The Temporal WAR

New Player Guidebook

by Buster Shadwick Jr.

Introduction

The Temporal War takes place within a moment of singularity where time and space have collapsed. Champions have been summoned here by the spirits that live within each of their crystalline gems.

YOU are one of these spirits, an entity that has seen the ebb and flow of the universe many times. You have chosen Champion, deaming them worthy of eternal glory. Now they must battle... one last time!

Both a game of tactics and chaotic fun, The Temporal War has the potential to take over any game night. This New Player Guidebook will teach you all you need to know.

Components

- ◆ **1 - Game Board / Arena** (pg. 1)
- ◆ **1 - Deck of Cards** per Player (pg. 5)
- ◆ **6 - Fountain Tiles** per Player (pg. 2, 4)
- ◆ **1 - Temple Tile** per Player (pg. 2, 4)
- ◆ **1 - Champion Card** per Player (pg. 2, 4)
- ◆ **1 - D10 Aether Dice** per Player (pg. 3, 4)
- ◆ **1 - Warrior Piece** per Warrior Card (pg. 4)
- ◆ **1 - Set of Control Rings** per Player (pg. 3, 4)
- ◆ **1 - Set of Trap / Set & Construct Tiles** per Player (pg. 4)
- ◆ **1 - Bundle of Crystal Shards** (pg. ##)
- ◆ **1 - Bundle of Battle Dice** (pg. ##)
- ◆ **1 - Bundle of Health Counters** (pg. ##)
- ◆ **1 - Monster Deck** of 33 cards (pg. ##)

TABLE OF CONTENTS

Summary

Here in the **"Getting Started"** section, we will set up the arena, introduce you to the Champions, go over the paths to victory, and look at our cards.

Then in the **"Learn By Doing"** section, we will go over everything you need to know to fend for yourself in a free-for-all game. This information will be given in an order that allows you to play as you read *(i.e., Learn by Doing)*.

After that, we will dive into some **"Advanced Rules"**, including "team play" and some helpful rulings on some of the more obscure situations.

Finally, we'll finish up with some helpful and flavorful **"Bonus Content"**.

Alright, let's get started!

The Arena

Special Spaces: spaces where certain pieces are placed *and/or* serve an in-game purpose.

Temple Spaces: where you place your Temple Tile during normal set-up.

Fountain Spaces: where Fountain tiles are placed.

Shard Spaces: where *crystal shards* are placed due to an in-game trigger. *(pg ##)*

The Center Space: If a warrior moves onto the Center Space, they must move off of it immediately *(for free)*.
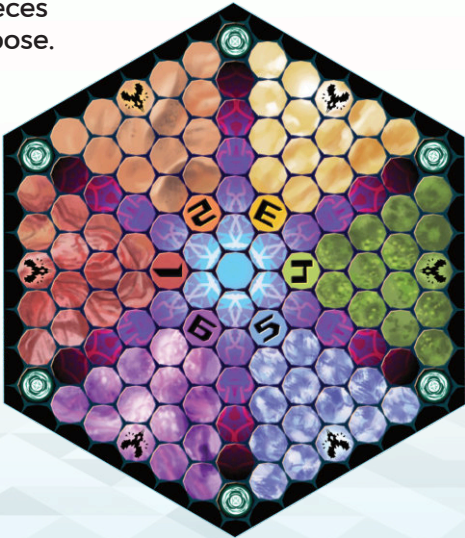
Empty Spaces: If there is nothing on a space, it is "empty". Even the special spaces are empty while nothing is on them.

The Six Champions

At this time, there are SIX Champion tier warriors from which to choose. Each is a leader within their faction, and they all have powerful effects.

We'll take a closer look at these Champions and the rest of your cards soon.

Temples & Objectives

The average game of The Temporal War lasts FIVE rounds. In the end, you will score victory points based on two criteria:

1. **Temple Health:** Your Temple is your home base. Only your Champion can be on your temple, no other warriors.
   a. All Temples begin with **20 health.**
   b. Attack enemy Temples to lower their health.
   c. Once per turn, on your own turn, you may lower your Temple's health by 1 to heal your Champion by 2.

2. **Fountain Control:** These are vortexes of raw Aether.
   a. Fountain tiles begin on their neutral (*colorless*) side.
   b. Players may take control of these Fountains by rolling dice and getting favorable results *(pg. 13)*.

Your final score is the **remaining health** of your Temple plus **six points for each Fountain** you control.

Set-Up

STEP 1) Choose Your Game Speed

◆ **Short Game:** Start with 3 aether by setting your **aether dice** to 3. The max number of warriors a player can control at once is also 3.

◆ **Medium Game:** Start with 6 aether, and max # of warriors is 6.

◆ **Long Game:** Start with 9 aether, and max # of warriors is 9.

STEP 2) Sitting Arrangements

◆ For a **1v1 game**, sit across from each other.

◆ For a game with **3 players**, form a triangle.

◆ For a game with **4+ players**, see page 19 for team play rules.

NOTE: We recommend a 1v1 or 3 player free-for-all for your first game.

STEP 3) Place the Fountains

◆ Place 6 Fountain Tiles (*neutral side up*) onto the Fountain Spaces.

◆ It doesn't matter what color is on the other side of each Fountain Tile.

STEP 4) Choose Your Color

◆ Each player should choose a different color.

◆ All your large tiles should be the color you chose.

◆ All your control rings should also be that color.

◇ **Control Ring:** Hexagonal rings you place around your warrior pieces *(next page)* to show you control them.

NOTE: There are six sections of the board. The colors of these sections are purely decorative. They have nothing to do with set-up or gameplay.

STEP 5) Individual Set-Up

◆ Place your Temple Tile on the Temple Space in front of you.

◆ Place your Champion's Warrior Piece on your Temple Tile.

◆ Shuffle and draw 5 cards. *See page ## for Deck Construction.*

STEP 6) 2-3 Player Modification *(optional)*

◆ Move your Temple Tile and Champion inward two spaces.

Below is a diagram of one player's close-up view of their section of the arena after setting up for a 2 player game *(i.e., 1v1)*.

NOTE: Their deck is not shown but is assumed to be nearby.

Fountain Tiles *(neutral side)*

Champion's **Warrior Piece** on top of **Temple Tile**

Fountain Tiles *(controled side)*

Aether Dice

Trap / Set Tiles

Warrior Pieces

Champion Card

Control Rings

Construct Tiles

The Cards: Warrior Cards

There are TWO main kinds of cards: **Warrior Cards** & **Support Cards.**

Warrior Cards have **battle stats** (💗,📎,⚙️,🦠,🏯) while Support Cards do not. Let's take a look at one of our Champion cards for an example.

NAME OF CARD

AETHER LEVEL

Leonel, the Bravest of Men

BATTLE STATS

HEALTH

MAGIC

SPEED

POWER

RANGE

WARRIOR CLASS

CHAMPION

ELITE WARRIOR

BASIC WARRIOR

2 2 6 6

11

When a human (🗡) you control attacks or defends, it gets +1 📎 or +1 🛡 for each adjacent human ally.

EFFECT AREA

FACTION SYMBOL

HUMAN   UNDEAD

ANGEL   DEMON

ELF   BEAST

NO FACTION

"The world is so much bigger outside these walls. Follow me, and I promise you will be safe."
- Leonel, the Bravest of Men

FLAVOR TEXT

RARITY

COMMON   RARE

FABLED

Warrior Pieces: For each warrior card in your deck, you'll also need its matching warrior piece nearby. This represents it in the arena.

- The side with the warrior's picture is the **"ready"** side.
- The side with the warrior's name is the **"resting"** side.
- Warriors start ready and flip to resting after being used.
- At the end of each round, warrior's are refreshed.
  - **Refreshed:** returned to the ready side.
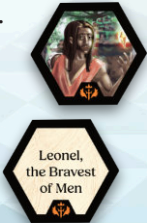
Name of Card: Two cards can have different art or designs, but if the names match then they are considered copies of one another.

Warrior Class: See the diagram on the previous page.

- **Champion:** This is your main character. It starts the game already in-play and is the only warrior allowed to be on top of your Temple.
  - While on your temple tile, your Champion can't be attacked or affected by any card effects, not even your own card effects.
  - If your Champion's health reaches 0, it is brought back to your temple where you must immediately *heal it one time (pg. 2).*
- **Basic vs Elite:** These two warrior classes only have one difference.
  - You cannot *summon multiple copies (pg. ##)* of an Elite warrior.

Factions: There are currently six factions in The Temporal War. Your deck can contain cards from any faction, but it is usually wise to use cards from the same faction as your Champion. This helps with synergy.

Aether Level: This is the cost to play a card (*warrior and support cards*). A warrior's level is also used in other situations, such as in battle *(pg. ##).*

Battle Stats: We will talk about these more when we get to battling (pg. ##).

Effects Area: Effects will make more sense after learning to play, but you can reference the *Effect Glossary on page ##*, if you have questions.

Rarity: In a collector's pack *(currently unavailable)*, you will find reprinted cards with alternate art and design. A card's rarity shows how often you will find that card within these packs.

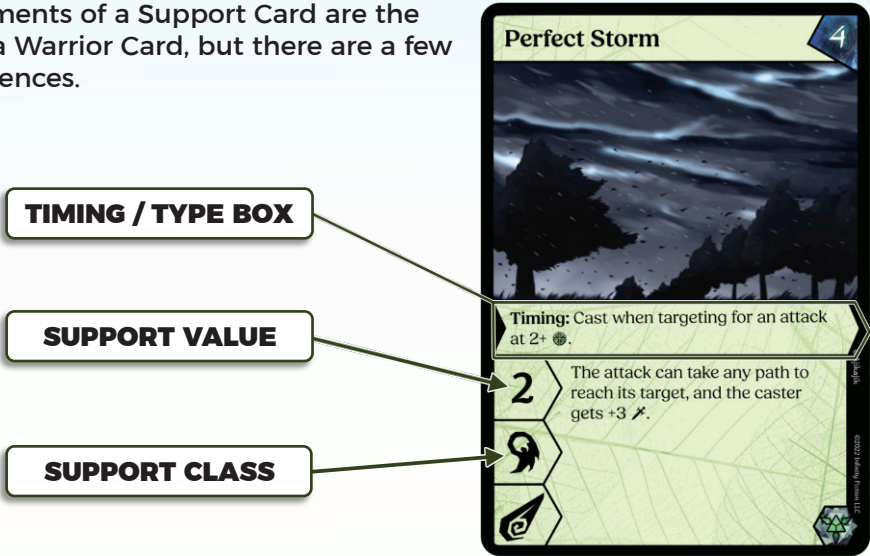**Flavor Text:** This is purely for fun and immersion, no in-game purpose.

NOTE: While it wasn't labled in the diagram, you can find artist credits and copyright information in the lower right side of every card.

The Cards: Support Cards

While the foundation of your deck should be Warrior Cards, you'll want to use Support Cards to assist them in battle and help you gain board control.

Most elements of a Support Card are the same as a Warrior Card, but there are a few key differences.

TIMING / TYPE BOX

SUPPORT VALUE

SUPPORT CLASS

Perfect Storm — 4

Timing: Cast when targeting for an attack at 2+ ⬡.

2 — The attack can take any path to reach its target, and the caster gets +3 ⚡.

Timing / Type Box: Depending on the class of the Support Card, the card will either have "**Timing:**" or "**Type:**" listed in the middle effect box.

- ◆ **Timing:** You can only play this card at the moment when the following conditions are met, so be ready to activate it when the time is right.
  - ◇ You may "rewind" or "pause time" by asking your opponent to stop when a "Timing:" condition has been met. They must honor your request if they haven't completed another action since then.
  - ◇ You must also pay the card's Aether cost in order to play it.
- ◆ **Type:** This card can only be played on your own turn. Cards will have information that is the same or similar to other cards of the same type.

Type: Mount. This warrior's ⚡ is now 3.

Support Value: The meaning of this number depends on the Support Class.

Support Class: There are currently five classes of Support Card.

Spell: These have a **timing box**. One of your own warriors has to satisfy the condition of the "Timing:" effect. That warrior is called the spell's "caster". The Support Value of a spell card is its **replay cost**.

> After you play your first spell, leave it face up and pile all future spell cards on it to create your "spellbook". You can pay the replay cost of spells in your "spellbook" to use their effects again.

Equipment: These have a **type box**. When you play an equipment, attach it to one of your warriors; place it undern the warrior with the equipment's effect still showing. You cannot have two of the same type attached to the same warrior, unless stated otherwise.

> The Support Value of an equipment card is the number of times you can use the **exert** ability found within its effect area.

Trap: These have a **timing box** and must be set *face down (pg. ##)* before being played. The Support Value on a trap card is its **area**. The area of a trap extends outward from its *"set tile" (pg. 4)*.

> A warrior must satisfy the trap's "Timing:" effect, at which point, you can pay the aether needed to play your trap.

Construct: These have a **type box** and must be set *face down (pg. ##)* before being played. When you play a construct, replace the "set tile" with a numbered construct tile (pg. 4).

> The back side has no number. When on this side, it is called an **extra tile**. Its "Type:" effect will say how to use the "extra tiles". Point the dot on your extra tiles to the numbered tile.

> The Support Value of a construct is **durability**. Warriors can attack constructs. When durability hits zero, the construct is destroyed.

Flash: These have a **timing box**. The Support Value of a flash card is how many copies of that card you may have in your deck. This can overrule the *3 copies per deck limit (next page)*.

Deck Construction

Now that you've been introduced to the cards, you can make your own deck!

1. **Choose a Champion.** This is the most important decision you'll make, because you will want to take advantage of your Champion's effect.
2. **Form a deck of 30 to 40 cards.** In-game, we call the deck "memories", because each card in your deck represents a memory from the past.
   a. You may only have up to 3 copies of any one card in your deck..
   b. You may not have any Champion class warriors in your deck.
3. **That's it!** Throw something together and go have fun!

NOTE: There is one additional rule to consider for *team play (pg. 19)*.

NOTE: For a learning game, players may agree not to use Support Cards. This will simplify the game significantly.

Turn Flow

After randomly deciding who goes first, the first player will take their turn.

There are FOUR phases to a turn:

1. **Start Phase:** Draw one card and gain one aether. Then any "start of turn" effects may be activated.
   a. In the 5th round, DO NOT draw cards or gain aether.
2. **Summoning Phase:** You may summon one warrior *(pg. 11)*.
3. **Action Phase:** Select one warrior to use this turn. If you summoned a warrior, you must use that warrior. Set your warrior to "resting" when you are finished.
4. **End Phase:** You may set a card from your hand *(pg. 11)*. Then, "end of turn" effects can be activated. Then, pass your turn to the next player.

Aether

What is aether? Aether is a mystical energy resource you'll be gathering and spending to play your cards.

Aether Dice: Your Aether Dice is a D10 (0-9). When you "gain aether" or "pay aether", you will be raising and lowering the value on this dice.

◆ Your Aether Dice maxes out at 9. You can't gain more aether past that.
◆ There are items that can be used in place of your *Aether Dice (pg. 14)*.

Rounds

When the last warrior in the arena is set to "resting", finish the current turn. After the turn ends, the round also ends. After following the "End of Round" steps below, the next player in rotation starts the next round.

End of Round (Rounds 1-4): Complete the following three steps:

1. **Refresh** all warriors. *(i.e., flip them from "resting" to "ready.")*
2. **Move all six Fountains inward**, closer to the center by one space.
   a. If one of your warriors is on a space where a Fountain would move, pick up and place your warrior on top of the fountain tile.
      i. Your warrior takes **3 damage** if it is neutral, **6 damage** if it is controled by an opponent, and **no damage** if you control it.
      i. Next, move your warrior one space onto an empty space. This is a free movement.
   b. If any tile *(pg. 4)* is on a space where a Fountain would move, remove that tile from the board. Return its card to your hand.
3. **Status Effects:** Some effects *(e.g., poisoned)* are lingering status effects. These effects go away at the end of every round.

End of Game: At the end of Round 5, the game ends, unless there is a tie.

◆ See page 2 for end of game scoreing rules.
◆ See page ## for tie breaker rules.

Summoning

Each Summoning Phase, you may only summon one warrior (*optional*).

Normal Summoning: Select a warrior card from your hand to summon.

1. Pay aether equal to the warrior's *aether level (pg. 5)*, and place the card face up in front of you.
2. Place its piece face-up *(i.e., ready)* onto an empty space next to anything else you control. *(e.g., other warriors, your temple, tiles, etc.)*
   a. The only empty space you can't summon onto is the Center Space.

Stack Summoning: to play another copy of a warrior already in play.

- When you get to Step 2, place the new warrior card on top of the old warrior card. This forms a stack of cards, hence "Stack Summoning".
- Only the top card in a stack is referenced. *Attached equipment (pg. 8)* applies to all its pieces, and *health is shared among them (pg. 16)*.
- You cannot Stack Summon an Elite warrior.

Setting

Setting a Card: You may set multiple cards each End Phase, as long as you pay for each one. This is the second way to get pieces into the arena.

1. **Pay 1 aether** and place the card face down in front of you.
2. Place a **Set Tile** onto an empty space next to anything else you control (*exactly like summoning*).
3. Place a dice or other marker on your face down card to match the number on the tile. This way, we know which card goes with which tile.

Playing a Set Card: You may play the card any turn after the turn it was set.

- Some cards *(constructs & traps)* require being set first, but you may set any card as long as you play it when it would normally be played.
- If you summon a warrior that was set, its piece replaces the Set Tile.

Returning a Set Card: You may pick up any of your set cards at any time and remove their Set Tile from the arena, but you need to pay to set them again.

Choosing a Warrior

At the start of you Action Phase you will usually have to select one warrior to use. This is the only warrior you may use for the rest of this Action Phase.

- If you summoned a warrior, you MUST use that warrior this round.
- If you did NOT summon and ANY other player has more "ready" warriors than you, you may choose not to use any warriors this turn.
- OTHERWISE, you must choose one of your "ready" warriors.

Main Action: Each turn, the warrior you are using may take ONLY ONE of the following **Main Actions:**

- Attack! *(pg. ##)*
- Move one extra space.
- Activate a "Main Action:" effect if the warrior you're using has one.
- **Delay:** Warriors DON'T get a Main Action on the turn they are summoned.

Moving

You can move any number of spaces up to the **speed ( )** of your warrior, and as stated above, you may also use your Main Action to move one space.

Split Movement: You may stop to attack or take other actions, and then continue, so long as you still have ⚡ or a Main Action remaining.

Obstacles: Anything a warrior can't move or attack over normally.

- Obstacles include: Other warriors, constructs, and temples.
- Some effects allow you to move over obstacles, but there is also an effect called "giant" which negates those effects. Temples are "giant", so NO EFFECTS can allow a warrior to go over them.

Jumping: Your own warrior's are obstacles, but you can "jump" them. This costs 2 ⚡ (*or 1* ⚡ *and your Main Action*); you can then move two spaces in one direction, over your warrior and onto an available space.

Landing: When a warrior moves onto a space, they "land" on it. Some effects *(e.g., Traps)* reference this, and some *(e.g., airborne)* ignore this.

Set Tiles: If an enemy warrior lands on your Set Tile, you must either play that set card *(if able)* or return it to your hand.

Fountains

Syncing: i.e., taking control of a fountain. Here are the steps to syncing:

1. To attempt to sync with a fountain, the warrior you are using this turn must be NEXT TO the fountain.
   a. There is no cost to syncing, but you can only attempt once per turn.
2. Roll a number of D6s, depending on the situation*, and then compare the TOTAL RESULT of these dice to the Aether Level of your warrior.
3. If your warrior's level is **equal to or greater than the total**, you succeed! If the total of the dice is greater, you fail. There is no penalty to failure.

*Here are the "situations":

- If the Fountain is neutral (*colorless*), roll 1 dice to take control of it.
- If the Fountain is controlled by another player:
  - you may roll 1 dice to turn it neutral, OR-
  - you may roll 2 dice to take control of it.
- If the Fountain is already yours, do not roll dice *(auto success)*.
  - Why you might do this will become apparent on the next page.

Multi-sync: In the final round only (*because the fountains move*), it is possible to be next to two Fountains at the same time.

1. Look at each Fountain individually, using the "situations" above to figure out how many dice to roll for each.
2. Roll these dice at the SAME TIME, and use their combined result. This is an all or nothing attempt; there are no partial successes.

Fountain Control & Warriors: Fountains you control benefit your warriors.

Speed Boost: A warrior can move onto any Fountain. If they do, they must move off it immediately, for FREE. *Remember (pg. 10)*, your own Fountains don't hurt your warriors; enemy and neutral Fountains do.

Moving Shield: Fountains are treated as *"giant" obstacles (pg. 12)* to enemies, but you may attack over *(through)* Fountains you control.
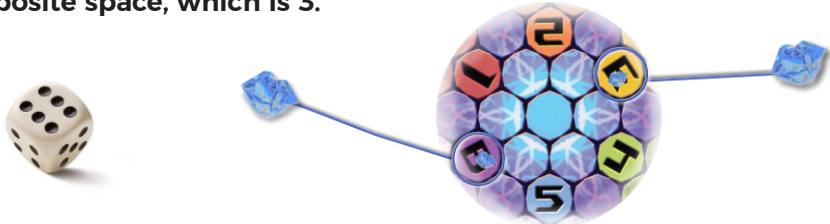
Crystal Shards

Crystal Shards are items that are spawned whenever a player *successfully* syncs with a fountain. *(This is why you might sync with your own fountian.)*

- Starter kits come with a bag of plastic cystals to use a crystal shards *(as shown on the right)*.
- To spawn Crystal Shards, roll a D6 and put a Crystal Shard on the Shard Space that matches the number rolled. Then, put a shard on the Shard Space that is on the opposite side of the Center Space.

EXAMPLE

I rolled a 6, so I'll put one shard on 6 and one shard on the opposite space, which is 3.

Collecting Shards: When you move a warrior onto a Shard Space that has Crystal Shards on it, take all the shards. Put them near your Aether Dice.

- Do not change the value shown on your Aether Dice.
- If you have a warrior on a Shard Space when a shard would be placed on that space, you automatically claim that shard.

Using Shards: Spend shards instead of using your Aether Dice.

- One shard is equal to 1 aether.

Shard Blocking: Some things prevent shards from appearing.

- There can only be 6 shards on a Shard Space. Never place a seventh.
- Don't place a shard if a tile is there (*i.e., construct, trap, or set tile*).

Final Round: When the final round starts, remove all unclaimed shards from the arena. Cystal Shards DO NOT appear in the final round.

Attacking

Selecting a Target: Before you attack, you must select a valid target.

- The target must be a warrior, construct, or an enemy temple.
  - You CAN'T attack a Champion that is on their Timple Tile, but you can still attack their Temple itself.
- The target must be within your attacker's range (⊕).
- The target must be in a STRAIGHT LINE from your warrior's position, going from one space to the next.
- There can be no *obstacles (pg. 12)* or Fountains in the attack's path.
  - You can attack over the middle space, crystal shards, set tiles, and *Fountains that you control (pg. 13)*.

Example of Targeting: "Leonel, the Bravest of Men" *(pg. 5)* is attacking.

❌ Range too short.   ❌ Not in a straight line.   ✅ Perfect shot.

Attack Type: Next, choose your warrior's magic (🔮) or power (📖) stat.

- This is the ammount of DAMAGE your warrior is TRYING to deal.
- To block or counter, the target will have to use the same stat.
  - E.g., If "Leonel..." attacks with **6** 📖 and the defender has **4** 📖, then the defender STILL takes 2 damage if they can block *(next page)*.

Roll: Look at your attacker's Aether Level, and roll that many Battle Dice.

- Then, count the number of dice showing the attack symbol (⚔).
- This is your **attack score**. The defender MUST score higher if they want to stop any damage; ties go to the attacker.

Defending & Damage

When a warrior defends, **roll your Battle Dice** before making any decisions.

- Look at your defender's Aether Level for how many Battle Dice to roll.
- If your defender is RESTING, they can ONLY block (🛡).
  - You must have MORE 🛡 than the attacker's ⚔.
- If the defender is READY, they can block, counter (⚔), or dodge (↰).
  - Add your defender's speed (⚡) to their dodge (↰).
  - Whichever you choose must be MORE than the attacker's ⚔.

Blocking: Stop damage equal to your defender's 🔮 or 📖 stat (*whichever the attacker used to attack*).

Countering: First, stop damage equal to your defender's 🔮 or 📖 stat (*like blocking*). Then, if your defender could also target the attacker, the attacker takes damage equal to the damage you stopped.

- Use the "**Selecting a Target**" rules for returning damage.

Dodging: Avoid all damage and move one space *(for free)* UNLESS your warrior is not able to move. If they can't move, they can't dodge.

Damage & Healing: Use the provided Health Spinners to track the health of your warriors. Lower it when taking damage. Raise it when being healed.

- A warrior's health can never go higher than their health stat (❤).

Destroyed: When a warrior hits 0 health, remove its piece and **bury** its card.

    Bury: to send a card to the bottom of your deck.

Stack Damage: Warriors with *multiple copies in play (pg. 11)* share the same Health Spinner. If one of the warrior pieces is damaged and this causes the health to hit zero, only the top card of the stack is removed.

- Remaining copies return to full health with *NO status effects (pg. 10)*.

NOTE: Temples and constructs can't defend. Constructs are destroyed like warriors (*tile removed, card burried*). If your Temple is destroyed, you lose.

Fogotten Monsters

The Forgotten Deck: This side deck is neutral and contains forsaken and forgotten monsters. They attack those that wander outside the **safe area**.

> **Safe Area:** the spaces between any two Fountains and the spaces within the perimeter set by all six Fountains.

Triggering an Attack: There are two triggers that make you *(or let you)* draw a monster card from the Forgotten Deck.

1. When one of your warriors flips to "resting" while outside the safe area.

2. *(Optional)* Once per Action Phase, you may draw a card from the monster deck while the warrior you are using is outside the safe area.
   a. If you use the optional trigger, ignore the first trigger for the rest of this turn. *(The monsters have either been temporarily satiated or intimidated by your warrior's boldness.)*

Monster Attack: After drawing a monster card, follow these steps:

1. Read the monster card's effect. Its effect may increase its Aether Level.

2. If its level is HIGHER than your warrior's level, your warrior takes damage equal to the difference in their levels. However, if your warrior's level is EQUAL to or HIGHER than the monster's level, you defeat it.

3. Resolve the attack:
   a. If your warrior took damage, shuffle the monster card back into the Forgotten Deck.
   b. If the monster was defeated, gain aether equal to the number in the middle of the monster card (*i.e., increase your Aether Dice*). Then remove that monster card from play (*i.e., set it aside*).

   HINT: Farming monsters with higher level warriors is a valid strategy.

Deranged Fiend — 7

"It can't be! No... no, it can't-"

Double Deranged Fiend's level if your warrior is orange, yellow, or green.

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Tiebreaker Rules

So after adding up our *final scores (pg. 2)*, the game is still tied!?

Alright then, let's go into overtime!

1. Move all the Fountain Tiles inward one more space.
2. Destroy all warriors besides the Champions of players who were tied, and refresh them.
3. Roll to see who gets the first turn in this tiebreaker round.

Tiebreaker Rules:

- On your turn, SKIP your Start Phase and Summoning Phase.
- During your Action Phase, DON'T move onto the Center Space.
- At the end of your Action Phase, DON'T set your Champion to "resting".
  - Forgotten Monsters *(previous page)* continue to attack when your Champion would normally be set to resting.
- After all players have had a turn, check to see if there is a winner.
  - Keep taking turns until a winner is decided.

Team Play

Once you have 4-6 players, it is best to form TWO TEAMS. This creates more balanced and dynamic gameplay. Here are the rule updates for team play:

Deck Construction: Teamates may not use the same Champion.

Set-Up (Sitting Arrangements):

- ◆ **2v2:** Sit across from your teamate. The two teams form an X patern.
- ◆ **3v3:** Each team forms a triangle, so that rotation alternates between enemy, ally, enemy, ally, and so on.
- ◆ **3v2:** The team of 3 forms a triangle. The team of 2 fills two empty seats.

3v2 Balancing Mechanics:

- ◆ **Starting Temple Health:** The temples of each player on the team of 2 start with 30 health instead of 20.
- ◆ **The Empty Seat:** When the turn would pass to the spot on the board where no one is playing, the team of 2 may each gain 1 aether.

Allied Warriors: Have you noticed that many effects mention "allies"? In a team play environment, this includes the warriors controlled by teamates.

- ◆ UNLESS the effect specifically states the "ally" is yours or you control it.

Final Score Clarification: Each player scores victory points seperately at the end of the final round. The player with the highest score wins for their team.

- ◆ This discourages the "attack the weakest player" motivation, thus encouraging battle between all players.

Ghost Mode

When you are eliminated from a game, but a winner hasn't been decided, you may continue playing in a limited but unique way.

Ghostly Form: When you are defeated, move your Champion's warrior piece to where your Temple Tile is located *(if its not already there)*. This is the only game piece you will be using from this point forward.

- ◆ Remove your Temple and all your other game pieces from the arena.
- ◆ Remaining players replace your Fountains with neutral Fountains.

Movement: When it comes your turn, once per turn, you may move any number of spaces in one direction *(i.e., in a straight line)*.

- ◆ You may move over warriors, constructs, traps, and Set Tiles.
- ◆ You may not move over Fountains, Temples, or the Center Space.
- ◆ You must end on an empty space.

Damaging / Healing: After you finish moving, you may damage or heal each warrior and/or construct your piece passed over by 1 point.

This is your only way of playing from this point forward, but it may be enough to help your teamates or sabatoge the player that eliminated you.

> **Remember:** In a team game, you still win if one of your teamates scores the highest. So don't give up!

Information Sharing

Information Sharing IRL: In an real world setting *(at a physical table)*, players are not allowed to share information privately.

- This means, no showing each other the cards in your hand or getting caught passing secret messages.
- All information must be shared with everyone at the table... unless you can get away with it without being seen...

Information Sharing ONLINE: In an online setting, it is difficult to prevent people from communicating with one another. Therefore, you are allowed to share information privately with another player if you can.

- Consider it a psychic connection that is shared between you.

Roleplaying Buff

We all like to have fun, right? Here's an option rule that will assist in that!

+1 Bonus: When you rolling Battle Dice to attack or defend, describe your warrior's actions. If you do, after you roll, you may add 1 point to your result.

- For the attacker, this means +1 🗡.
- For the defender, this can mean +1 🗡, 🛡, or 🏃 (*whichever you need*).

House Rules

Speaking of optional rules, if you are hosting a game, feel free to introduce your own rules. Just be sure to get everyone's consent first.

Share your house rules with us on social media, and who knows? Your house rule may make it into this guidebook.

Effect Terminology

"Discard": to bury a card from your hand.

"Effect Damage": any damage not caused by battle (attacking or countering).

"In-range": within the range of the warrior that is using the effect.

"Key Attributes": Some effects are described by a single word at the top of their effect box.These effects are usually described at the bottom of the effect box; rarely are they not.

"Pick up" and "place": Some effects ask you to pick up and place a warrior piece onto a space. When you do this, don't change where it is facing.

"Sacrifice": to destroy a warrior you control.

"Status Effects": Some effects will give a warrior a status condition, a lingering effect. Unless stated otherwise, status effects are removed during the Recharge Phase.

> **Note**: You can find a living rulebook with more effect terminology, and an FAQ section all on **thetemporalwar.com.**

Backstory

The Temporal War has been in development since October of 2020. This was a tumultuous time in many of our lives, but it was out of these trying times that this game was made.

What started as a passion project to pass the time, quickly became an obsession, something to share with friends and family. From these roots, came the game's true purpose: to bring friends together.

Whether The Temporal War becomes the next big commercial success or becomes a game that is played by a community of tight knit friends, we will consider this a win!

That being said, all are welcome! THANK YOU!

Development Team

Buster Shadwick Jr (Creator/Producer)

Artists/ Freelancers

Devin Thain (Lead Artist)

Ajikajik (Artist)

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Harlan Santana (Artist)

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Edith Perez (Artist)

Taylor Ash (Artist)

Spider00x (Graphic Design)

Hello!

Welcome to the Temporal Realm. I hope the trip here wasn't too painful… It was? My apologies, we're working on that…

Where are my manners? You can call me The Architect… Yes, I know…

It's quite the pretentious title. Trust me, it wasn't my first choice, but somewhere along the way, it stuck. Honestly, I'm more of a scientist than an architect, but- Oh dear, I'm rambling again. I do that.

I'm sure you're feeling confused and frustrated right now. These are the unfortunate side effects of coming to this place, along with some memory loss. However, it will all be worth it. At least, it might be… Anyway

You see that crystal you're carrying? It is more powerful than you realize. To be precise, it's a part of something more powerful, something I discovered a long time ago… or a long time from now?

In any case, I was brought here as well, and just as you are, I was at a complete loss. However, after much experimentation, I came to understand.

This place is a realm of pure energy, more than should exist in one location, and well… Long story short, we are at the center of the universe, at the very beginning AND end of time.

I've spent many sleepless nights in this place, and to occupy my restless mind, I made a game! I know, it's silly, but since you're here, why not play it with me?

If you win, you can use the power of The Temporal Realm to grant any wish your heart desires! The possibilities are near limitless! At the very least, you could use its power to return home.

And if you lose… well… Let's just focus on winning!