

Sojourn

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 all 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 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.
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.

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 must discard 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 at that location of being hurt. You can also heal Health 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 on 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 (unrelated to 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)

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. You have just travelled to a Destination card. 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.

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.

1. **Drop Cost:** Destinations each have an associated cost in a number of Timestream cards you must DROP 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.
 
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 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.
 
 - a. **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.
 



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

Game Variations:

If you want a challenge, you may want to try some of these game options to make the game more difficult. You can add one or more of these options to enhance the game experience:

1. Take two (or more) Time Fragments out of the deck.
2. Start the game with 5 health and 5 charges.
3. If two or more Time Fragments are drawn, shuffle all but one of them back into the Destinations deck.
4. Time is closing down on you, after every 3 destinations that are drawn, the bottom row of destinations is discarded and becomes unavailable.
5. Limit yourself to two passes through the time stream deck.