Time 'n' Space

A game for 3 to 4 players by Tobias Stapelfeldt. Condensed rules by Eric Postpischil, http://edp.org/.

Introduction

Time 'n' Space is a real-time game permitting an action each time either of two 60-second timers expires.

Goal: Deliver goods cubes to fill other players' orders, and get all your orders into play.

The main board shows (partial) planets at its edges, moons, and wormholes (passages between planets and moons).

The player mats (control centers) show four types of "buildings":

- Four ochre production plants with goods production spots (colored square in silver border, 1 per plant, initially).
- Two black beaming stations with beaming spots (black square with silver border and arrow).
- Two white trading centers with legends ("1→?") for placing orders.
- One blue research plant.

There is one time symbol (hourglass shape in a circle) in each plant, station, center, and spaceship.

Communication and bargaining with other players is recommended.

Goods, orders, tiles, and timers may be moved only by the rules below—undesired placements cannot be undone.

Setup

Put the main board on the table, 3- or 4-planet side up for 3 or 4 players.

Put the goods cubes as a supply on the table, in reach of all players.

Shuffle the 24 building tiles with stage II face-up. Divide into equal stacks and put one on each moon on the board.

Give each player the mat and the 24 order counters matching the planet nearest them and 2 timers.

- Each player puts their order counters above their mat.

Put each player's spaceship and one white bonus order counter on their planet on the main board.

Each player picks 2 of their counters. All players simultaneously reveal and put them on order spaces on their mats.

- Order spaces are all goods production spots and beaming spots. (Each may hold either a good or an order.)

Time 'n' Space

Play

Start a 30-minute timer or audio track and begin play. All players play simultaneously.

Whenever you have a free timer, you may flip it and place it on one of the time symbols on your mat or spaceship. When or after a timer has run out, you may remove it and execute the action (below) corresponding to its location.

- You may forfeit the action instead of executing it.
- The timer becomes free once it is removed **and** the action is executed or forfeited.

Production Plant (ochre)

Action: Onto each empty production spot in the plant, you may put a matching good from the supply (if available).

Beam Station (black)

Action: Onto each empty beaming spot in the station, you may move a good from any production spot.

Trading Center (white)

Action: Move indicated number of order counters, or fewer, from above your mat to empty order spaces.

Research Plant (blue)

Action: Move the stage II tile from the research plant onto any free stage I building on your mat, stage II side up.

- A building is free only if it has no goods cubes or order counters on it.
- The tile may be a different type of building than the one it covers.

Upgrading Stage II Buildings

Action: At any stage II building, you may flip it to stage III instead of taking its regular action.

Spaceship

When you put a timer on the spaceship, also move the ship partway along a path, pointing to its destination, or leave it in place to repeat an action at its current location.

The spaceship action depends on whether it is at a moon or a planet.

Moon

Action: You must take the top building tile and put it either at the bottom or in your research plant, stage II up.

- You may not forfeit this action unless there are no tiles or one tile left at the moon.
- You may not put a tile in your research plant if there is a tile already there.

Planet

Action: At another player's planet, you may fill any number of the orders present on their mat.

- Deliver goods for orders by removing them from your beaming spots and giving them to the planet's owner.
- The planet's owner puts the goods in the general supply and gives you the filled orders (their choice).
- Put the filled orders below your mat.
- In case the order in which players arrive is imperceptible, the planet's owner decides who fills orders first.
- When you fill the very first order at a planet, also take its white bonus counter and put it below your mat.
- Orders may be filled only during this arrival action; a player may not prepare more goods and fill more orders while their ship merely sits at the planet without completing another timer.

There is no action at your own planet.

End

When the 30-minute timer completes, no more timers may be placed.

The actions of any pending timers may be executed after those timers complete.

If any order counters remain above your mat, do not score orders in those colors.

Total the value of filled orders in each color separately.

Add the value of bonus order counters you collected to any color of your choice.

Multiply the value for each color by the number of different players whose orders you filled in that color.

- White bonus order counters do not add to the player count.

Add the products.

In case of a tie, the tied player who scored the most counters (ignoring value but including bonus counters) wins.

In case of a further tie, victory is shared.