



Turn

of

Time

for 2-4 players
(playing time 20 minutes)

by Nicholas Hjelmberg

Nova Suecia Games

<http://www.novasuecia.se>

Version 1.0

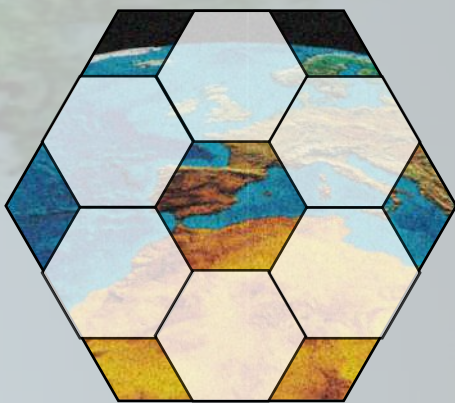
1. Introduction

Seasons are a changing. Spring is followed by Summer, Summer by Fall and Fall by Winter as years are added to each other. But changes do not please you. As Lord of a Season, you want your own season to prevail. With your powers, you can not only prolong your season but also turn the time to shorten the other seasons. Yes, you can even turn the time backwards, putting all seasons upside down. But beware, the other Lords of the Seasons will not idly watch your doings. The struggle has begun and the seasonal changes will never be the same again.

2. Game Components

- 6 hexagonal areas; each with 6 hexagons
- 57 season tokens; 15 Spring, 15 Summer, 15 Fall and 12 Winter

Area



Spring



Summer



Fall



Winter



3. Setup

Randomly assign the seasons to the player as follow:

- 2 player: 1 plays Spring and Fall, 1 plays Summer and Winter; use 12 tokens each.
- 3 player: 1 plays Spring, 1 plays Summer and 1 plays Fall; use 15 tokens each.
- 4 player: 1 plays Spring, 1 plays Summer, 1 plays Fall and 1 plays Winter; use 12 tokens each.

Arrange the areas and tokens according to the images below. Distribute all the tokens to the respective players. Spring always starts, followed by Summer, Fall and Winter.

2 and 4 player games



3 player games



4. Objective of the Game

The objective of the game is to play as many of your season tokens to the hexagons on the areas as possible.

5. About the Seasons

The seasons have a seasonal order. Each season has a prior season and a following; Spring is followed by Summer, Summer by Fall, Fall by Winter and Winter by Spring. Each season also has an opposing season; Spring and Fall oppose each other and Summer and Winter oppose each other. (In the 3 player game, Fall is followed by Spring and there are no opposing seasons.)

The areas represent the seasonal changes in different parts of the world. The hexagons represents seasons during a year. 2 hexagons on each area are adjacent to other hexagons on other areas. When the 2 adjacent hexagons have the similar season, the seasons are in balance. Balance is checked after every player's turn.



1. If a season ends up adjacent to its following season, the balance is restored by replacing the prior season with its following season (but only if the following season already exists on the area).
2. If two opposing seasons end up adjacent to each other, the balance is restored by removing both seasons (2 and 4 player games only).

In the example above, Summer is replaced by Fall. Replaced/removed tokens are returned to their players (i.e. not discarded). See following chapters for more examples of how imbalances are created and resolved.

6. Actions

The players take turn to do one (and only one) action.

- a. Play a season.
- b. Turn a season.
- c. Turn back time.

6a. Play a Season

A season token may be played to an empty hexagon on any area in seasonal order (assessed counter-clockwise, excluding empty hexagons). This means that the following conditions must apply:

1. The season before in order must be a similar or prior season.
2. The season after in order must be a similar or following season.

In addition, a season token may not be placed in imbalance, i.e. adjacent to a token of a different season on another area. The image below shows legal and illegal plays for Spring.



6b. Turn a Season

A season may be turned forth by turning the area one step clockwise. The player must have at least one season in the area to turn it. This is immediately followed by a check for seasonal balance.

1. Spring replaces Winter

2. Spring and Fall are removed



In the first example above, Winter is replaced by Spring. In the second example, Spring and Fall are both removed.

6c. Turn back Time

ALL seasons may be turned back by turning ALL areas one step COUNTER-CLOCKWISE. This action turns everything upside down so instead of replacing prior seasons with following seasons, it is the following seasons that are replaced. If two opposite seasons end up adjacent to each other, they are still both returned to the players. The player performing the action chooses the order in which seasons are replaced.

In the first example above, Winter and Fall would end up adjacent to each other and Fall would prevail, replacing the Winter token with a Fall token.

7. Blocked Seasons

As time goes by, seasons will be blocked from actions in areas. The restrictions for playing and replacing seasons will block seasons in the following instances. Blocking other seasons will help you win the game.

Blocked from Play



Spring can never be played after Winter (and Winter never after Spring) so both seasons are blocked from play. Only Summer and Fall can play.

Blocked from Replace



Spring does not exist on the right area and is blocked from replace. However, Spring is not blocked from play. By playing on the right area, Spring will be able to replace Winter.



Only Summer can play and will, if allowed to play 2 more tiles to the area, win (see End of Game #2).



Spring can neither play on the right area, nor replace Winter. Fall cannot play either but will, if allowed to turn the left area and remove Winter, win (see End of Game #3).

8. End of Game

A player wins if, at the end of the player's own turn, any of the following conditions are fulfilled:

1. The player ends the turn with an empty hand.
2. The player ends the turn with 4 season tokens on at least 1 area (at least 2 areas in the 3 player game).
3. The player ends the turn with no other season tokens on at least 1 area (at least 2 areas in the 3 player game).

The players score in seasonal order:

- 4 players: 3 points to the winning season, 2 to the following etc.
- 3 players: 2 points to the winning season, 1 to the following etc.

A player close to victory may challenge the others to double the victory score. Starting with the next player in turn, each player ends the turn by placing 1 tile in the middle of the game board face up to accept and face down to decline. This means that 1 tile less is needed to empty the hand. If only 1 player ends up accepting, he or she wins with non-doubled score. Otherwise, the game continues with doubled score and 1 tile less at hand.

Credits

Game design: Nicholas Hjelmberg
Artwork: Nicholas Hjelmberg, season symbols by hairyminstr (openclipart.org), rule book backgrounds from wallpapersfreedesktop.com
Production: The Game Crafter
Game testers: Hans Larsson, Fredrik Sergler, Joakim Sergler
Special thanks: My wife Su-San Oh for her endless patience