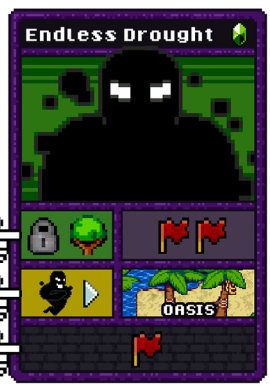


GAMEFLOW

Draw Phase - This plays exactly the same as normal. The player draws 5 cards.

Hero Phase - The Shadow **ALWAYS** plays first. Flip over the top card from the Shadow Deck. Follow the directions of the card. If their deck is empty, shuffle their discard pile to form a new deck.

Example: "Endless Drought"
1) Locked Realm - This means the player cannot play in the Forest Realm this turn. ONLY FOR THIS TURN.
2) Shadow Ability - This means The Shadow moves their Black Cube up 2 spaces in the Dungeon.
3) Darkness Spreads - Place a Darkness Token in the Oasis. (If a Darkness Token is already at this location, place this new Darkness Token at a location of your choice)
4) Blackout - See in "Dungeon Phase" below. Does nothing in the Hero Phase.



After completing this card, then the player takes their turn like normal. The Shadow will play a second card **ONLY** if the dungeon has Level 2 Monsters. The Shadow will even play a third card if the dungeon has Level 3 Monsters. The Shadow will **ALWAYS** play their cards, even if the player moves into their Passing Phase before The Shadow is finished playing their cards.

Passing Phase - This plays as normal, but at the end of this phase, banish the last two cards (furthest to the right) in the Guild Row. Slide the remaining heroes to the right, and draw 2 new heroes into the row.

Dungeon Phase - The Shadow will **ALWAYS** go first and will play the top card of their deck. They will move as many spaces as flags in the Blackout section of the card.

IF THE SHADOW WINS: The Shadow will only ever be rewarded: Guild Ranks, Victory Points, or Elemental Stones. They only take the Stone that is listed next to the Shadow Card name - Endless Drought would be the Earth Stone. If it is already gone, then no Stone is awarded to The Shadow. If "?" is the Guild Rank rewarded, you will choose which Guild they increase.

SOLO MODE

GAME END

There are multiple ways the game can now end
1) If there is a Darkness Token in all 12 Realms - Game Ends Instantly - Player Loses
2) If The Shadow has all 4 Elemental Stones - Game Ends Instantly - Player Loses
3) Defeating The Final Form - Game Ends Instantly - Player Wins
3) Like normal, by having the most Victory Points at the end of the game

REMOVING DARKNESS

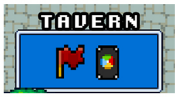
The player can remove Darkness Tokens from realms spaces by going to a space with darkness, and performing the opposite of what the space does. Here are some Examples:



The player would Pay 2 Gold and 1 Food



The player would Pay 1 Food (They do not pay the mana)



The player would lose 1 Level and discard 1 Adventure Card

The player CAN always go to a space and gain the rewards as normal even if there is a Darkness Token at that location. When an Adventurer is placed at a location, the player then chooses to gain the reward or pay to remove the Darkness.

Darkness Tokens that have been removed are place onto any one slot on the oversized Shadow Card.

This will move The Shadow's black cube up in the Dungeon. So choose wisely.

Once 4 Darkness Tokens have been place on this card, you will flip it over to "The Final Form" side. Place the 4 Darkness Tokens back into the supply.

This gives the player an alternate way of winning. The player will put Darkness Tokens into these spaces, and once a space has 2 Tokens in it, The Shadow gains a Victory Point. However, if the player can fill all 4 spaces with all 8 Tokens, they instantly win the game.



INTERACTION TERMS

There are many cards that interact with players in a multi-player game. Here are the changes for the solo game:

1) Choose a player to lose 1 Level - Gain 1 Journey Flag (or however many flags a player would normally lose)

2) If a player would need to discard a card - Discard the top card of the Shadow Deck

3) If a player would lose 1 Rank in a Guild - Move the Shadow's cube down in any Guild

4) If the player would steal resources from a player - Take resources from the general supply

5) If the player would steal Adventure Cards from a player - Draw Adventure Cards instead and draw 1 additional Adventure Card



F.A.Q.

Q: Can I include Leaders and Elemental Techs into the Solo Mode?
A: Yes, however, it does make it a slightly easier game. It's best to use Leaders and Elemental Techs only in a multi-player game.

Q: In Solo Mode, can I leave the Random Encounters in the Hero Deck?
A: Yes, however, if you draw any that have the Blue Overworld Flag, banish it and draw a new card.

Q: How can I increase the difficulty in Solo Mode?
A: To make it a harder game, start The Shadow at Rank 2 in each Guild, or for a VERY difficult game, start them at Rank 3 and 4 Victory Points.

Q: Does the Shadow ever gain resources, heroes, or Adventure Cards?
A: No, even if their Shadow Ability says steal an Adventure Card, you will randomly discard an Adventure Card. They do not gain anything except Victory Points and Elemental Stones.

Q: How well does this play with The Last Fantasy expansion?
A: It is very well balanced. It's all about when to become corrupt over when to time travel. The choices are so much better with both expansions included.

Q: If I forget to travel through time at the end of my Passing Phase, may I go back a turn to do so?
A: Always ask you gaming group first. We allow it as long as it doesn't affect someone else's turn.

CREDITS

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