



USING "ARC ENERGY" TO PLAY CARDS

You play cards using "ARC Energy". Your ARC Energy is equal to the number of cards in your hand. Each card you can play from your hand has a circle on the top left corner with a number in it; this is known as a card's "ARC Requirement". If your ARC Energy is at least equal to a card's ARC Requirement, you may play that card. ARC Energy isn't spent like an allowance; it's always there, so you can keep playing cards as long as you meet their ARC Requirements.

Some cards, like Aeons, give bonus ARC Energy. Aeon cards display this bonus amount in the top left corner. Include any bonuses to your ARC Energy whenever you need to meet an ARC Requirement.

EXHAUST AND REFRESH

Many cards in ARC, including Aeons, require you to "Exhaust" them in order to use their abilities. To exhaust a card, turn it sideways 90 degrees. As long as a non-Aeon card is exhausted, it can't be used. An Aeon card can be exhausted a second time by turning it all the way upside down. At the start of your turn, "refresh" all of your exhausted cards by turning them upright again.

YOUR FIRST GAME

SETTING UP

The diagram on the other side of this page shows you how the board looks during play. Set up four era cards in a row with a past era card on one end, a future era card on the other end, and the player's era cards in between them. Then place each player's Aeon card in its own era.

Once you have this row set up, each player shuffles their own deck separately (don't shuffle them together). Decide which player will go first, then each player draws a hand of four cards.

PLAYER ONE'S FIRST TURN

If you're the first player, you don't draw a card on your first turn.

If you meet the ARC requirement of any of the cards in your hand, you may play them. You may also use up to two of the abilities on your Aeon character card during your turn, but you may not use the same ability more than once.

If you have any items in the Timeline, you may use those as well.

Once you're done, your turn is over. If you have more than six cards in your hand, discard down to six cards.

PLAYER TWO'S FIRST TURN

If you're the second player, you draw a card when your turn starts. After that, you follow the same steps listed above; using Aeons, items, and playing cards.

EVERY TURN AFTER THAT

To start your second turn (and every turn after that) you "refresh" your Aeon and any of your items that are exhausted, then draw a card for your turn and continue with the rest of the steps listed for the first turn.

HOW TO WIN

You win the game when your opponent has reached zero health, or if they have no cards in their nexus (deck) at the end of their turn.

YOUR CHARACTER



ARC Energy Bonus
Aeon cards have an ARC Energy bonus in the top left corner.

Power and Health
The left number is your "Power". Your Power is how much damage you deal when you attack. The right number is your "Starting Health", and is the health you begin the game with.

ARC Requirement
Event and item cards have an ARC Requirement in the top left corner.

Type
This tells you what kind of card this is.

Abilities
This text tells you what the card does, what abilities you can use, and what you have to do to use them.

OTHER CARDS



Present/Timeless
This tells you what era(s) a card can affect. "Present" means a card only affects the era it was used in. "Timeless" means that it may affect up to all eras! For example, you may only target another Aeon with **Electromagnetic Surge** if they are in the same era as **Electromagnetic Surge** because it says "present".

Draw or Discard Amount
This tells you how many cards you draw or discard when you play this card. Positive numbers mean you draw, and negative numbers mean you discard from your hand.

Card Types

Aeons
Aeon character cards are time travellers that represent players in the game. All Aeons have Power and Health (see above) as well as four printed abilities. You may use up to two of these abilities during your turn, but you may not use the same ability more than once. These abilities include attacking, which lets you deal damage to another Aeon in the same era, and rifting, which is moving to another era.

Trinkets and Armaments
Trinkets and Armaments enter the timeline attached to your Aeon and move with you from era to era. They enter the timeline refreshed and may be used no matter which era you are in. You may have any number of trinkets, but only three armaments at a time. If you play a fourth armament, you must put one of the armaments you previously played in your void! You may not play two armaments with the same name.

Events
Events are different from other cards because they go directly to your void once played. All other cards stay in the timeline and are collectively called "Items".

Traps
Traps may be played from your hand for free. They enter the timeline attached to the era you're in face-down and exhausted. They stay in that era until used. Once refreshed, a trap may be used regardless of the era you're in by turning it face-up if you meet its ARC Requirement. When you do, it goes to your void.

Relics
Relics, like traps, enter the timeline attached to the era you're in and stay in that era. Unlike traps, however, relics enter the timeline refreshed and may only be used if you are in the same era. You may not have more than one relic with the same name in any one era.

Eras
Era cards are the locations in time that make up the timeline (see page 2) at the beginning of the game. Aeons, relics, and traps are all attached to specific eras while they are in the timeline.

Lightspeed

Some cards have an ability called "Lightspeed". Cards with Lightspeed may be played anytime. You may even respond to another player's actions with cards that have Lightspeed. For example, if another player plays a card that would deal damage to you, you can "respond" with Field Dressing Kit and gain 3 health before you take any damage.

Traps and some items have abilities that can be used from the timeline. These abilities may be used whenever you could play cards with Lightspeed 1.

Some cards have higher levels of lightspeed which limit how players may respond to them. For example, if you play a card with Lightspeed 2, no one may respond with lower level lightspeed cards.



NEED HELP?

Visit www.TimeTravelGame.com for frequently asked questions, video tutorials, and community forums.

CUSTOMIZE YOUR DECK

The ARC preconstructed decks are good decks for beginners, but after you and some friends have played a few games, you may decide to customize your decks. You can mix and match most of the cards from all of the ARC decks to fit your play style, but there are a few restrictions. Bound cards have the word "Bound" on their "Type" line. These cards may not be played unless they share a faction (color) with your Aeon. Except for bound cards, you may put any ARC card into your deck. There is, however, a penalty for playing cards from other factions (cards with different colored borders). If you play a card that is not the same faction as your Aeon's, you must pay 2 health when you play it (This does not apply to gray "Universal" cards). You must have a minimum of 60 cards in your deck and you may only play 3 copies of each card, not counting Aeon and Era cards. You must always use an Era card that is part of the same faction as your Aeon.