SOJOURN

A JOURNEY THROUGH TIME

RULE BOOK

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You just want to get home. And you've tried. You've tried and you've failed. Repeatedly. In a loop. A loop of searching for lost fragments. You travel through time and find yourself in the Jurassic Period without the Timesphere that allows you to control which time portals open for you. On your last jump, the sphere broke into four fragments and scattered into unknown destinations throughout time.

Sojourn is a solitaire game where the player is a time traveler who is lost in time, and can only return home once they've collected the four pieces needed to make their Timesphere whole.

OBJECTIVE:

Find the 4 Timesphere fragments, scattered throughout history, plus one Temporal Charge cube or Paradox Timestream card which is needed to perform your last jump back home; to May 20, 2028.

WIN CONDITION:

If the Traveler has 4 Timesphere fragments and has at least 1 Temporal Charge or a Paradox Timestream card, they may Travel home and WIN the game!

YOU LOSE WHEN:

1. Your Health drops to zero (no red cubes left on your health tracker, described below).

OR

2. You have no way to travel to a new Destination, thus you are stuck in history.

SETUP:

1. Find the Traveler. **Place:**
   a. 7 Health Cubes in the red squares (Health tracker).
   b. 7 Temporal Charge Cubes in the blue squares (Temporal Charge tracker).
   c. Leave the green squares empty for now.
2. Find the Jurassic Period card and place it just above the Traveler card. Place the Traveler meeple on this card. This designates your starting position.
3. Separate and shuffle all the Timestream Cards into a draw deck.
   a. Lockout cards should be removed unless you are playing the "Chaser" 2 Player variant.
4. Draw five Timestream Cards. These five cards will form your starting hand.
5. Separate and shuffle all the Destination Cards into a draw deck.
6. Place the top card of the Destination deck above the Jurassic Period card (This Destination Card begins your first Timeline).
7. Set the percentile dice to the side for future Risk rolls.

Draw one Destination
and place here. ➔

THE CRUSADES
August 15th, 1096 AD

Start with 5 cards in hand

QUANTUM FLUX

Reduce the Risk of a
Destination by 10%

FRACTURE

Add a new Destination to the
Timeline ahead for no cost

LOOP

Return to any open Destination
from any timeline with an earlier
date for no Drop, Cost, or Risk.

JURASSIC PERIOD
145,000,000-150,000,000 BC

TIMESTREAM

TEMPORAL BATTERY

Restores one Temporal Charge

BANDAGES

Restores One Health

THE TRAVELER
HOME: May 20, 2024 AD

HEALTH   CHARGE

PUSH HERE

LIVE SPHERE

DESTINATIONS

Icons & Definitions:

Traveler - You, represented as a meeple

Traveler Card - Contains your health tracker **(red)**, Temporal Charge tracker **(blue)**, and Timesphere tracker **(green)**.

Timeline - A horizontal row of Destination cards.

Destination Card - Any location card.

Timesphere fragments - Cards located inside Destination cards that you must acquire.

Timestream Drop Cost: This is the icon denoting how many Timestream cards you discard, if you have them, to travel to a location. In this example the cost here is two Timestream cards. When the cost is shown as '*', refer to the text just below the icon to determine the cost.

Temporal Charge Cost: This is the icon denoting how much in temporal charge (blue cubes) it costs to travel to a location. In this example the cost is two temporal charges.

Portal Travel: This icon indicates that the player is traveling via portal. You should move your Traveler meeple to the desired destination at this time. In addition to your movement, another Destination Card is opened in the Timeline directly above you for no cost.

Risk of Injury: There are five different risk icons, each denotes the likelihood you will receive damage if you travel to a Destination. To avoid damage, roll a number that is either equal to or greater than the risk indicated.

Damage incurred: This is the damage icon, it indicates how many health (red) cubes the player will lose if they fail their risk roll. In this example, they would take 2 damage.

Timestream Card Gain: Draw the indicated Timestream Cards as the final step to entering a Destination.

Temporal Charge cubes (blue): Use these charges to create portals to new Destinations in the timeline and to pay the Cost to travel to a Destination. You start your travels with 7 Temporal Charges on the Temporal Charge tracker.

Health cubes (red): When you receive damage, remove the indicated number of Health cubes from the Health tracker. Time traveling is dangerous. Each Destination has a different Risk percentage indicating the chance of being hurt at that location. You can also regain Health cube by using Bandage Timestream cards. If you have no Health cubes you will perish.

Timesphere Fragment cube (green): When you successfully travel to a Destination card containing a Timesphere Fragment, place one cube onto your Timesphere Fragment track area.

GAME PLAY:

In any order, at any time you like, you may do any of the following:

1. Play one or more Timestream Cards from your hand and resolve its effect.
2. Open a new Destination in the timeline.
3. Travel to a Destination.

TIMESTREAM CARD ABILITIES:

Bandage – Restore one Health (put a red cube on the Health tracker)

Fracture – The player may add another Destination to the Timeline (above you) without paying the Temporal Charge cost.

Loop – You may travel to any Destination Card opened in a Timeline that is in the historical past (irrespective of spatial or physical placement). You do not have to Drop any Timestream cards, pay any Temporal Charge Cost, or roll the Risk dice when playing this card. You will gain the Timestream cards as indicated on the new Destination Card.

Paradox – Playing this card allows the traveler to ignore both the Timestream Card drop cost and the Temporal Charge cost when traveling to a destination.

Temporal Battery – Restores one Temporal Charge (place a blue cube on the Temporal Charge tracker)

Temporal Flux – Reduces the risk chance by 10% when played. These do stack if you play multiple. You must play this card BEFORE the dice roll.

Lockout – Blocks travel to the destination that it is applied. This card is only used during the 2 player Chaser game. Otherwise, remove this card from the Timestream deck.

NOTE: If the Timestream deck runs out of cards, simply reshuffle the discard pile to make a new Timestream deck.

OPENING A NEW DESTINATION IN THE TIMELINE

There are two ways that a new Destination can be opened:

1. Spend one Temporal Charge **(blue cube)**.

2. When you travel to a Destination card, even if you have travelled to this Destination before. The act of traveling opens a portal to a new Destination automatically. There is no Temporal Charge cost for this Destination to open.

NOW, COMPLETE THE PROCESS BY:

1. Drawing a new card from the Destination deck

2. Placing it in the Timeline row directly above your Traveler's current Destination.

   a. If there is already a Destination directly above, place the card just to the left OR right of the Destination card above yours.

   b. If you draw a Timesphere Fragment card, place it in the timeline directly above, as you would for a Destination card, then keep drawing until you draw a Destination card. Place the Destination Card on top of the Timesphere Fragment card (or cards). You must travel to that destination to collect the Timesphere Fragment(s).

NOTE: if you draw several Timesphere Fragment cards, place them all under the eventually drawn Destination Card.

2. Draw one Destination and place here. ➤

1. Move your Traveler meeple here. ➤

Example of opening a Destination above you when one is already there. Place it to the Left or Right on the same Timeline.

TRAVELING TO A DESTINATION

You can only travel to a Destination Card that is in the Timeline (a horizontal row of destination cards) above your current location. This includes Destinations opened up from other locations. The only exception to this rule is the Loop Timestream card, which enables the player to travel to any Destination Card in the historical past (see Timestream and Card Abilities).

When traveling, follow the instructions on the desired Destination Card in the order shown.

DROP 2 TS
1. **Drop Cost:** Destinations each have an associated cost in a number of Timestream cards you DROP, if you have them, before you can travel there. Discard the number as indicated in the DROP box. Some Destinations specify a specific type of Timestream card that needs dropping. If you don't have enough Timestream cards to satisfy the cost in Timestream cards, you can still travel to the Destination. However, if you do have Timestream cards you must pay the cost.

COST 2
2. **Temporal Charge Cost:** To travel to a Destination Card, there will be a cost in Temporal Charges (blue cubes). You must remove the number of blue cubes that the Destination states in the blue COST box. Temporal Charges are required to travel to a Destination. If you don't have enough you can not go, and your game may be over.

3. Travel: Step through the portal. You are now traveling to the new Destination Card.

    a. Move your Traveler to the new Destination Card at this time.

    b. Open a new Destination Card, for no Temporal Charge cost (follow the rules for opening a new Destination).

    c. If the Destination Card you traveled to has one or more green Timesphere Fragments at the Destination then collect all fragments. Represent this by placing one or more green cubes on the Traveler Card.

4. Risk: When traveling to a Destination, the Traveler must assume the RISK that is associated with that Destination. The player rolls the percentile dice and must meet or exceed the associated RISK percentage as indicated on the RISK box.

5. Damage: If the Traveler rolls below the Risk number, they receive health damage, as the amount indicated on the DAMAGE box. Remove these Health cubes from your Health tracker.

6. Gain Timestream Cards: Regardless of success during the Risk roll, the Traveler will draw Timestream cards as indicated by the GAIN box.

TWO PLAYER RULES VARIANTS:

Two copies of Sojourn are required to play either of these two player variations.

In a two player game each player alternates taking turns, on a turn a player can perform one action. Actions are defined as the following:
Traveling to a destination
Opening a new destination
Playing a time stream card

CHASER

Our Traveler (player 1) is stuck in the Jurassic period, his time sphere damaged. He is trying to travel home before he runs out of resources.

Our Temporal Investigator (player 2) is from the future and she knows that the Traveler's trip through time searching for his pieces will break time. She must stop the Traveler before the timeline erases both of them from existence.

Player 1 starts in the Jurassic period as normal. He is searching for his time fragments and trying to reach home.

Player 2 starts in May 20, 2028 (the Traveler Home card). She is trying to prevent the Traveler from finding his Time Fragments and traveling home.

They each have their own timestream deck.

The Lockout Timestream card is only used in the Chaser variation of the game. Be sure to shuffle these into the Timestream deck at setup.

The Traveler goes first.

The Temporal Investigator can beat the Traveler to a destination to collect its Time Fragments preventing the Traveler from obtaining them. She may also arrive in the same location as the Traveler, when this happens the Temporal Investigator may steal a Time Fragment from the Traveler if she beats him in a roll off.

The temporal investigator can only travel to the timeline ahead of him, just like the traveler, unless they have been to that destination this game.

If The Traveler makes it home, he wins.

If The Traveler is lost in time or killed, the Temporal Investigator wins.

COOP

You (Player 1) are stuck in the past, The Jurassic Era. Your time sphere is damaged. However something even stranger has happened, you have met yourself! (Player 2) The other you tells you that you are currently experiencing what he has went through and that the only conclusion he came to that would allow both of you to survive is to work together through time to reassemble both of your time spheres and that hopefully at least one of you makes it home. The future you has rigged up a temporal communication device that will allow you to communicate across time.

Both Players start in The Jurassic Period. Player 1 starts with full health and charge, while player 2 starts with 2 less health and 2 less charge. Draw 5 timestream cards, as normal, from their own respective timestream decks.

In addition to the 8 time fragments already in a standard destination deck, add 2 more time fragments from your other destination deck and shuffle the deck well (If you find that only having 10 time fragments in the deck makes the game too difficult feel free to add more fragments to the deck too reduce the level of difficulty).

On top of the normal 3 actions players can perform, while both Travelers are at the same destination they may exchange Timestream or Time Fragments as an action.

Once one player has repaired their timesphere they may spend a charge to travel to any specific location in time, they also can gather extra time fragments to give to the other player.

The rest of the games standard rules apply, once both time spheres are repaired both players need at least one charge each to both get home.

How to play:

Ages 13 and Up   5 ~ 20 Minutes   1 Player