



BACK TO THE FUTURE  
BOARD GAME MANUAL.

### GAME CONTENTS:

1 board  
4 game pieces  
2 dice  
4 Temporal Passports  
52 Power Tokens  
100 Artifact cards  
50 Temporal Displacement cards  
16 Time Circuit cards

### STORY:

While Marty and Doc were trying to rescue young Jennifer before she encountered her future self in Hilldale 2015, Biff stole the DeLorean and traveled back to the year 1955 to give his younger self the Sports Almanac. This act not only created the alternate 1985 to which Marty and Doc returned, but other artifacts were scattered in time fracturing the very fabric of space time itself.

Now you must return all of the displaced artifacts to their proper place and time before the temporal ripple effect changes the timeline forever.

### THE BOARD:



The game board has a total of 36 spaces. Each corner space is a Flux Capacitor space. There are also 8 Artifact puzzle spaces and 4 temporal displacement spaces. These spaces will be described in greater detail later. The remaining 20 spaces are various landmarks from the 4 different time periods of Hill Valley.

## **THE SPACES:**

**Flux Capacitor:** *"The Flux Capacitor is what makes time travel possible."* In this game the player must collect artifacts displaced in time and return them to their proper place and time. The Flux Capacitor space allows travel to a destination time to drop off artifacts collected, provided the player has enough power tokens to make the trip.

**Artifact Puzzle:** When a player lands on this space take an Artifact Puzzle card.

**Temporal Displacement:** Every trip has unexpected surprised ... some good, some bad. When a player lands on this space take a card from the Temporal Displacement pile and see how the game develops.

**Landmarks:** The landmarks of Hill valley, showing the progression of a town from the late 1800's into the new millennium. If a player has an Artifact for the Time and Location of the landmark landed, Place the Artifact card in the Temporal Passport.

## **THE CARDS:**

**Artifact Cards:** 100 cards total, 5 cards per Landmark per time period. This card has a trivia question about the Back to the Future universe. If the player answers this question correctly they get the card. On this card is the Time period and Landmark to which the artifact must be returned.

**Temporal Displacement Card:** 50 cards total, 25 beneficial, 25 setbacks. This is a chance card inspired from the Back to the Future Trilogy. It may be something like "You meet your future self and pass out, lose a turn" or even "Hover conversion, 'Fly' to a space of your choice".

**Time Circuits:** 16 cards total, 1 time period per player. These cards display the time period where the players game piece is currently.

**Power Tokens:** 52 tokens total. This is not a card, but it is needed for the game. These tokens are needed to use the Flux Capacitor space in order to change a player's current time period. In order for a player to travel through time they must collect 10 power tokens. Players collect a token for each artifact they retrieve. A player may also collect a token after passing "GO!".

## **GAME PLAY RULES:**

Ok now for the good stuff. Initial setup of the game includes placing all player pieces on the "GO!" space. All Artifact and Temporal Displacement cards should be shuffled and placed in the appropriate space on the board. Each player is given a Temporal Passport, and a set of Time Circuit cards. A set of time circuit cards will include one card each of the 4 time periods of the Back to the Future Trilogy. All Players will start with the 1985 card face up. All other Time Circuit cards should be face down. Finally the game Winning sequence must be chosen and agreed upon before starting. (see 'Winning the Game' below)

Player 1 is determined by high roll of the dice, each player rolls the dice and the one with the high roll starts first. Play moves in a clock-wise fashion.

### **GAME TURNS:**

The current player will roll the dice and move their piece the number of spaces rolled by the dice.

- \* If the player lands on an Artifact Puzzle or Temporal Displacement space, another player selects the top card of the corresponding deck and reads it aloud. The current player may choose to skip an Artifact Puzzle but must follow the Temporal Displacement.

- The Temporal Displacement card will have a penalty or reward for the current player, the card is then shuffled back into the deck after used.

- The Artifact card will have a trivia question that the current player must answer. If the current player answers the question correctly they may receive the card, if they choose, and collect a Power Token. If answered incorrectly the card is shuffled back into the deck, and no token is issued.

- \* If the player lands on a Landmark space and is in the appropriate time period they may "drop off" a corresponding artifact previously collected and place the card into their Temporal Passport.

- \* If the Player lands on a Flux Capacitor space they may travel to a time period of their choice by flipping the current Time Circuit card face down, and placing their chosen time face up. The player must have collected 10 Power Tokens to do this and must return the 10 tokens to the container.

- \* Any player passing the "GO!" space may collect a Power Token.

- \*\* At any time a player may discard or trade with another player an Artifact Puzzle card collected, depending on the Winning Sequence chosen at game start.

### **WINNING THE GAME:**

To win the game a player must return 20 items to the proper time period and Landmark. Variants of the winning sequence may include:

- \* Any player returning any 20 items, or
- \* The Player must have placed one item per Landmark per Time period, with no repeats of any location in any one time period.

Players may also choose to make there own sequence for example:

- \* All 5 artifacts for one location in all 4 time periods.
- \* Or Clock Towers, one Clock Tower artifact per time period.

Just be sure the winning sequence chosen makes sense and is agreed upon by all players before starting the game, so each player may adjust their strategy accordingly.

Now have fun and remember, *"The future isn't written yet ... so make it a good one!"* -Doc Emmett L. Brown.