

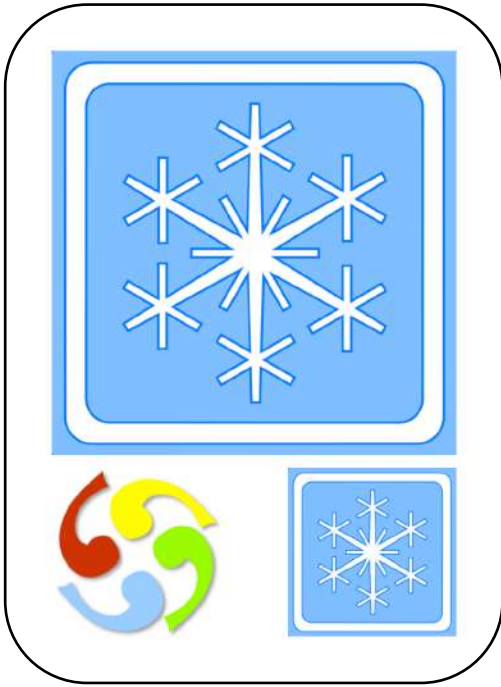
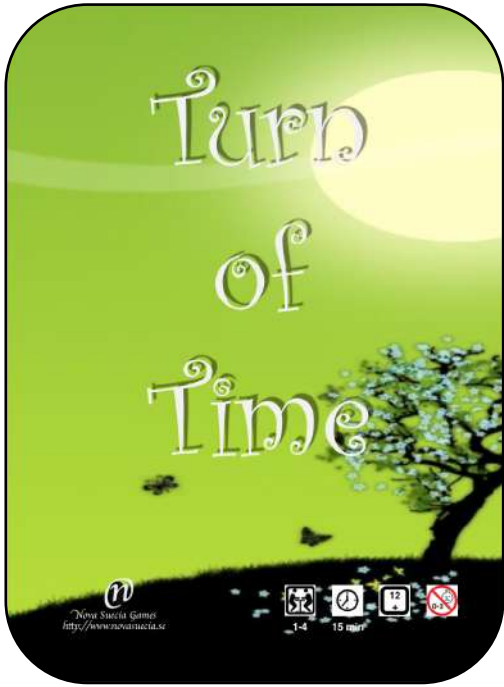
# Turn of Time

## Instructions

1. Print the following pages 2-5 double-sided on thick paper
2. (even pages are the fronts of the cards and odd pages are the backs)
3. Cut out the cards with a sharp knife or scissors (9 per sheet)
4. Read the rule cards or download the rules from
5. <http://novasuecia.se/time/files/Time%20Card%20Rules.pdf>
6. Enjoy your game!

Turn of Time Card Game - Print & Play is free but we would appreciate feedback (both about what is good and what may be better) to [nicholas.hjelmberg@gmail.com](mailto:nicholas.hjelmberg@gmail.com).

A printed version is available at <https://www.thegamecrafter.com/games/turn-of-time-the-card-game>.



TURN OF TIME RULES 2 (1-3 PLAYERS)

**Gameplay**

- In turn order, place 1 season card on the table with the face of your choice up. (3 players: place the undrawn single season card on the table first.)
  - Cards must be placed adjacent to at least 1 other card (except the 1st card).
  - Cards may not be placed in a way that would exceed a 4x4 card grid.

*Example: Player 1 may only play to areas marked "x". "a" is not adjacent and "b" would create a too large grid.*

x	■	x	■	b
■	■	■	■	b
■	■	x	■	b
x	x	a	x	ab

- Resolve seasonal flips against 1 adjacent season at the time in the order of your choice. Check which of the 2 seasons that flip and flip the cards accordingly. For double seasons, this puts a new season face up.
- If your season is flipped, resolve any remaining flips with the new season side. If the other season is flipped, it does not trigger new flips (i.e. no chain reactions).

*Example: Player 1 plays a Fall with a Spring back. First, she lets Fall and Spring meet, flipping her Fall to Spring and the Spring to Fall. Note that Winter does not flip the new Fall in a chain reaction.*



TURN OF TIME RULES 3 (1-3 PLAYERS)

Next, she lets her newly flipped Spring meet Summer, flipping her Spring back to Fall.

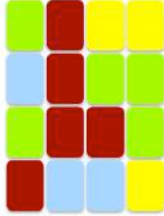


Her play gave her 2 new Fall on the board.

End of Game

When all 16 cards have been played, the most season on the board awards 4 points to its player, the 2nd most 3 points etc. Ties are resolved by first checking who has the largest group of adjacent seasons and then by checking who was first in turn order.

- Example of game end scoring.
- 5 Fall (4 adjacent): 4 pts
  - 3 Spring (3 adjacent): 3 pts
  - 3 Summer (2 adjacent): 2 pts
  - 3 Winter (2 adjacent): 1 pts



Fall has more adjacent seasons than Spring and gets 4 points. Summer started before Winter and gets 2 points.

Solo Rules

- Draw and play seasons from a shuffled deck.
- Dominance: End the game with 7 connected of 1 element.
- Balance: End the game with 4 of each element.



TURN OF TIME RULES 1 (1-3 PLAYERS)

Components

- 4 single season cards (same season front/back)
- 12 double season cards (different seasons front/back)
- 2 rule cards

Object

The object of the game is to flip other seasons by playing season cards adjacent to other cards. The winner is the player with the most seasons face up.

Setup

- 4 players: Draw 1 single season and take 3 double seasons with your season on one side and different seasons on the other side (total 4 each).
- 3 players: Draw 1 single season and take 4 double seasons with your season on one side (total 5 each).
- 2 players: As 4 players but play with 2 season sets each.

Example: Player 1 starts with Fall, Fall/Spring, Fall/Summer and Fall/Winter. With Winter not playing, she also takes Winter/Spring.

Flipping Seasons

Seasons flip in seasonal order; Spring is flipped by Summer, Summer by Fall etc. Opposite seasons flip each other.



Example: If Fall is placed adjacent to Spring, both seasons are flipped. This specific Fall flips to Spring.





