March of Time

A card game about politics, timelines and temporal sabotage

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Game Overview

March of Time is a collaborative and competitive card game for 2-4 players, following the progression of history along branching timelines.

Each player represents two ideals and gets a point when one of those ideals is fully realised within one of the branching timelines. Depending on the number of players, and which ideals they represent, players may end up sharing an ideal with each other - this means that in the pursuit of that ideal they have the ability to work together and both reap the rewards.

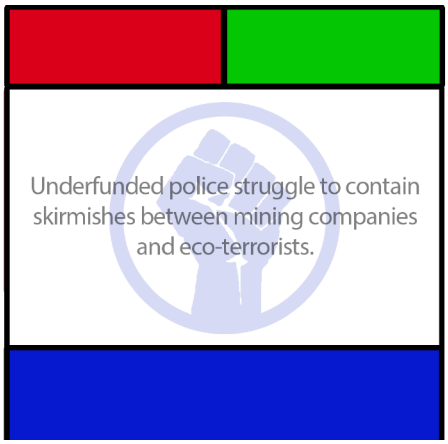
Summary of Play

The players take it in turn placing Event cards on the timeline from the public selection of basic and pivotal cards, slowly building the timeline, creating branches and attempting to create their perfect world, one decade at a time, while sabotaging their opponents' plans. Certain prerequisites will be required in any one timeline in order for certain 'pivotal event' cards to placed or have an effect. The pivotal event cards allow progression to capstone event for a particular ideal. (for example: A Mega-Corporation that owns the world for the Industry ideal).

Equipment Required

Two decks of event cards and up to four character cards are required.

- The basic deck, containing cards with minor moments that progress the direction or focus of a timeline and may allow the set up of pivotal events
- The 'pivotal' event deck, containing cards with pivotal moments that progress a timeline towards an ideal, and/or undo the work done by others in previous decades.
- 4 Player cards each with two ideals
    - The Machine - Order and Industry
    - The Protector - Order and Environment
    - The Hippie - Environment and Freedom
    - The Libertarian - Freedom and Industry



Basic Cards

Pivotal Event Card

Player Card - Hippie
(Environment and Freedom)

Set-Up

Allocate each player a character card so they can take note of the ideals they will be pursuing throughout time.

(For 2 players, ensure each player does not share any ideals)

- Place the "events" and "pivotal events" decks somewhere accessible to all players.
- Draw three cards from the "events" deck and place them face up beside the deck.
- Draw three cards from the "pivotal events" deck and place them face up beside the deck.
- If the card drawn is a Capstone card then place it in a separate row of face-up cards and draw another card.
- Lastly, draw one card from the basic deck and place it as the origin of timeline.

Beginning the Game
The player who is most upset with the current state of the real-world goes first, and then turns progress in a clockwise manner from that player.
The player can choose to place one card from either the “events” deck or the “pivotal events” deck on the playfield each turn.
Turns
Each turn for each player progresses the same way.
- The current player chooses the card they want to play in the turn from either the pivotal deck or the basic deck - pivotal event cards can only be played when their have been requirements are met.

- The current player places the card in a legal position, beyond an existing card.
If there is at least one possible legal move, the player must play one. Otherwise the player draws a new set of basic cards from the deck, and shuffle the old ones back into it.
- The current player draws a new card from the appropriate deck and put it face-up to replace the card they used.
- The player ends their turn

Scoring
Each player scores a point when their “ideal” card is legally placed on the play field. Once one or more players achieves both capstones for their ideal they win.

Victory Condition
The game ends when at least one player has two timelines with capstones of their ideals placed at the end, or if the decks are finished with no legal moves remaining. (In this case anyone with one point wins.)

Card placement and timelines
New cards are placed to extend timelines, create new timeline branches, or create a new link between two existing timelines.
Each card has a base colour, indicating the political ideal that it describes, and two 'effect' colours at their top that determine which colour cards may be placed beyond them.

A valid placement for a new card is in an empty space, one row beyond an existing card (so its base touches the existing card's top), offset by half a card to the left or right. The base colour of the new card must match the colour of the top of the existing card, on the side that it is placed. This continues the existing card's timeline along the new card, carrying forward the political status (e.g. default, unrest, martial law, etc). If another card is already placed on the other side of the existing card, alongside the new one, then the timeline is forked, and both can be extended in play from then on.

If the new card is an event card that can change the timeline status, it may have a status requirement in order to for the effect to be active - e.g. if the timeline is in a state of unrest, the card may change the state to martial law, which is carried forward to any cards that continue that timeline (but not backwards). If the requirement is not met, the card has no status effect. However, it may be possible, on a future turn, to place a new card below the inactive status card, with the correct colour and passing on the correct requirement, in which case the inactive status becomes activated. This may have knock-on effects down the timeline.

Similarly to this, with a new card providing a new 'history' feeding into an existing card, in some cases it may be possible to place a new card beyond and between two existing ones that matches the colours of both. This forms a new 'merged' timeline, or two superimposed timelines, depending on your perspective. The 'input' timelines may have

conflicting statuses, which are both considered valid. An event card that has a status requirement will be considered active if either of the conflicting statuses are present, resolving the political status in that timeline from that point on.

Capstone Cards are used to score a point for an ideal. They have certain requirements that must be met before they can be placed at the end of a timeline. Once placed the timeline (or atleast the single thread that the card covers) is ended and cannot be changed. Any player that has the ideal matching the ideal of the Capstone card
In most cases a timeline progresses no matter what happens throughout it. The Exception to this is “Capstone’ cards which are the perfect ending for a particulTimelines can be blocked by placement of cards in neighbouring timelines to restrict the progression of a timeline.

Credits

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