# TIDES OF TIME

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**Players will be playing ancient civilizations as they prosper and collapse through time. Build gigantic monuments, raise impenetrable fortifications, and amass vast knowledge as the ages pass. The greatest civilizations will leave their mark long after their collapse. From times long forgotten to times recently lost, civilizations will rise and fall as the tide of time carries them.**

## Goal of the game

The goal of the game is to have the most Victory Points (VP), earned by developing your Kingdom during the game.

The game consists of 3 rounds in which players draft cards from their hands to build their Kingdoms. After the last round, players sum up their VPs scored during each round to reach their total score. The player with the most VPs has built the greatest Kingdom and wins the game.

## Game components

19 cards (120x80 mm), including 18 game cards and 1 reference card, 1 pencil, 1 notepad, 4 Relic tokens.

The game uses 18 cards. The reference card is not used in the game, but provided as a memory aid.

## Cards overview




Every card has a name (1) and an ability (2). In most cases the ability is a scoring objective which provides a certain number of VPs (3).

15 cards in the game have a suit (4). There are also 3 cards without a suit.

There are 3 cards for each of the 5 suits representing different types of locations: Palace, Library, Garden, Temple, Stronghold.

## Setup

Shuffle the cards and deal 5 to each player. These cards are the player's starting hands. Set the remaining cards aside, face down to form a Draw pile.

Place the pencil and notepad aside.

## Gameplay

Each game consists of 3 rounds in which players draft cards from their hands to build their Kingdoms. At the end of each Round, players total their Victory Points based on the fulfilled scoring objectives on each card. After the 3rd round scoring, VPs are totaled and the winner is determined.

### Round 1

Both players simultaneously choose a card from their hand and place it face down on the table in front of them.

After both players have chosen a card, reveal the cards by turning them face up. The revealed cards stay face up in front of the respective player to form their Kingdom.

The players now exchange the remaining cards in their hands with each other and choose the next card to play in the same manner. The round continues this way, with players choosing one card to play and passing their hand, until all cards have been played.

At the end of the round, players count the Victory Points scored from the objectives on the cards in their Kingdom.

Record these scores using the notepad and the pencil from the box.

SCORING EXAMPLE

**The player has the following cards: The Roof of the World, Ancient Divide, Kings Nest, The Eye of the North, The Vestibule**



**The Roof of the World doesn't give the player any VPs but doubles his most numerous suit, therefore he has 4.**
**The Eye of the North gives the player 6 VPs (the player lacks 2 out of 5 suits in the game, therefore he gains 3 VPs for each).**
**The Vestibule gives the player 12 VPs because thanks to the The Roof of the World the player have 4.**
**Although both the player and his opponent have 1, Kings Nest makes the player win all the ties therefore Ancient Divide gives the player 7 VPs.**
**The player sums his score for the first round and has 25 VPs in total.**

RELIC OF THE PAST



**After scoring players take all their cards from their Kingdom back to their hands. Each player chooses one card which they will leave in their Kingdom for the rest of the game and a second one to discard from the game. Players reveal their chosen cards simultaneously.**

**The cards remaining in play should be marked with the Relic tokens as a reminder to the players that these cards stay in their Kingdoms, and provide their suit and ability for the remainder of the game.**

**The discarded cards are returned face up to the game box and they will not be used in the remaining rounds.**
**Each player draws 2 new cards from the Draw pile so that they each have 5 cards in their hand. Now they can proceed to the next round.**

## Round 2

Round 2 is played exactly the same as Round 1 with the following exception: at the end of the round (after Victory Points are calculated), players only take the cards played in Round 2 back into their hands while the *Relic of the Past* from Round 1 is left in their Kingdom.

The remaining steps of the round are the same. After Round 2, each player should have 2 *Relics from the Past* in play and 5 cards in hand.

## Round 3

Round 3 is played exactly the same as Round 1 but it ends after Victory Points are calculated.

## Game end

After the 3rd round players total their points from all 3 rounds to find their final score. The player with most Victory Points is the winner!

In a rare case of a tie both players share the victory (*Let's play a rematch!*)

## Cards explanation

The cards in the game provide players with different abilities and Victory Points for scoring objectives. For example, there are cards which score for each card of a given suit, or cards which score for having the majority in a particular suit, etc. Below you will find the list of all the cards and their abilities.

***01. Kings Nest*** - You win all the ties between players when you check for the scoring objectives. May take effect with the following cards: Ancient Divide, The Great Library of Ahm, Golden Ziggurat, Old Man's Pass, Blood-tear Spring, The Molehill, The Sapphire Port.

For example, if a player have the Ancient Divide and the Kings Nest, and both players have 1 , the Kings Nest allows the player with the Ancient Divide to score for the majority.

***02. Ancient Divide*** - If you have more than your opponent you gain 7 VPs. You need to have at least 1 .

***03. Eternal Palace*** - For each you gain 3 VPs.

***04. The Great Library of Ahm*** - If you have more than your opponent you gain 7 VPs. You need to have at least 1 .

***05. The Mana Well*** – For each set of suits consisting of 1 , 1 and 1 you gain 9 VPs.

***06. The Citadel of the Prophets*** - For each you gain 3 VPs.

***07. Golden Ziggurat*** - If you have more than your opponent you gain 7 VPs. You need to have at least 1 .

***08. Gods Baths*** - For each you gain 3 VPs.

***09. The Maze of the Damned*** - If you have a set of suits consisting of 1 , 1 , 1 , 1 , 1 you gain 13 VPs.

***10. The Eye of the North*** - For each suit you don't have in your Kingdom you gain 3 VPs.

***11. The Jinn Shackles*** - For each you gain 3 VPs.

***12. Old Man's Pass*** - If you have more than your opponent you gain 7 VPs. You need to have at least 1 .

***13. Blood-tear Spring*** - If you have more than your opponent you gain 7 VPs. You need to have at least 1 .

***14. The Sky Pillars*** - For each set of suits consisting of 1 and 1 you gain 5 VPs.

***15. The Vestibule*** - For each you gain 3 VPs.

***16. The Molehill*** - If you have more suits with only one card in your Kingdom you gain 8 VPs.

For this scoring objective total the number of suits which only come in a single copy in your Kingdom. For example, if you have 6 cards: The Molehill without a suit, 3 , 1 , 1 and your opponent has 3 , 2 and 1 , you have 2 suits matching the objective and your opponent has only 1. Therefore you fulfill the scoring objective and gain 8 VPs.

***17. The Roof of the World*** - Double the amount of your most numerous suit(s).

For example, a player has 6 cards: The Roof of the World without a suit, 2 , 1 , 1 , 1 , therefore his most numerous suit is the . Thanks to The Roof of the World the player has 4 . In case a player had The Roof of the World and 2 , 2 , 1 instead, his most numerous suits are and . The Roof of the World doubles both of them, therefore the player has 4 and 4 .

***18. The Sapphire Port*** - If your highest scoring card gives you more VPs than your opponent gains from his highest scoring card, you gain 8 VPs.

A ***scoring card*** is a card which actually provides the player with Victory Points during scoring. If a player has a card with a scoring objective which is not fulfilled then such card is not taken into account.

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