

Turn of Time



Category: Abstract Strategy

Mechanic: Area Control

Players: 1-4

Time: 15 minutes

Age: 14+

Components:

18 cards



What is the game about?

You play seasons from your hand to the table and strive to obtain a majority. Once a season is played, it clashes with all adjacent seasons, causing none, one or both to flip to another season.



How do you win?

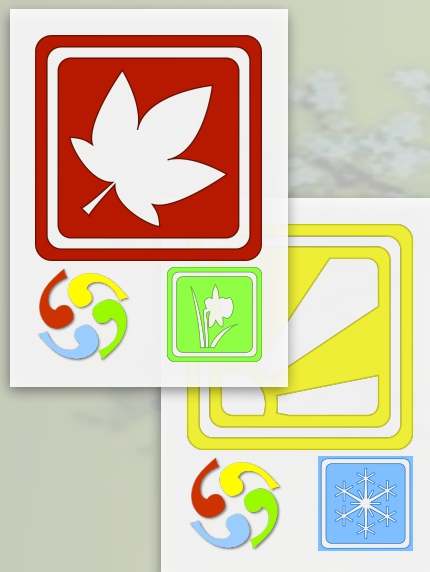
When all seasons have been played, the player with the most seasons face up wins. In case of a tie, the player with the largest group of adjacent seasons wins.

How do you play?

The players take turns to play season cards to the table. They represent one season each and start with cards of their own season. However, the back of each card belongs to another season and they may flip back and forth during the game.

Each season has a strength relation to another season; later seasons will flip the earlier ones while opposite seasons will flip each other. A season must be played adjacent to at least one other season, after which the flips are resolved one at the time. A player may choose which season side to play face up.

The challenge of Iconoclasm is to find not only the best place for each season but also the best side. Playing a season that flips several seasons to your side is a strong move but so is playing a season that forces the next player to flip seasons to your side!



What makes the game special?



The unique mechanism of Turn of Time is the so called circular relation between the players where A flips B, B flips C etc. This mechanism, in combination with the players playing each others' colors, opens up innumerable strategical paths. Should you build a strong presence of your own season? Should you support another season only to flip it to your side at the right time? Or should you balance all seasons and play for the largest group? You must find the answer yourself!