

## HI & WELCOME!

### PRINT & PAPER:

best on white paper, size A4 or US Letter, portrait format, black or colored

The pieces have to be in color (use your own pieces or print colored or color them yourself)

TIP: print or stick all the items on thicker paper or cardboard!

### CHECKLIST 'TIME JUMP': (contents for 6 players) - 9 pages

- checklist, contents
  - game rules (1)
  - game rules (2)
  - game board I, 8 pieces
  - game board II, 4 pieces
  - game board III, 6 timeholes
  - 6 markers
  - 3 covers
  - 3 covers
- Cut out the **game boards (3 'Dimensions')**, **timeholes**, **markers & covers**
- **Pieces**: cut or use your own pieces. (2 of the same color for each player + 3 black used as timeholes)

## TIME JUMP - CONTENTS

- 3 DIMENSIONS (game boards I, II, III)

- 6 NAVIGATION-MARKERS 

- 6 MARKER-COVERS 

- PIECES:

6 SPACESHIPS (colored pieces: blue, red, yellow, green, orange, pink)

6 NAVIGATION-PIECES (colored pieces: blue, red, yellow, green, orange, pink)

3 TIMEHOLES (black pieces) (+ 3 spare-timeholes)

## TIME JUMP - GAME RULES (1)

### START OF THE GAME:

- Place Dimensions in order I - II - III
- Each player receives:
  - 2 pieces of one color: 1 spaceship, 1 navigation-piece
  - 1 navigation-marker
  - 1 marker-cover
- To begin the game, each player places his spaceship on 'TIME JUMP' Dimension I.
- One player (the youngest, tallest,...) receives the 3 timeholes.

### URNS - ROUNDS:

- 1) The player with the 3 timeholes is the "TIME-MASTER" for one round.  
His piece doesn't move in that round!
- 2) The player to his left (resp. the opponent if only 2 are playing) covers the navigation-marker with the marker-cover and places the navigation-piece on any number (1-6).  
This number indicates the number of spaces you want to move your spaceship in the Dimension!
- 3) Once the navigation-piece is placed on the navigation-marker, the time-master places ONE TIMEHOLE on the number of his choice on the DIMENSION.
- 4) The player reveals the marker and moves his spaceship clockwise the number of spaces indicated on his marker.  
If your spaceship lands on the timehole - it must return to the start position!
- 5) After the move, the time-master removes the timehole from the dimension.

All other players (if more than 2 are playing) repeat steps 2-5. (players proceed clockwise)

NEXT ROUND: the player to the time-master's left is the NEW TIME-MASTER for that round!

- More than one piece may land on the same space in the dimensions.
- The time-master can place timeholes on a space occupied by other players.  
(but the timehole doesn't count for them, it's not their turn)

### TIME JUMP TO THE NEXT DIMENSION

A player must successfully complete the dimension before entering the next dimension.

The 'TIME JUMP' field is the door to the next dimension.

When entering a new dimension: move to the TIME JUMP field of the next dimension and continue moving the remaining number of spaces.

If your play ends on a time jump field - you are automatically in the next dimension:

place spaceship on time jump field on the next dimension.

### 2 & 3 TIMEHOLES

If a player is in dimension II - the time-master places 2 timeholes for that spaceship!

In dimension 3 - 3 timeholes!

## TIME JUMP - GAME RULES (2)

### FALLING THROUGH TIMEHOLES IN DIMENSIONS II & III

If a player lands on a timehole he must go back to the same number in the previous dimension!  
e.g.: if you fall through dimension III / space 6 - go back to dimension II / space 6

### FALLING THROUGH MORE THAN ONE TIMEHOLE:

If a player falls through a timehole and in the previous dimension there is another timehole on the same space - you have to go back:

Examples:

- 1) You fall through dimension III / space 8 (timehole on dimension III / space 8)  
AND you fall through dimension II / space 8 (timehole on II / 8)  
- you land on dimension I / space 8.
- 2) You fall through dimension II / space 10 AND dimension I / space 10  
- go back to start.
- 3) You fall through dimension III / space 11 AND II / 11 AND I / 11  
- go back to start.

### TIMEHOLE ON TIME JUMP FIELD:

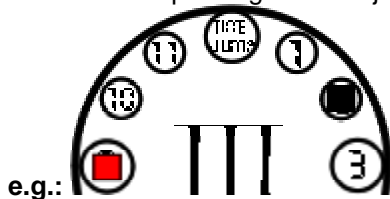
If there's a timehole on a time jump field and you land there - you remain in that dimension and must complete it again!

Examples:

- 1) Timeholes on time jump fields in dimension II and dimension I:  
you resume play in dimension I, time jump field
- 2) Timeholes on time jump fields in dimension III, II and I:  
you resume play in dimension I, time jump field
- 3) Timeholes on time jump fields in dimension III and II:  
start from dimension II (time jump field) and complete dimension II again!

### END OF THE GAME:

WINNER is the player who first **completes resp. surpasses** dimension III !  
You can only win if you don't land on a timehole,  
even after surpassing the time jump field or on the time jump field!



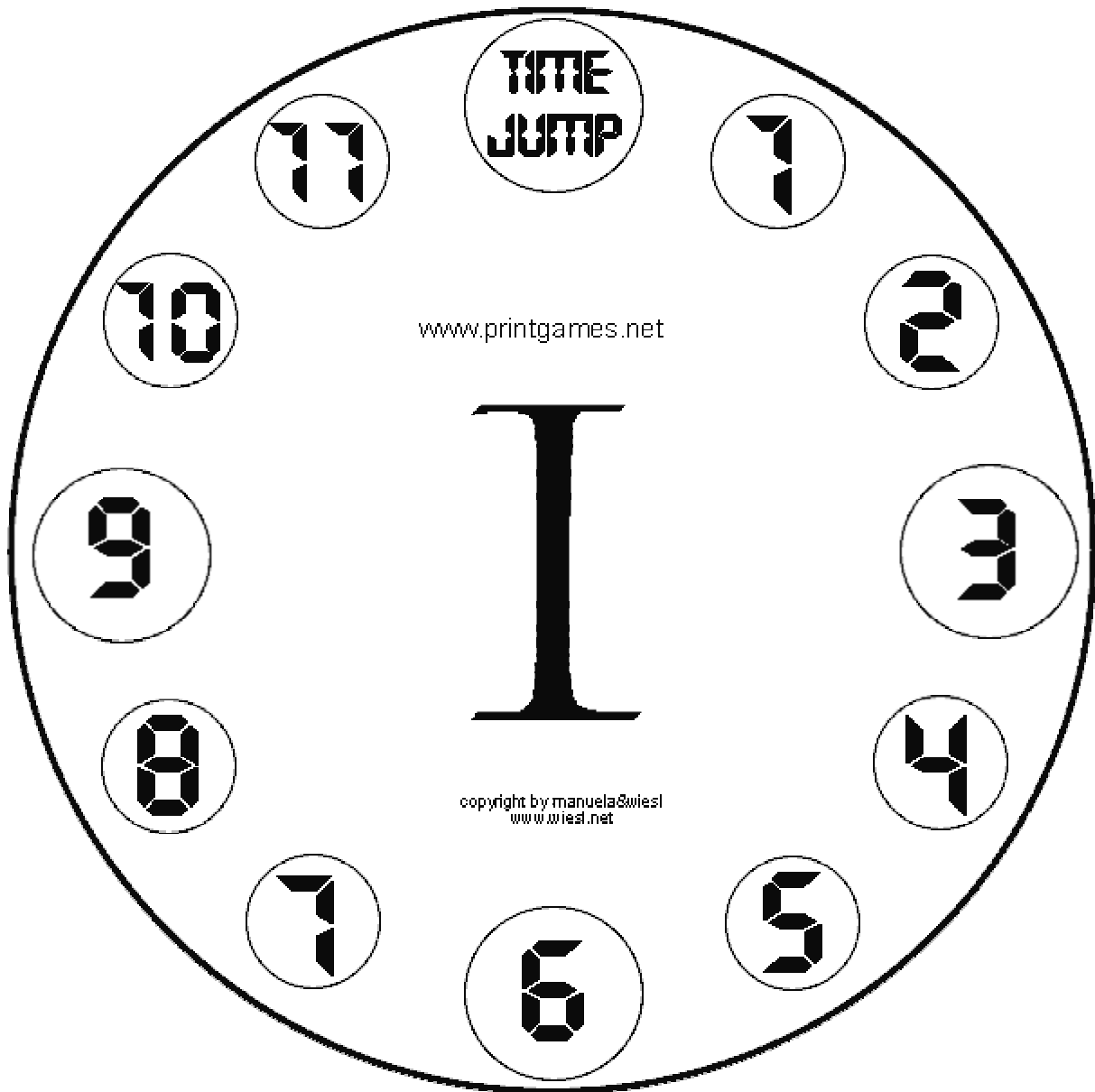
e.g.:

Player Red has placed navigation-piece on 5. So falls through the timehole!  
(spaceship goes back to dimension II / space 2).

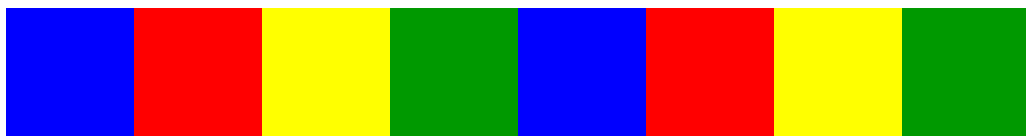
SHORTER GAME: you can remove dimension III.

Then winner is who first completes/surpasses dimension II.

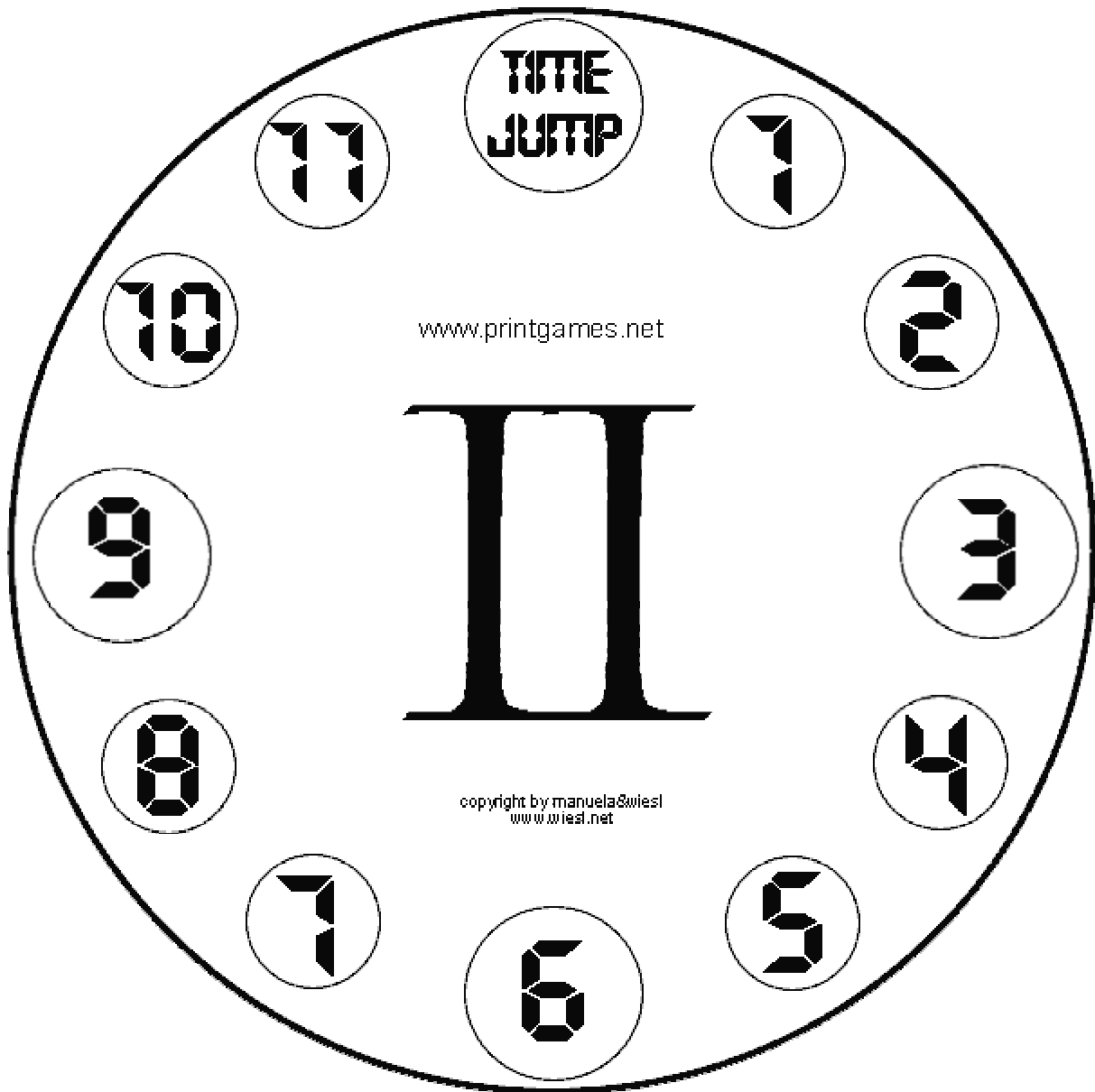
gameboard 1:



pieces:



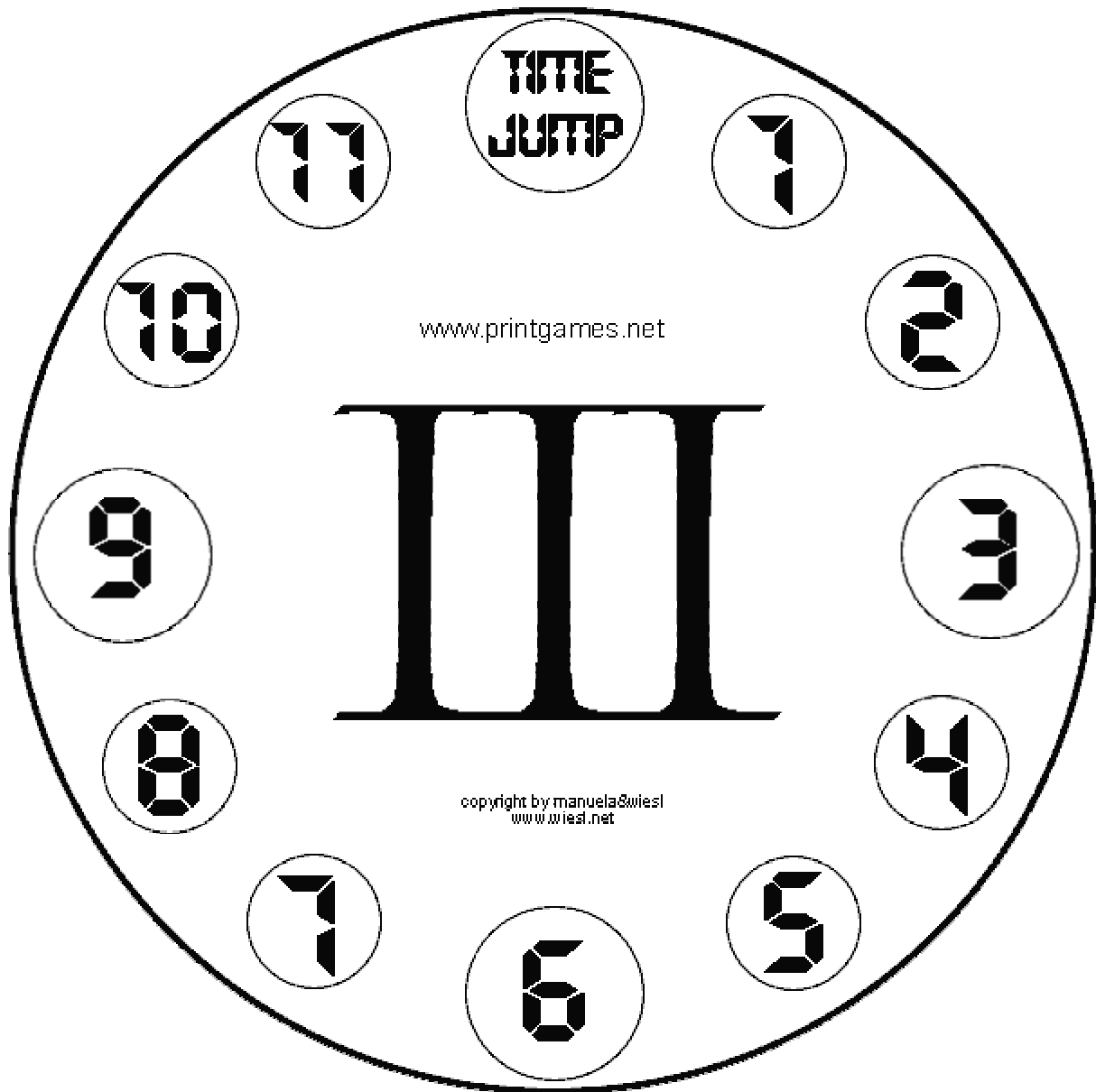
gameboard 2:



pieces:



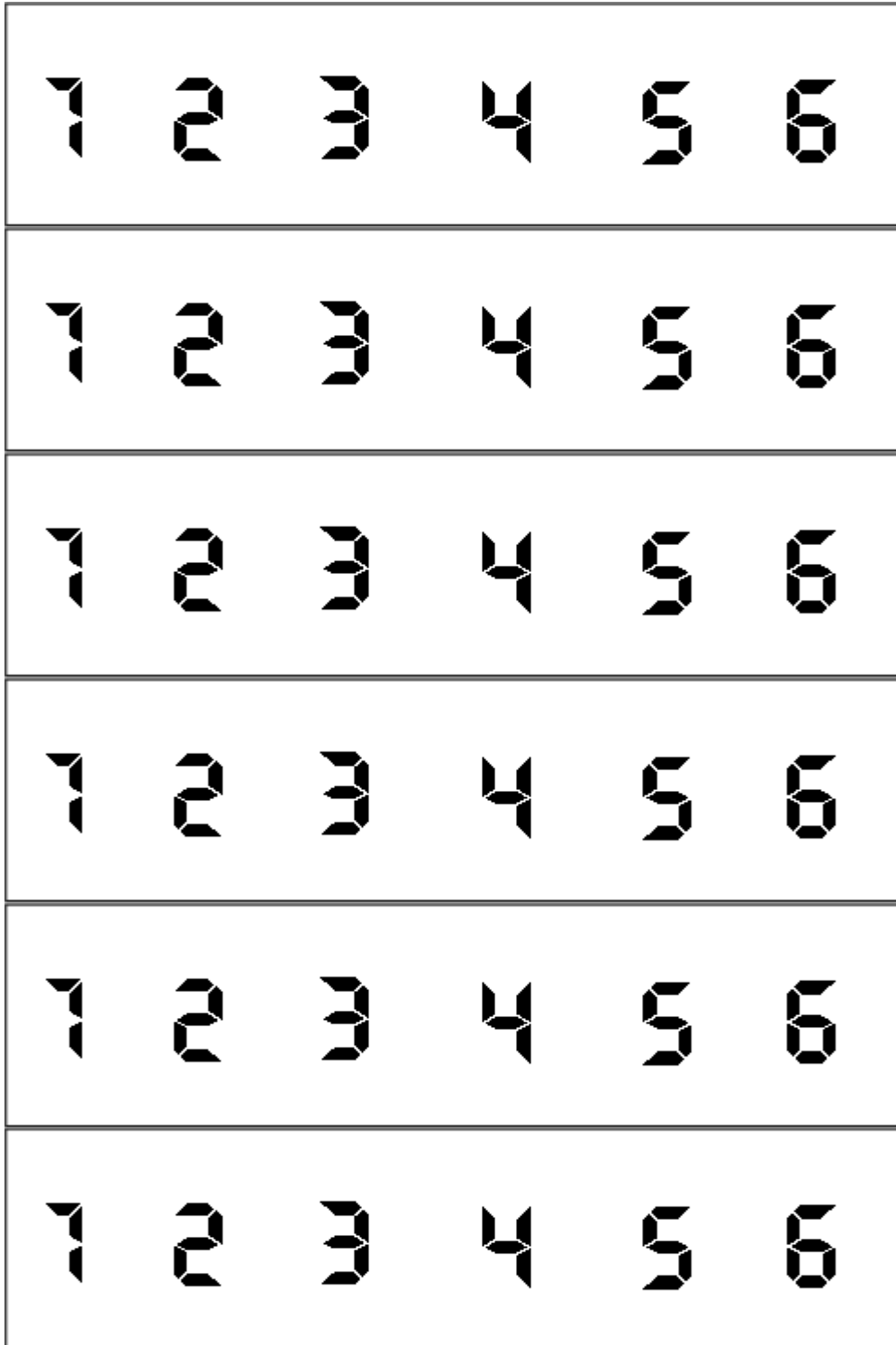
gameboard 3:



timeholes:



**NAVIGATION-MARKERS:**



**covers:**





**covers:**



**FINISHED! Thank you for using our services. HAVE FUN!**