

# Time 'n' Space

A game for 3-4 players by Tobias Stapelfeldt. Condensed rules for full game by Eric Postpischil, <https://edp.org>.

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## 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 put your orders into play.

On the main board, your ship travels along the wormhole passages and:

- at moons, picks up tiles for new buildings, and
- at other players' planets, delivers goods to fill their orders.

On your player mat:

- Production plants (4 ochre buildings at top) produce goods in their goods spots.
- Beaming stations (2 black buildings at left) move goods from production plants to their own spots.
- Trading centers (2 white buildings at right) put new orders into play.
- A research space (at bottom) holds a new building in development.

Each goods spot on a production plant or beaming station can hold either one good or one order.

There is one time symbol (hourglass shape in a circle) in each plant, station, center, research space, 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 may not be undone.

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## Setup

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

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

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

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 (arranged as they desire).

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

Each player picks 2 of their orders. 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

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## 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 you put a timer on your ship, either move the ship partially toward its new destination and point it to that destination or leave it in place (to repeat an action).
- You may put a timer on your research station only when it has a tile on it (from a previous moon action).

When or after a timer has run out, you may remove it and execute the location's action.

- When you remove a timer from a ship en route to a destination, complete the move of the ship to the destination.
- You may forfeit the action instead of executing it.

• The timer becomes free once it is removed and the action is executed or forfeited.

Beside the below, at any empty stage II building, you may flip it to stage III instead of taking its regular action.

### Locations

#### Production Plant (ochre)

You may fill each empty goods spot in the plant with a matching-color good from the supply (if available).

- (You may leave spots empty to hold them for order counters.)

#### Beam Station (black)

You may fill each empty goods spot in the station with a good from any spot on any production plant.

- (You may leave spots empty to hold them for order counters or other goods from later productions.)

#### Trading Center (white)

You may move the indicated number of order counters, or fewer, from above your mat to any empty order spaces.

#### Your Ship At a Moon

Move the top building tile from the stack to your research plant, stage II up.

- A tile in your research plant is under construction and cannot be used.
- You may not put a tile in your research plant if there is a tile already there.

If you forfeit this action, you must put the top building tile at the bottom of the stack, unless there are none.

#### Your Ship At Another Player's Planet

You may fill any number of the orders present on the other player's mat:

- Deliver goods for orders by removing them from your beaming stations and giving them to the planet's owner.
- The planet's owner puts the goods in the general supply and gives you the order counters.
  - The planet's owner may choose among multiple fillable orders, but must fill as much as possible.
- Put the counters for the filled orders below your mat.
- If the order players arrive (lift their timers) 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 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.

#### Research Plant

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

- The tile may be a different type of building than the one it covers.

If you forfeit this action, leave the tile in the research plant. (It remains under construction and may not be used.)

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## End

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

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

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

Total the value of filled orders in each color separately, excluding any whose color remains above your mat.

- (The game incentivizes you to fill other players' orders and to offer your own orders. It suffices merely to offer your orders; they only have to have been moved from above your mat onto your mat. They do not have to have been filled by another player.)

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.