

# The Time Machine Deck

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**Status : Polished**

## Description

Rival time-travellers veer back and forth around the 20th century, altering historical events for the better or worse, trawling Newspaper Archives, avoiding Grandfather Paradoxes and Suspicious Locals, and experiencing all manner of time-travelling dramas.

## Special Rules

At the start of the game, each Traveller chooses three Alternate Events from those listed - two to achieve and one to prevent - and notes them down secretly. If ever the first two are in play and the third isn't, that Traveller wins the game.

Whenever a Traveller plays a Year, or has a Year forced onto them by another Traveller, they must discard any other Year cards they control; the single Year they control signifies their current location on the timeline.

A Traveller may only play an Event if they are in (i.e. control) the relevant Year. If a Traveller controls no Year card, they are whirling in the temporal void and may not play Actions.

Whenever a Traveller plays or destroys an Event, it causes repercussions along the timeline according to its Strand Letter; the Traveller must choose and destroy an Event which occurs after it and shares its Strand Letter, if any are in play. After doing so, each Traveller may put one event into play from their hand that occurs after the original Event, and which has the same Strand Letter (this causes no repercussions, and ignores Year restrictions).