

2 PLAYERS | AGES 8+ | 30 MINUTES

As a Sorcerer, you have long sought ancient relics, imbued with magic. What unspeakable power can you unleash when you collect relics from anywhere in the spacetime continuum?

COMPONENTS

2 Sorcerer Cards; 16 Relic Cards;

PROVIDE YOUR OWN:

10 Paradox Crystals (tokens of any sort)

SETUP

The player who most recently experienced déjà vu is the starting player; the other player deals.

Deal three Relic cards, face down, to each player and nine Relic Cards, face up, in a straight line, centered between the players. This is the Continuum.



Place the last Relic card, rotated 90-degrees, face down at the end of the nine cards. This card is the "Codex". The Codex limits which Paradoxes may be formed.

Place one Paradox Crystal on the Codex color matching the card at the opposite end of the Continuum.

Place the remaining nine Paradox Crystals in a common pool next to the Continuum.

In player order, each player chooses a Sorcerer and places it below any card that matches the covered Continuum color on the Codex. The tip of the Sorcerer's staff must point to the player's right.

For each player, the staff always points towards the direction of their future.

Players may align their Sorcerers on the same Continuum Card to start of the game, but a "Clash" never occurs on the first turn of the game.



TURN ACTIONS

(The following must be completed in order.)

1. Reveal a card from your hand and declare how you will use the card to move by stating the direction of movement and the destination.

Examples: "Forward three", "Backward to Blue", "Backward to Key".

2. Take the Relic Card from the destination space on the Continuum into your hand and replace it with your revealed card. Then move the sorcerer to the destination of the exchanged cards.

3. After moving, if able, declare the formation of a Paradox.

4. If you move to a space on the Continuum that is occupied by your opponent's Sorcerer, you must engage in a Clash.

MOVEMENT ALONG THE CONTINUUM

The Direction of Movement towards the past and the future is defined relative to each player:

Moving To Your Right ➡ Forward to the Future:

When moving to your right, move the number of spaces that matches the number on your revealed card exactly. If there are not enough spaces on the Continuum to complete the move, the movement is not allowed.

Moving To Your Left ← Backward to the Past:

When moving to your left, use the shape or the color on the revealed card to match the same shape or color on a card in the Continuum.

DECLARING A PARADOX

Only after a player completes their movement action may they declare the formation of a Paradox.

A Paradox is a set of three cards all with the same number OR the same color OR the same icon.

Additionally, in order to form a Paradox, none of the three cards in the set may match the color of the current covered color marked on the Codex.

After you declare the formation of a Paradox, take the following actions in order:

1. Reveal the Paradox and confirm it is a Paradox.
2. Take one Paradox Crystal from the pool.
3. Advance the Codex color clockwise one space.
4. Shuffle the cards forming the Paradox, then exchange them with three cards either directly to the right or directly to the left of your Sorcerer (not including the space you are on). If you are on a space towards the end of the Continuum there will be fewer than three cards on one side of the Sorcerer. You may only exchange where three Relic Cards are available.

CLASHES

When a Player ends their movement on a space that is occupied by their opponent's Sorcerer, the players must engage in a Clash.

1. Each player tallies the numbers on their cards. Cards in a player's hand that match the covered color on the Codex have a value of zero (0).

2. Each player reveals their hand and compares their totals. The player with the higher total wins the Clash. If there is a tie, the battle continues: Players shuffle their hands and reveal the top card. The player who reveals the higher card wins the Clash. If still a tie, then there is no winner of the Clash and the game continues.

3. The winner of the Clash earns a Paradox Crystal by stealing one from their opponent, NOT from the common pool. If the defeated player does not have a Paradox Crystal, then no Paradox Crystal is earned.

If a player wins a Clash and steals a Paradox Crystal from their opponent, then the Codex is advanced clockwise one space. If a Paradox Crystal is NOT stolen during a Clash, then the Codex does not change.

Note: Players are not required to have Paradox Crystal in order to initiate the Clash.

Sequence of play when a Paradox is formed AND a Clash is engaged on the same turn:

If a Clash is engaged on the same turn that a player forms a Paradox, resolve the Paradox first, including inserting the cards into the Continuum. Then the Clash is resolved. Therefore, it is possible for a player, on the same turn, to earn and to lose a Paradox Crystal.

Note: It is also possible to earn one Paradox Crystal by forming a Paradox and steal another Paradox Crystal by winning a Clash. On a turn when a Paradox Crystal is both earned by forming a Paradox and stolen, by either player, due to a Clash, the color on the codex will advance two places due to this massive disruption of the time space continuum!!

WINNING THE GAME

The first player to earn five (5) Paradox Crystals immediately wins the game.

QUICK REFERENCE

TURN ORDER

- 1) Reveal your card and declare your move.
- 2) Exchange cards then move your sorcerer.
- 3) If able, declare the formation of a Paradox.
- 4) If required, engage in a Clash.

MOVEMENT

Right ➡ The Future (Move to matching numbers)
Left ← The Past (Move to matching icons or colors)

PARADOX

- 1) Reveal and confirm it's a Paradox.
- 2) Take a crystal from the pool.
- 3) Advance the Codex one space.
- 4) Insert the Paradox into the Continuum.

CLASHES

- 1) Total card values (Codex color cards are zero)
- 2) Compare values. High hand wins.
- 3) Winner steals a crystal from opponent, if able.

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