ESCAPE FROM 100 MILLION B.C.

RULEBOOK

1-6 Players | 60-90 Min. | Age 14+

Your team of intrepid adventurers has embarked on history's first time-travelling expedition; only for the Professor's Time Machine to malfunction, crashing into the lip of an active volcano and stranding you 100 million years in the past! Your supplies, along with several critical components of the Time Machine, have been scattered around the area. Worse, your presence in the past is causing the space-time continuum to unravel, further destabilizing the volcano that the Time Machine is perched atop! You must retrieve enough Time Machine parts for the Professor to repair the machine for the time jaunt back to the future before a paradox erases you all from history!

SUMMARY OF PLAY

You and the other players will work together to explore the valley where the Time Machine has crashed. As you uncover the Game board, you will have adventures, find your missing equipment, and encounter dangerous creatures. At the end of each round, there is a check to see if a paradox storm occurs, which can tear open Time Rifts to other times and places, depositing confused unfortunates into the past with you. Should a hungry creature devour one of these time castaways, it may cause the universe to unravel even faster than before!

Once you've found enough Time Machine parts, all of the adventurers must gather in the Time Machine so that the Professor can start the time jaunt back to the future. However, any equipment you leave in the past will strain the Space-Time continuum with further paradox. Only if the universe holds together will you win the game, returning safely to the future (although you may find it strangely altered by your actions in the past).

Game Board

Time Machine Sheet

Hero Sheet

GAME COMPONENTS

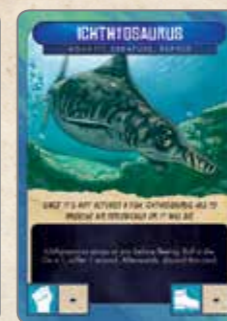The game includes the following components:

- This Rulebook
- 1 Game board
- 1 Time Machine sheet
- 6 Hero sheets
- 181 cards, including:
  - 35 Carnivorous Creature cards
  - 35 Herbivorous Creature cards
  - 25 Aquatic Creature cards
  - 25 Adventure cards
  - 40 Equipment cards
  - 21 Paradox cards
- 15 Equipment Crate cubes

Carnivorous Creature
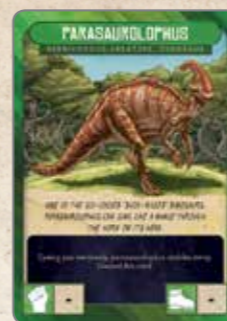
Herbivorous Creature

Aquatic Creature

Adventure

Equipment

Paradox

Carnivorous Creature Standee

Herbivorous Creature Standee
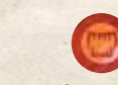
Aquatic Creature Standee

Paradox Marker

Time Machine Part

Map Tile
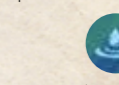
Time Rift Marker

First Player Marker

Hero Standee

Time Castaway Standee

Sentry Bot Standee

Carnivorous Marker

Herbivorous Marker

Aquatic Marker

Time Castaway Marker

Ammo Token

Wound Token

Will Token

Difficulty Marker

Emergency Recall Tracker

- 12 Six-Sided dice (1 red and 11 white)
- 203 Cardboard tokens, including:
  - 9 Time Machine parts
  - 1 Paradox marker
  - 1 Difficulty marker
  - 1 Emergency Recall tracker
  - 1 First Player marker
  - 6 Time Rift markers
  - 6 Time Castaway markers
  - 5 Carnivorous Creature markers
  - 5 Herbivorous Creature markers
  - 4 Aquatic Creature markers
  - 30 Will tokens

  - 20 Wound tokens
  - 30 Ammo tokens
  - 84 Map tiles
- 29 Plastic Standee stands
- 29 Standees:
  - 6 Heroes
  - 5 Herbivorous Creatures
  - 5 Carnivorous Creatures
  - 4 Aquatic Creatures
  - 6 Time Castaways
  - 2 Sentry Bots

*Not pictured:
Rulebook
Equipment Crate cubes
Six-Sided dice
Plastic Standee stands

SETUP

1. Lay Out the Game Board

- Unfold the Game board and place it in the middle of the play area.

  - Take the Paradox marker and place it on the Paradox track on the space labeled with the number of heroes playing

    Note: in a 1-player game, the player plays 2 heroes rather than 1, see .

2. Setup the Time Machine Sheet

- Place the Time Machine sheet next to the Game board.

- Place the Time Machine parts next to the Time Machine sheet.

- Place the Emergency Recall tracker on the first space of the Emergency Recall track (the '1').

- Choose your difficulty level and place the Difficulty marker on that difficulty box. If this is your first game, we recommend that you try the lowest difficulty (Thrilling). The difficulty shows how many Time Machine parts you must recover in order to repair the Time Machine.

  - Separate the Map tiles by terrain type, shuffle up each terrain pile, and place the terrain piles facedown on the indicated spaces on the Time Machine sheet.

3. Separate and Shuffle the Decks

- Separate the cards into their 6 separate decks and shuffle each deck individually, placing them alongside the Game board next to their indicated areas.

- Place the Creature, Time Castaway standees, and markers next to their respective deck of cards.

  - Place the Time Rift markers facedown in a pile next to the Game board.

4. Prepare Hero Tokens

  - Make separate piles of the Wound, Will, and Ammo tokens and place them within easy reach of the players.

5. Choose and Prepare Heroes

- Each player chooses a hero. Either at random, or, if the players all agree, by choosing their favorite. Each player takes the Hero sheet and standee corresponding to that hero, then places their Hero standee on the Time Machine space in the middle of the Game board.

  - Each player takes Will tokens equal to their hero's Will (🧠) skill and places them on their Hero sheet.

    - Each player in turn reads their hero's special abilities out loud to the group.

6. Hand Out Equipment

- Give each hero 2 Equipment cards at random (*Exception: Martin Greene, the Investor, receives 3 Equipment cards instead*). Then, return the following number of Equipment cards from the top of the Equipment deck to the box without looking at them:

  PLAYER COUNTS:
6 Players: 4 cards	4 Players: 10 cards
5 Players: 7 cards	3 Players: 13 cards
	1–2 Players: 16 cards

  Note: Any player who has an item with the Ammo trait should now take that many Ammo tokens and place them on top of that item.

7. Choose a First Player

  - The player who has most recently seen a dinosaur fossil in real life is the first player (or choose at random if you prefer). That player takes the First Player marker and puts it in front of themself.

8. Open Starting Time Rifts

  - Open a number of Time Rifts depending on how many players are playing. Opening a Time Rift is described on :

  PLAYER COUNTS:
1–3 Players: 1 Rift	4–5 Players: 2 Rifts
	6 Players: 3 Rifts

You are now ready to begin play!

ROUND SEQUENCE

During each round, every player, starting with the first player, takes a turn. After all players have taken their turn, there is a paradox turn in which creatures and time castaways on the Game board move, paradox may be added, and a new Time Rift may open.

PLAYER TURN

During your turn, you move your hero around the Game board in search of equipment and Time Machine parts, hoping to avoid the deadly creatures that hunt the area.

At the start of your turn, your hero receives movement points equal to their Speed (👢) skill. Each of the following actions costs your hero 1 movement point:

- Explore and move onto an unexplored space adjacent to your hero's current space.
- Move onto an explored space adjacent to your hero's current space.

The following actions are free – they do not cost any movement points:

- Pick up an Equipment Crate cube or Time Machine part on your hero's current space. You may only do this after encountering any creatures or adventures on the space.
- Give an Equipment card or Time Machine part to another hero on your hero's current space.
- Take an Equipment card or Time Machine part from another hero on your hero's current space (with that hero's player's permission).
- Flee from a creature your hero has encountered.

If at any point during your turn, your hero encounters (is on the same Map tile as) an adventure, creature, or time castaway, your hero's remaining movement points are immediately reduced to 0. Finding Equipment Crate cubes, Time Machine parts, and Flower icons does not reduce your movement to 0.

Once you have spent all of your hero's movement points and finished resolving any creatures, time castaways, or adventures your hero has encountered, your turn ends and play passes to the player to your left.

Once all players have finished their turn for the round, the paradox turn occurs. For further information, see .

Note: The first player remains the first player for the entire game. The First Player marker does not get passed from one player to the next.

Forced Marches

Once per turn, if you haven't encountered an adventure, creature, or time castaway, you may spend 1 Will token (removing it from your Hero sheet and returning it to the pile of Will tokens) to gain 1 extra movement point. This can get you that extra little bit of movement you need when you're just a bit short. Will tokens are replenished by discovering Flower icons or ending your turn at the Time Machine, as explained on .

Exploring Unexplored Spaces

Unexplored spaces are spaces on the Game board that do not have a Map tile yet. The only exceptions to this are the Time Machine space and the 6 Time Rift spaces on the Game board, which never have a Map tile placed on them and are always considered to be explored.

To explore an unexplored space, spend 1 movement point and choose an unexplored space that shares an edge with (and is therefore adjacent to) your hero's space. That space must have an open path leading to it (see Paths and Movement on).

First, look at the unexplored space's terrain type and draw the top Map tile from the pile of Map tiles with that terrain type shown on their back. Then, turn the drawn Map tile over, look at its front, and place it on the Game board so that the base of the Map tile (indicated by the small white arrows) is pointing towards your hero's space.

Next, move your Hero standee onto the newly placed Map tile and resolve any icons on it, as listed below:

- 🎩: Draw 1 card from the Adventure deck and encounter it.
- 👹: Draw 1 card from the Carnivorous creature deck and encounter it.
- 🌿: Draw 1 card from the Herbivorous creature deck and encounter it.
- 💧: Draw 1 card from the Aquatic creature deck and encounter it.
- ❀: Immediately gain 1 Will token (there is no limit to the number of Will tokens you may have at once).
- 📦: Place 1 Equipment Crate cube on this space.
- ⚙: Place 1 Time Machine part on this space.

TERRAIN TYPES

There are 5 types of terrain on the Game board, and each type of terrain has certain characteristics.

Mountain: These spaces usually have a number of open trails. Equipment is common and dangerous creatures are rare here.

Plains: These spaces are normally wide open, with lots of open trails. Equipment is relatively common here, but some dangerous creatures may be found here.

Jungle: The most common type of terrain, the jungle has a good mix of open and closed trails, although Carnivorous creatures are relatively common. However, there is a decent amount of equipment, along with several Time Machine parts for anyone brave enough to venture within.

Water: Fairly wide open, the water is haunted by often extremely dangerous Aquatic creatures. Equipment is rare here, but there are several Time Machine parts to be found here.

Swamp: Labyrinthine and dangerous, the swamp is filled with both Carnivorous and Aquatic creatures, but heroes can find plenty of equipment and Time Machine parts here.

EXPLORING UNEXPLORED SPACES

Note: Only resolve the icons on a Map tile when that Map tile is initially revealed and explored. If a hero re-enters a Map tile that has already been explored, do not resolve the icons again.

Encountering adventures and creatures is described on **pg. 12**. After all icons on the Map tile have been resolved, you may continue spending any remaining movement points that your hero has left. If you are out of movement points (remember that encountering a creature, adventure, or time castaway reduces your movement points to 0), you may not move any further this turn.

PATHS AND MOVEMENT

When moving on the Game board, you must be aware of the paths. Normally, you can only move along open or completed paths. Closed, blocked, and partial paths cannot be moved along unless an ability or Equipment card allows you to do so.

All edges on this Map tile are open paths.

Open Path: An open path occurs when a Map tile has an unblocked edge facing an unexplored space.

All edges on this Map tile are closed paths, except the bottom of the Map tile.

Closed Path: A closed path occurs when a Map tile has a blocked edge facing an unexplored space.

Moving Onto Explored Spaces

An explored space is a space that has a Map tile on it. In addition, the Time Machine space and the 6 Time Rift spaces are always considered to be explored even though they do not have Map tiles.

Moving onto an explored space is generally much simpler than exploring an unexplored space. You simply spend 1 movement point and move your hero to an adjacent explored space that has a completed path leading to it. Then, if there is a Creature or Time Castaway standee on that space, your hero immediately encounters them, as described on **pg. 12-14**.

The paths at the 4 and 6 edges are touching with no closed paths in the way, creating a completed path.

Completed Path: A completed path occurs when 2 adjacent explored Map tiles each have an unblocked edge facing each other.

The plains tile is open at the 6 edge, while the swamp tile is closed at the edge that it is facing, creating a partial path.

Partial Path: A partial path occurs when 2 adjacent explored Map tiles have one blocked and one unblocked edge facing each other.

Both facing edges are closed, creating a blocked path.

Blocked Path: A blocked path occurs when 2 adjacent explored Map tiles each have a blocked edge facing each other.

Picking up Equipment and Time Machine Parts

If your hero is on a space with any Equipment Crate cubes or Time Machine parts and there are no Creature or Time Castaway standees on the space with the hero, you may pick up those Equipment Crate cubes and/or Time Machine parts without spending any movement points.

To pick up an Equipment Crate cube, remove an Equipment Crate cube from the space you're on and draw the top card of the Equipment deck, placing it face-up next to your Hero sheet. If there are no cards left in the Equipment deck, then simply discard the cube. **Never reshuffle the Equipment deck's Discard pile to make a new Equipment deck.**

To pick up a Time Machine part, simply take the Time Machine part from the Map tile and place it on your Hero sheet. The next time you end your movement on the Time Machine space, you can move the Time Machine part from your Hero sheet to an available space on the Time Machine sheet.

Giving and Taking Equipment and Time Machine Parts

If another hero is on the same space as your hero, you may give that hero any of your Equipment cards or Time Machine parts. Simply give the Equipment card or Time Machine part to the player controlling that hero. You may do this as often as you like for free, without spending any movement points.

Likewise, you can take Equipment cards or Time Machine parts from another hero on your hero's space without spending any movement points. In this case, however, you need that player's permission to take the equipment and/or Time Machine parts from the hero.

The Time Machine Space

Returning to the Time Machine space in the center of the Game board allows heroes to rest and recuperate. When you end your turn on the Time Machine space, do the following:

1. Remove all Wound tokens from your Hero sheet (you are healed in the Professor's rejuvenation tank).

2. If you have fewer Will tokens than your hero's Will (🧠) skill, gain Will tokens until you have Will tokens equal to your hero's Will (🧠) skill. If your current Will tokens already equals or exceeds your hero's Will (🧠) skill, then do not gain any Will tokens.

3. You may drop any unwanted equipment you have. Equipment dropped in the Time Machine is placed on the Time Machine sheet and may be picked up by any hero on that space during their turn.

   Note: Equipment cannot be dropped anywhere on the Game board other than the Time Machine space.

4. If you have any Time Machine parts, place them on the Time Machine sheet. If there are a number of Time Machine parts on the Time Machine sheet equal to or greater than the game difficulty, you have repaired the Time Machine! See **pg. 19** for the effects of repairing the Time Machine.

5. If the Time Machine is repaired and all of the heroes are on the Time Machine space, you may have the Professor activate the Time Machine and perform a time jaunt back to the future (see **pg. 20**).

The Time Rift Spaces

The Time Rift spaces are spaces where Time Rifts can open. Usually, they are simply treated as explored spaces just like any other. The only unusual thing about them is that when your hero enters a Time Rift space when accompanied by a time castaway whose number matches an open Rift on that space, you may send that time castaway home through the Rift (see). This does not cost you any movement points to do so.

ENCOUNTERING ADVENTURES, CREATURES, & TIME CASTAWAYS

When you encounter an adventure, creature, or time castaway, your remaining movement points are immediately reduced to 0. This is because all of your attention is focused on dealing with the problem at hand.

Although adventures, creatures, and time castaways are encountered in different ways, each type of encounter is typically resolved through skill checks.

Skill Checks

A skill check appears in one of the two following formats:

Passive: <Skill> <Difficulty> check.
Example: *"Make a Brawn ( ) 5 check".*

Active: Make a <Skill> check against <Opposed Skill>.
Example: *"Make a Brawn ( ) check against the creature's Brawn ( )".*

Both types of skill checks work the same way. You roll a number of dice equal to the skill you are testing. For instance, if testing your Brawn ( ) and your hero has a Brawn ( ) of 4, you roll four. The player to your left (called the opposing player) rolls a number of dice equal

to either the difficulty of the check (if a passive check) or the opposed skill (if an active check). So, if you are attempting a Brawn ( ) 5 check, the opposing player rolls five dice. On the other hand, if you are making a Brawn ( ) check against a triceratops' Brawn ( ) (6, in this case), then the opposing player rolls six dice.

Each 4 or 5 rolled on a die is a success. Each 6 rolled is a success and it also "explodes", which means that player rolls one additional die. Extra dice rolled due to exploding 6's may add successes to the roll or even explode again, if another 6 is rolled.

Next, you add up the number of successes you rolled and compare it to the total number of successes the opposing player rolled. If you rolled at least as many successes as the opposing player, you pass the check. Otherwise, you fail the check.

Note: Yes, this means that if the opposing player rolls 0 successes, you automatically pass the check. Lucky you!

PASSIVE SKILL CHECK

Your Brawn ( ) is 4 and you attempt a Brawn ( ) 5 check. Therefore, you roll four dice, while the player to your left rolls five dice to oppose you. You roll 2, 4, 5, 6, and then roll one extra die for the exploding 6, getting a 1, so you have a total of 3 successes. The opposing player rolls 3, 3, 4, 4, 5, for a total of 3 successes as well. Because you rolled at least as many successes as the opposing player, you pass the check!

YOU
Brawn ( ) 4 = four dice plus one extra die for rolling a 6.

OPPOSING PLAYER
Player rolls Brawn ( ) 5 for the game.

3 successes vs 3 successes. You pass!

ACTIVE SKILL CHECK

Again, your Brawn ( ) is 4 and you attempt to make a Brawn ( ) check against a triceratops' Brawn ( ) of 6. Therefore, you roll four dice, while the player to your left rolls six dice to oppose you. You roll 1, 1, 4, 5, for a total of 2 successes.

The opposing player rolls 2, 2, 4, 5, 6, 6 (4 successes so far) then rolls two extra dice for the two exploding 6's, getting a 3 and another 6 (5 successes).

That 6 also explodes, so another die is rolled, getting another 6 (6 successes)!
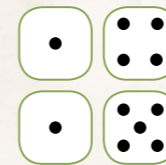
That 6 ALSO explodes, this time getting a 4 and finally ending the streak.

In total, the opposing player rolled 7 successes to your 2. Since you rolled fewer successes, you fail the check.
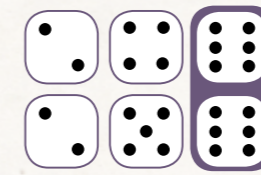
You win some, you lose some…

YOU
Brawn ( ) 4 = four dice

TRICERATOPS
Brawn ( ) 6 = six dice

plus two extra dice for rolling two 6's.
+
plus one extra die for rolling a 6.
+
plus one extra die for rolling a 6.
+

2 successes vs 7 successes. You fail.

Will Tokens and Skill Checks

Will tokens may be spent to improve your odds of passing a skill check. After you've failed a skill check (but before the effects of any failure are applied), you may choose to spend 1 Will token to roll one additional die. If you roll a success on the die, that success is added to your successes on the skill check, and the die may explode as usual. You may continue spending Will tokens, one at a time until you either: pass the skill check, run out of Will tokens, or cut your losses and give up.

Will tokens are replenished by discovering Flower icons or ending your turn at the Time Machine, as explained on .

Bonuses to Skill Checks

A hero may gain a bonus to a skill check by using an Equipment card or by being accompanied by a time castaway. A hero may only gain ONE bonus to a single skill check from equipment and ONE bonus from an accompanying time castaway. Further bonuses cannot be stacked.

Ammo

If an Equipment card has the Ammo trait, remove 1 Ammo token from the card each time you use its bonus (although you may not use it more than once per skill check). Once the card has no Ammo tokens on it, it is out of Ammo and may not be used in combat unless you reload it using an Ammo Case Equipment card.

If an Equipment card does not have the Ammo trait, it may be used any number of times (but still no more than once per skill check).

Encountering Adventures

When you encounter an adventure, draw the top card of the Adventure deck and look at the bottom of the card. If the terrain type your hero is currently on is shown on the bottom of the Adventure card, read the card out loud and do what it says.

If the Adventure card does not show the terrain type your hero is on, discard the Adventure card and draw again, continuing to draw until you get an Adventure card that shows your hero's current terrain type on its bottom.

Example: If your hero is on a swamp space, draw from the top of the Adventure deck until you get an Adventure card that shows a swamp space on the bottom of the card, discarding all other cards you drew.

Once you have drawn an Adventure card showing the terrain type your hero is on, read the card out loud, following any instructions on it. Afterwards, discard the Adventure card.

Encountering Creatures

When you encounter a creature, you're potentially in an extremely dangerous situation. You must choose one of the following actions to attempt:

1. Kill the creature
2. Drive off the creature (requires a weapon with the Repel ability)
3. Flee from the creature

Note: Some creature encounters have different instructions on them, such as the archaeopteryx in the Carnivorous creature deck. In these cases, follow the instructions on the Creature card.
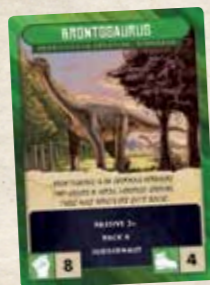
Killing a Creature

In order to kill a creature, you must pass a Brawn (✊) check against the creature's Brawn (✊).

### If you pass the check, do the following:

1. Place the Creature card facedown in a pile next to that deck's Discard pile. Dead creatures do not get shuffled back into their respective decks in this game.

2. Add 2 paradox to the Paradox track. If the Paradox marker enters the space with the volcano, players immediately lose the game (see pg. 14). If the Paradox marker passes a Time Rift symbol on the track, immediately open a Time Rift (see pg. 18).

If you fail the check, do the following:

1. Suffer 1 wound, as described on pg. 19. If the number of wounds on your Hero sheet equals or exceeds your hero's Health (❤), your hero is knocked out (see pg. 19 for further details).

2. If your hero is not knocked out, go back to the start of the encounter and choose one of the 3 options again (Flee, Kill, or Drive Off).

ADDING PARADOX TO THE PARADOX TRACK
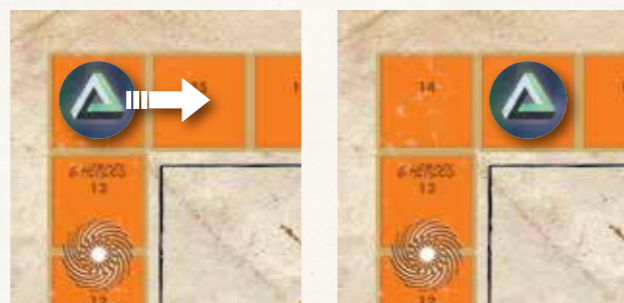
Driving off Creatures

If your hero has a weapon with the Repel trait, you may attempt to drive off the creature without hurting it. To do so, you must first spend 1 Will token to aim for a non-vital area of the creature, then make a check of your Brawn (✊) skill against the creature's Brawn (✊).

If you pass the check, do the following:

1. Discard the Creature card into the Discard pile corresponding to its deck. The creature is not killed, so paradox is not added to the Paradox track. The creature may show up again later in the game if that Discard pile gets shuffled to make a new Creature deck.

If you fail the check, do the following:

1. Suffer 1 wound, as described on pg. 19. If the number of wounds on your Hero sheet equals or exceeds your hero's Health (❤), your hero is knocked out (see pg. 19 for further details).

2. If your hero is not knocked out, go back to the start of the encounter and choose one of the 3 options again (Flee, Kill, or Drive Off). Remember that if you choose to try to drive off the creature, you will have to spend another Will token!

Fleeing from a Creature

In order to flee from a creature, you must pass a Speed (👢) check against the creature's Speed (👢).
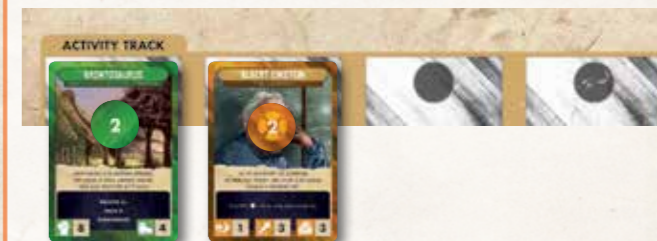
If you pass the check, do the following:

1. Roll a die and look at the Map tile your hero is on. The small numbers around the edge of the Map tile are called movement numbers. Follow the path marked by the movement number that matches your die roll, exploring the Map tile you enter if necessary. If you

cannot (because the path is a partial path), then you are cornered by the creature and **must encounter it again** (although you do not suffer any wounds as a result of getting cornered).

2. Place the Creature card face-up on the left-most empty slot on the Activity track next to the Game board. Take one of the Creature markers of that creature's type (Herbivorous, Carnivorous, or Aquatic) and the matching Creature standee. Place the marker, with the number side face-up, above the Creature card on the Activity track then place the Creature standee on the Game board on the space your hero just fled from.

ACTIVITY TRACK

If you fail the check, do the following:

1. Suffer 1 wound, as described on pg. 19. If the number of wounds on your Hero sheet equals or exceeds your hero's Health (❤), your hero is knocked out (see pg. 19 for further details).

2. If your hero is not knocked out, go back to the start of the encounter and choose one of the 3 options again (Flee, Kill, or Drive Off).

Once a Creature standee has been placed on the Game board, any hero who enters its space must encounter it. The creature will move during the paradox turn every round.

Note: If you flee from a creature, any Equipment Crate cubes or Time Machine parts on that space must be left behind.

Encountering Time Castaways

Sometimes, Time Rifts (see for further details) will tear open on the Game board, dropping unfortunates from other times and places into the valley with you. The presence of these time castaways further destabilizes the time stream, so it's in your best interest to lead them back to their own time. To do this, you must first gain the castaway's trust. You do this by making a Will (🧠) check against the castaway's Distrust (👁) when you are on the same space as them.

If you pass the check, the castaway decides to accompany you. Take the Time Castaway's Paradox card, placing it next to your Hero sheet. Then, remove the Time Castaway marker from the Game board and place it on the Time Castaway's Paradox card to remind you which Rift the time castaway emerged from. The castaway will follow you around until either the end of the game or until you enter the space containing the Time Rift they came out of, in which case the castaway returns through the Rift space to their home time (see upper right of page).

If you fail the check, you manage to frighten the time castaway and they flee from you. Roll a die and move the castaway along the trail indicated by the rolled number, as when you flee from a creature. Time castaways will only flee along completed trails, so re-roll until you roll a completed path if the castaway's path is a partial or open path.

Returning a Time Castaway to their Home Time

When you are accompanied by a time castaway, if you enter the space containing the Rift that castaway emerged from, the castaway automatically returns to their home time through the Time Rift. In that event, discard the Time Castaway's Paradox card and marker, remove the Time Rift marker from the Game board (returning it facedown to the pile of Rift markers), then reduce paradox by 1. When reducing paradox, you cannot move through a Time Rift symbol on the Paradox track. If you would do so, then do not reduce paradox any further.

PARADOX TURN

After every player has taken their turn, the paradox turn for the round takes place. To begin, the first player rolls the red die and a white die together (the players may choose to pass these dice around rather than always having one player roll them if they so wish).

STEP 1: Generate Paradox

Look at the red and white die. For each die, if the number rolled is equal to the number on an open Time Rift, add 1 paradox to the Paradox track. If the Paradox marker enters the space showing the volcano, the game immediately ends and the players lose. If the Paradox marker passes a Time Rift symbol on the Paradox track, a Time Rift immediately opens (see).

Example 1: Time Rifts 2 and 4 are open, and the first player rolls a 3 on the red die and a 4 on the white die. Since one die matches an open Time Rift, 1 paradox is added to the Paradox track.

Example 2: Time Rifts 1, 3, and 6 are open, and the first player rolls a 1 on the red die and a 6 on the white die. Since both dice match open Time Rifts, 2 paradox are added to the Paradox track.

STEP 2: Creature and Time Castaway Movement

Next, look at the red die only. The number rolled on it is the movement number for the turn. Each creature and time castaway on the Game board now moves according to the movement number, starting with the creature on the left of the Activity track and proceeding to the right.

For each card (either creature or time castaway) on the Activity track, look at the Map tile the card's standee is on and move the standee along the path corresponding to the movement number unless one of the following apply:

- A standee would leave the Game board.
- A standee on an explored space would move onto an unexplored space.
- A standee would move along a partial path.

  Exception: Creatures with the Juggernaut ability may move along partial paths.

- An Aquatic creature would move onto a space that is neither swamp nor water.

If any of these conditions apply, the standee stays where it is. Once every standee has moved, this step is finished.

CREATURE AND TIME CASTAWAY MOVEMENT

Time Castaways and Their Time Rifts

When moving, it's possible that a time castaway, unaccompanied by a hero, will enter the space containing the Rift it emerged from (see pg. 14). If so, the time castaway returns to their home time on their own. In that event, discard the Time Castaway's Paradox card and marker, remove the Time Rift marker from the Game board (returning it facedown to the pile of Rift markers), then reduce paradox by 1. When reducing paradox, you cannot move through a Time Rift symbol on the Paradox track. If you would do so, then do not reduce paradox further.

Creatures Encountering Heroes

If a creature enters a space containing a hero, nothing happens yet. On that hero's next turn, they must encounter the creature on their space immediately, just as if they had entered a space containing the creature.

Creatures Encountering Each Other

If a creature enters a space containing another creature, look below to see what happens.

Time Castaway Encounters Time Castaway

vs.

If a time castaway would enter a space containing another time castaway, it instead remains where it is. This does not apply to entering a space containing a time castaway accompanying a hero, only time castaways on the Activity track.

Time Castaway Encounters Creature

vs.
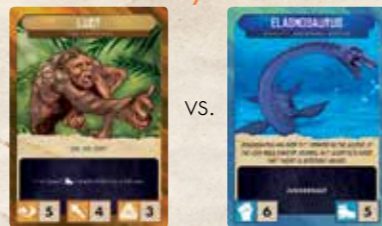
If a time castaway enters a space containing a creature (or vice versa), the time castaway is immediately killed (see pg. 20).

Note: A few time castaways (such as Abe Lincoln or Bill, Future Warrior) have a chance of defending themselves when they encounter a creature – such abilities are listed on the Time Castaway's Paradox card.

Creature Encounters Creature

vs.

What happens when 2 creatures encounter each other depends on the creatures' respective Brawn (✊). The creature with the higher Brawn (✊) kills the creature with the lower Brawn (✊). If the 2 creatures are tied in Brawn (✊), then the creature that is moving kills the other creature.

This occurs just like when a hero kills a creature (see pg. 12) except that this is part of the natural order and does not cause paradox.

Out of Phase Time Castaway

When a time castaway appears on an unexplored portion of the Game board, they are out of phase with this time period initially. Only when they encounter the time stream energy left behind by the heroes as they explore the area, do they phase in.

What this means is that a time castaway on an unexplored Map tile moves using the Flying and Out of Phase Movement diagram shown on the Game board. Simply move the time castaway in the direction indicated unless it would cause the castaway to leave the Game board.

Once a time castaway has entered an explored Map tile, they enter into phase with this time period and move normally.

Flying Creatures

Flying creatures do not have to follow trails when moving. What this means is that a creature with the Flying ability moves using the Flying and Out of Phase Movement diagram shown on the Game board. Simply move the creature in the direction indicated unless it would cause the creature to leave the Game board or enter an unexplored Map tile, in which case the flying creature remains where it is.

OUT OF PHASE TIME CASTAWAY AND FLYING CREATURE MOVEMENT

STEP 3: Check for Paradox Storm

Finally, add the two rolled dice together to check for a paradox storm. If the total of the two dice is equal or less than the current temporal stability (shown on the Paradox track), a paradox storm occurs. This causes a Time Rift to open as described below.

After this, this paradox turn ends and a new round begins, starting with the first player once again.

OPENING TIME RIFTS

Time Rifts open at the start of the game, when the Paradox marker passes a Time Rift symbol on the Paradox track, and when a paradox storm occurs during the paradox turn.

To open a Time Rift, draw 1 of the facedown Time Rift markers from the pile near the Game board and place it on the corresponding Rift space on the Game board. If all 6 Rift markers are already on the Game board, instead add 2 paradox to the Paradox track.

After adding the Rift marker to the Game board, draw 1 Paradox card. The Paradox card shows a time castaway that has stumbled through the Time Rift into the current era. Put the Paradox card on the left-most empty space on the Activity track, then take the Time Castaway marker with the same number as the Rift that just opened up and put it on top of the Paradox card to remind everyone which Rift space the time castaway came out of.

Next, look at the bottom center of the Paradox card. The direction and distance from the Rift space that the time castaway appears is shown there. Take the Time Castaway standee corresponding to the Rift space that just opened and place it on the Game board a number of spaces away from the Rift space in the direction indicated on the Paradox card. If this would place the time castaway off the Game board, place it instead on the last available space in the indicated direction.

OPENING TIME RIFTS

A Time Rift opens and you draw Rift marker 6 from the pile of facedown markers. You then place that marker on the Rift space on the Game board labeled 6 and draw 1 Paradox card. Looking at the card, you see you've drawn Socrates, who appears 3 spaces to the lower right of the Rift he came out of (look at the bottom center of the Paradox card for this information). Looking at the Game board, you see this would take him just off the Game board, so you instead place his standee on the jungle space 2 spaces to the lower right of the Rift space.

If a time castaway would appear on the same space as another standee (a hero, other time castaway, or creature), discard the Paradox card and draw again until you draw a time castaway that appears on an empty space.

It makes no difference if the space the time castaway appears on is explored or not.

GETTING WOUNDED AND KNOCKED OUT

When you are instructed to "suffer 1 wound", take 1 Wound token from the pile and place it on top of your Hero sheet. If your Hero sheet has a number of Wound tokens on it equal to or greater than your hero's Health (🔥), your hero is knocked out.

When your hero is knocked out, the emergency recall bracelet that the Professor gave you activates, instantly transporting you back to the Time Machine space. Your movement then ends and you take all the normal steps you take when ending your turn on the Time Machine space (see pg. 9). However, any Time Machine parts you are carrying are left behind on the space you were on due to chronal interference. See *Emergency Recall Paradox* for further information.

GETTING STUCK AND VOLUNTARY RECALLS

Occasionally, when using a Machete Equipment card or other ability to explore areas off the beaten path, you may find yourself stuck with no way to return to the Time Machine. When this happens, or if you just find yourself in a hurry to return to the Time Machine, you may voluntarily activate the recall bracelet that the Professor gave you, instantly transporting you back to the Time Machine space. Your movement then ends and you proceed as you would normally when ending your turn on the Time Machine space (see pg. 9). However, any Time Machine parts you are carrying are left behind on the space you were on before. In addition until the Time Machine is repaired, it is not without its costs. See *Emergency Recall Paradox* for further information.

EMERGENCY RECALL PARADOX

Each time a player uses their emergency recall bracelet, whether it's because their hero is knocked out, stuck, or in a hurry to return to the Time Machine, paradox is generated. When a hero is recalled, look at the Emergency Recall track on the Time Machine sheet and add that many paradox to the Paradox track (e.g. if the Emergency Recall marker is on the '1' space, add 1 paradox). Afterwards, advance the Emergency Recall marker 1 space up, increasing the paradox cost of the next emergency recall.

Once the Time Machine has been repaired (i.e., there are a number of Time Machine parts on the Time Machine sheet equal to or greater than the difficulty chosen at the start of the game) and is working properly, emergency recalls no longer cause paradox. This allows the heroes to quickly regroup at the Time Machine for the time jaunt back to the future when desired.

REPAIRING THE TIME MACHINE

Each time you end your turn on the Time Machine space, you may transfer any Time Machine parts you've found to the Time Machine sheet. Once you have returned a

number of Time Machine parts to the Time Machine equal to the difficulty level you chose at the start of the game, the Time Machine is repaired and ready for the time jaunt home.

In addition, once the Time Machine is repaired, the emergency recall system begins working properly and no longer causes paradox (see *Emergency Recall Paradox* above).

DYING TIME CASTAWAYS

Time castaways are killed when they encounter a creature or when they are stranded in the past when the time expedition time jaunts back to the future without returning the time castaway to their own time period. When a time castaway is killed, take the following steps:

1. Add paradox to the Paradox track equal to the time castaway's paradox value. If the Paradox marker enters the volcano space, the players immediately lose the game. If the Paradox marker crosses a Time Rift symbol on the Paradox track, a Time Rift opens up (see pg. 18).

2. Discard the Time Castaway's Paradox card, and return the Time Castaway marker and standee to the pile next to the Paradox deck.

3. Close the Time Rift corresponding to the Time Castaway marker, returning the Time Rift marker facedown to the pile of Time Rift markers.

RUNNING OUT OF CARDS

When a player attempts to draw a card from any deck (except for the Equipment deck, see below) and that deck has run out of cards, simply shuffle that deck's discard pile to make a new deck, then draw a card from the new deck.

If the Equipment deck runs out of cards, then all of the expedition's equipment has been recovered and no further Equipment cards can be drawn.

WINNING THE GAME

MAKING THE TIME JAUNT

When the Time Machine is repaired and every hero is on the Time Machine space, the player whose turn it is may choose to have the Professor start the time jaunt back to the future.

To do this, follow these steps, remembering that if the Paradox marker ever enters the volcano space, the volcano erupts, wiping out all signs of the time expedition from the time stream and preserving the universe (but costing the players the game):

1. Kill all time castaways that are still in play with an open Time Rift (i.e. not Amelia Earhart). Add paradox equal to each killed time castaway's paradox value.

2. Look through the remaining Equipment cards in the Equipment deck (but NOT the Discard pile). These cards all represent items left behind by the time expedition. For each card left in the Equipment deck, add paradox to the Paradox track equal to its paradox value.

3. If the Paradox marker hasn't entered the volcano space, the expedition successfully time jaunts back to the future! You have won the game! However, the future you return to may very well be altered by your actions in the past. Look up your final paradox score on the future results chart to see what future you return to!

TRAITS

Here are the traits that may be found on various types of cards.

EQUIPMENT TRAITS

These traits may be found on Equipment cards:

Activate

An activate ability on an Equipment card may only be used once per turn. In order to use it, you must spend 1 Will token. If you have trouble remembering whether or not you've activated an Equipment card yet this turn, tilt the card ninety degrees to the right when you activate it, restoring all of your Equipment cards to their upright position at the start of your next turn.

Ammo X

When you gain an Equipment card with the Ammo trait, put X Ammo tokens on it. Each time you use the equipment, remove 1 Ammo token from it. When there are no Ammo tokens left on the Equipment card, you may not use it any more. Ammo tokens may be replenished by discarding an Ammo Case Equipment card.

Repel

If you have an Equipment card with the Repel trait, when you use its Brawn (👊) bonus in combat, you may attempt to drive off a creature instead of killing it.

Before attempting each Brawn (👊) check to drive off a creature, you must spend 1 Will token to pause and aim for a non-lethal spot on the creature. If you have no Will tokens, you cannot use this trait.

CREATURE TRAITS

These traits may be found on Creature cards. Traits on a Creature card are listed in the order in which they take effect. Thus, if a creature has the following traits:

> **Passive 3+**
> **Tail Attack 5**
> **Deadly +1**

Then the Passive trait will take effect during the encounter first, then the Tail Attack trait, and then the Deadly trait.

Ambush

When you encounter a creature with the Ambush trait, you cannot flee from it initially. After you have attempted to kill or drive off the creature at least once, then you may flee from it.

Deadly +X

Each time you fail a skill check against a creature with the Deadly trait, you suffer an additional X wounds. Thus, failing a skill check against a creature with Deadly +2 causes you to suffer 3 wounds instead of 1 wound.

Flying

When moving, a creature with the Flying trait ignores trails, instead moving as described on pg. 17.

Juggernaut

When moving, a creature with the Juggernaut trait can move along partial trails.

Pack X

When you encounter a creature with the Pack trait, draw X cards from that creature's deck. If you draw any more copies of that creature, tuck them under the first Creature card, discard any other drawn cards, then draw X cards again. Continue until you do not draw any more copies of the creature, at which point discard the remaining drawn cards.

A Pack creature gets +1 Brawn (✊) for every card tucked under it. In addition, if the creature is killed, add 1 extra paradox to the Paradox track for every card tucked under it. These cards stay tucked under the Creature card as long as it remains on the Game board. If the creature is discarded or killed, all cards tucked under it go with it.

Example: You encounter a troodon (Pack 3). Drawing 3 cards, you get another troodon and 2 other cards, so you tuck the troodon under the first card and discard the other 2 cards. Then, you draw 3 more cards since you drew at least 1 troodon previously. In your second 3 cards, you draw 2 more troodons and 1 other card, so you tuck the Troodons underneath the first card, discard the other card, and draw another 3 cards. Finally, you draw no more troodons, so you discard those 3 cards. The troodon, which is normally Brawn (✊) 3, has 3 cards tucked under it, so it's now Brawn (✊) 6 and will add a whopping 5 paradox to the Paradox track if killed!

Note: Drawing multiple creatures with the Pack attribute in the same draw does not stack.

Passive X+

When you encounter a creature with the Passive trait, roll 1 die. On a roll of X or higher, the creature isn't interested in you and wanders away – discard the creature with no further effect. However, once a creature's Passive roll has been failed once and the creature is on the Game board, no further Passive rolls are made because the creature has been enraged and attacks everything it sees.

Tail Attack X

When you encounter a creature with the Tail Attack trait, before you may attempt to kill it, drive it off, or flee from it, the creature swings its tail at you in a dangerous attack.

Check your Speed (👢) skill vs. X (the creature's Tail Attack rating). If you fail this check, suffer 1 wound (more if the creature is Deadly as well). After the tail attack, encounter the creature as normal.

Note: A creature only makes one tail attack per encounter.
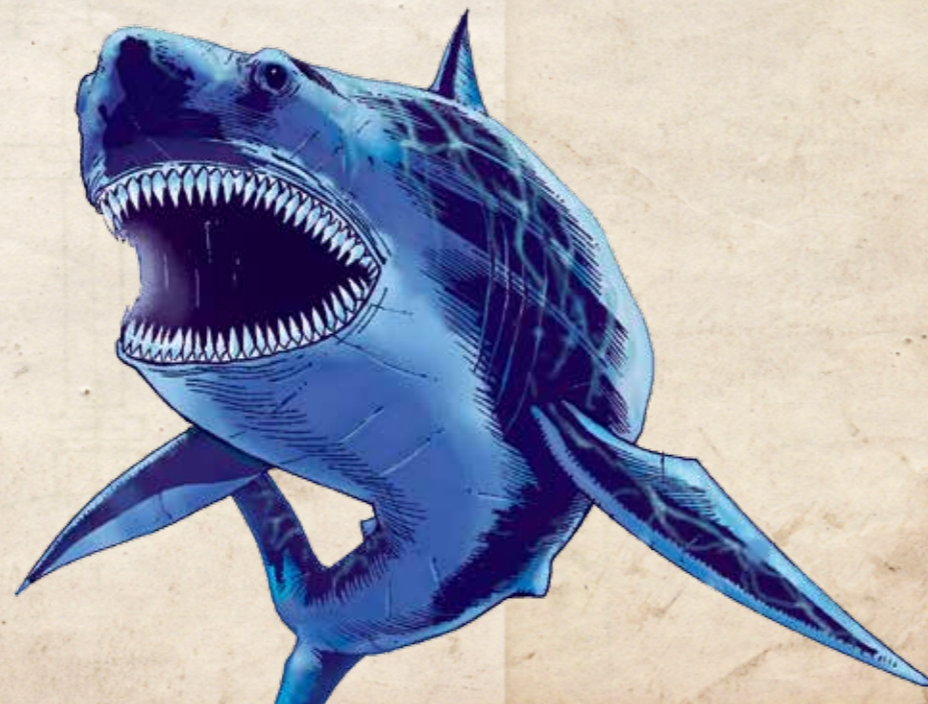
FUTURE RESULTS CHART

When you return to the future If your paradox is:

1-10: A media team from the future is waiting to interview you about the first successful time-travelling expedition ever – the expedition that ushered mankind into a new age of prosperity and peace!

11: Brontosaurus has been renamed apatosaurus.

12: You return to find that people worship cats. The change is barely noticable.

13: Upon your return, you don't notice anything different until you try to order some shrimp at a restaurant. But, judging by the odd looks you receive, shrimp never existed in this timeline.

14: San Diego is the premiere sports market in the US, with dynasty-like teams holding decades of titles. They still have trouble selling out stadiums though.

15: The average height of humanity has increased by several feet. It's not so bad, but the constant head-patting gets old.

16: Upon your return, you find that the British Empire never collapsed and now spans the entire world. Still, you suppose, sipping your tea, things could've turned out even worse.

17: Due to your time meddling, mankind now lives off a diet of insects. Part of you finds it gross, but the scientist in you respects the caloric efficiences. Plus they fry up okay.

18: No one realizes you ever left. In fact, they begin to convince you it was all a dream. Eventually you are let in on the elaborate prank. Turns out this timeline has an excellent sense of humor.

19: All humans are now required by law to bring a towel with them everywhere they go.

20: Artificial Intelligence now controls all major decisions for humanity. You have returned to an easy, if incredibly dull timeline.

21: You return to a timeline where the banjo was the only instrument ever invented. Luckily you're now partially deaf due to all the dinosaur roars you endured.

22: Your ship comes to a screeching halt, and just as it does a pair of stowaway velociraptors leap from their hiding place and scurry into the jungle. You're unable to catch them.

23: Humanity has gone nocturnal. Mainly to avoid the huge beasts that stalk the land during the day.

24: Elvis is alive and well and has just been elected President of the United States.

25: You return to the future to find that no one speaks your language any more, making it awfully hard to communicate with others.

26: Upon emerging from the Time Machine, you are surrounded by an angry mob holding torches and shouting, "Witches! Burn them all!" Apparently science never quite developed as far in this timeline...

27: You land your Time Machine and realize that something's very wrong. Instead of a human greeting, you are welcomed by robots. They seize you for immediate laboratory study.

28: In trying to land the Time Machine on your return, you find that landing is difficult as sea levels have risen and only a few scattered islands remain.

29: Emerging from the Time Machine in the future, you arrive in an untouched forest full of wildlife. There is no sign that humanity ever existed.

30: Stepping out of the Time Machine, you are immediately arrested by the American Gestapo. Due to your meddling with history, the Nazis won World War 2.
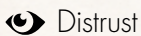
31: Snakes. It's all just snakes. You immediately get back in your Time Machine.

32: Intelligent dinosaurs rule the earth. You are placed in a zoo for the rest of your natural life.

GAME ICONS
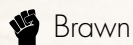
Brawn
Strength used for Creatures and Heroes

Distrust
The level of distrust a castaway has towards you, need to pass a Will check against the castaway's distrust before they will follow you

Direction
Used to determine where a castaway starts on the Game board

Health
How many wounds a hero can take before they are KO'ed

Wound
Given to a hero if they lose a check versus a creature

Speed
Used for interactions in which you must flee a situation

Will
Used to help pass checks, gain extra movement, or repel creatures

Flower
Gain 1 Will token

Time Machine Part
Used to fix the Time Machine

Paradox
Tracks paradox that are created during the game that may result in a volcanic explosion

Time Rift
Rifts that spit out castaways

Adventure
Symbol for Adventure cards

Aquatic creature
Symbol for Aquatic creatures and their cards

Carnivorous creature
Symbol for Carnivorous creatures and their cards

Herbivorous creature
Symbol for Herbivorous creature and their cards

Time Castaways
Out of time individuals and objects that come through open Time Rifts

Equipment
Symbol for Equipment cards

CREDITS

Game Design: Kevin Wilson

Graphic Design: Sam Barlin and Delaney Mamer

Cover Art: Alex Horley

Interior Art: Netho Diaz, Vincenzo Federici, and Jordi Escuin

Editing: Jerry Bennington, Ian Zang, Kyle Merkley, and Nate Murray

Product Development: Jerry Bennington and Nate Murray

Production Management: Kathy Zhao and Shauna Monteforte

Play testers: Bryan Bornmueller, Anna Bratton, Matt Cary, Ian Cross, Murray Husted, Nick Moer, John Skogerboe, and Meg Thiel.

Special Thanks To: Ted Adams, Greg Goldstein, Chris Ryall, Matt Ruzicka, and Robbie Robbins