

# INTRO & RULES

KEYMASTER GAMES  
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# OVERVIEW

Players are time travelers who have been caught in a rupture in spacetime and displaced outside time. Each player's time machine has been drained of fuel, so they must use Fuel Cells (the cards) to refuel their own time machine or stop other players from refueling theirs first.

# COMPONENTS

 1 Rulebook    5 Timeline Tokens    54 Cards

# GOAL

To escape the rupture, a player needs to reach a **Fuel Cell Charge of 21 or more** on his Installed Fuel Cells at the end of his turn. Whoever does so first, wins—closing the rupture and leaving the other travelers lost outside time.

# CARDS & TOKENS

## Fuel Cell Charge

Ranges from 1-10

3

## Fuel Cell Type



Silver



Bronze

## Card Artwork

## Fuel Cell Name

**DEFLECTOR**

## Special Ability

If destroyed by an Anomaly's ability, draw a card *or* make a player discard a random card

## 54 Total Cards

2 Rules Cards

16 Silver Fuel Cell Cards (4 Different Types)

36 Bronze Fuel Cell Cards (9 Different Types)



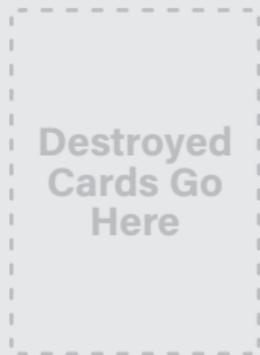
**Timeline Tokens** are used for rounds of play. Each round is an alternate timeline. A player collects a token if they win a round. For two or four players, a player or team needs three tokens to win. For three players, a player needs two to win.

# SETUP

- 1. Shuffle the deck.**
- 2. Deal each player five cards**
- 3. Place the deck between players**
- 4. The player who arrived last goes first**  
The beginning of each consecutive round should move from player to player in the turn order.



Deck



Discard Pile

**When looking at your cards, take note of their Fuel Cell Charge, Type, and Ability.**



For a four player game, there will be two teams of two. The players on a team should sit opposite each other so turns alternate from one team to the next.

# GAMEPLAY & EXAMPLE

## Choose ONE of the Following Actions on Your Turn:

### DRAW A CARD

A player may have up to seven cards in hand.

### INSTALL A FUEL CELL

Install a **Silver** or **Bronze** Fuel Cell to activate its Fuel Cell Charge. Place the card in front of you in your area of play (your time machine).

*Abilities on **Silver** Fuel Cells are triggered when installed.*

### BURN A FUEL CELL

Burn a **Bronze** Fuel Cell from your hand to the discard pile to trigger its ability. Its Fuel Cell Charge is no longer applicable.

*Once a Fuel Cell is installed, it cannot be burned.*

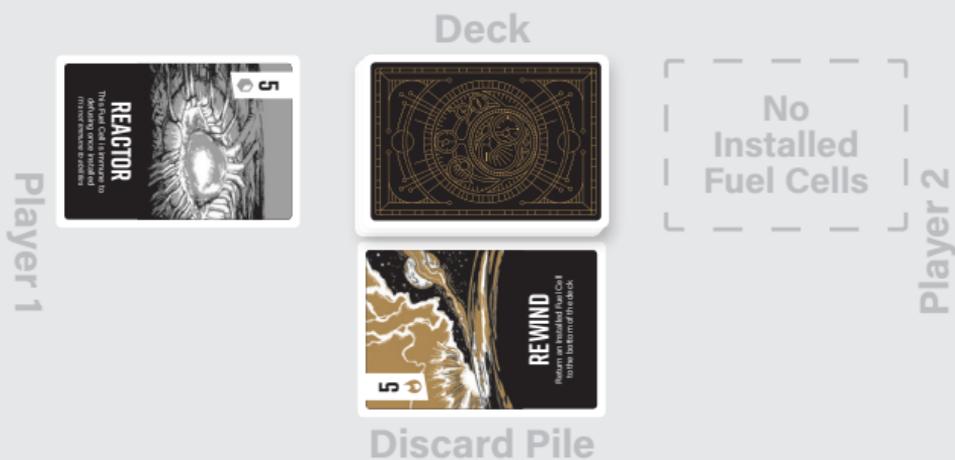
### DEFUSE A FUEL CELL

Defuse an opponent's Installed Fuel Cell by playing a **Silver** or **Bronze** Fuel Cell of equal or higher charge on top. Both cards go to the discard pile.



Abilities on Silver Fuel Cells are triggered when installed in your area of play

Once a player chooses and resolves an action, his turn is over. Turn of play moves to the next player. When a player has reached a Fuel Cell Charge of 21 or more at the end his turn, the game is over. He wins or earns a Timeline Token if playing multiple rounds.



On his turn, **Player 1** installs a Reactor, a **Silver** Fuel Cell with its ability making it "Immune to defusing." His turn ends with a Fuel Cell Charge of 5.

Instead of installing, **Player 2** decides to play defense. She cannot defuse the Reactor, but she can burn a **Bronze** Fuel Cell called a Rewind to the discard pile. This triggers the Rewind's ability, allowing her to "Return an Installed Fuel Cell to the bottom of the deck." She does so to Player 1's Reactor, putting both players back at a Fuel Cell Charge of 0.



Abilities on Bronze Fuel Cells are triggered when burned to the discard pile from your hand

# 4-PLAYER GAMEPLAY

The goal to win remains the same. It is not a team's combined charge, but one person on a team needs a charge of 21 or more *at the end of his turn* to win.

You may only install Fuel Cells in your area of play, but look for ways to use abilities to aid your teammate: (for example, transferring control of a **Silver** Fuel Cell in play to a teammate).

## SUDDEN DEATH

When the deck runs out, Sudden Death begins. Each player gets one pass. A pass can be used when a player has a card(s) in hand, but does not want to play it yet, so they say, "Pass." Once a pass is used, the player must play a card on their turn. If a player has no cards in hand and cannot draw, then their turn is skipped.

If no one reaches 21 and all cards have been played, then the player with the highest Fuel Cell Charge at the end, wins. If a tie remains, then the win goes to the player with the the most cards in play. If a tie still remains, then the win goes to the player who went last in the turn order.

# SITUATIONAL DETAILS

**Exotic Matter** - A chain of Exotic Matter may not exceed a charge of 10. For example, on a single turn, installing  $2 \rightarrow 2 \rightarrow 2 \rightarrow 4$  is allowed, but not  $2 \rightarrow 2 \rightarrow 2 \rightarrow 6$ .

**Deflector** - If multiple are destroyed at once, Deflectors are resolved starting with the person who burned the Anomaly. The order then proceeds left.

**Wormhole** - Players may not know what card another player took when using a Wormhole. Wormholes cannot be used to take other Wormholes.

**Time Stop** - A Time Stop can be played by any player (even out of turn) whenever a **Bronze** Fuel Cell is being burned. Let's say Player A burns a Rewind to the discard to trigger its ability. Before it takes effect, Player B burns a Time Stop on top of the discard to cancel the Rewind's ability. Because his turn was stopped, Player A gets a new turn, allowing him to draw, install, burn, or defuse.

A Time Stop can also cancel a Time Stop. This allows the original ability to occur and turn of play resumes as normal. From earlier, let's say Player C immediately burns a Time Stop on top of Player B's Time Stop. This cancel's Player B's Time Stop, allowing the original ability of Player A's Rewind to occur. In this case, Player A's turn was not stopped, so turn of play continues to the next person. *If the original ability is stopped, the stopped player gets a new turn. If the original ability occurs, turn of play resumes as normal.*

# DETAILS & TIPS

The **Discard Pile** is hidden knowledge. Only the top card is public, but a Wormhole allows you to look through it.

Once **Sudden Death** begins, it does not reset if something like a Rewind is played.

When a player is at a **charge of 11 or more**, watch out. He could win on his next turn.

## VARIANTS

**The Precise Traveller** - Reach exactly 21 Installed Fuel Cells and no more.

**Straight to the Showdown** - Deal each player 10 cards. Eliminate the deck and Sudden Death is active.

**Level Playing Field** - Sort and deal each player one of each type of Fuel Cell: (1 Rift, 1 Exotic Matter, and so forth). Eliminate the deck and Sudden Death is active.



**Game Design and Packaging Design:** Mattox Shuler  
**Illustrations:** Kyle Key

*Thank you to our families, friends, playtesters, and Kickstarter backers for your gracious, overwhelming support.*