

MAJOR GENERAL

DUEL OF TIME

Well here you go, getting yourself stuck in the middle of a time war. Luckily, you've got the best generals in history on your side. Unfortunately, so does your opponent!

OBJECTIVE:

Be the player that has scored more points when the game ends. Points are awarded at the end of the game for controlling territories, and during the game by fulfilling the conditions stated on the current Scenario Card.

MATERIALS:

- 8-Card Yellow Command Deck (x1)
- 8-Card Red Command Deck (x1)
- Yellow Unit Cubes (x10)
- Red Unit Cubes (x10)
- White Scenario Cubes (x10)
- Terrain Board (x1)
- Scenario Cards (x5)
- Reference Cards (x2)

SET UP:

Place the Terrain Board lengthwise between the two players. The Terrain Board consists of five spaces: three Battlefield spaces in the middle and the Yellow and Red bases on opposite ends. The player seated by the Yellow base is the Yellow player, and the player seated by the Red base is the Red player.

Each player places three of their Units on their respective bases and their second spaces, then two of their Units on the middle space of the Terrain board. Any cubes not on the board are in the “Supply.” The board should look like this:

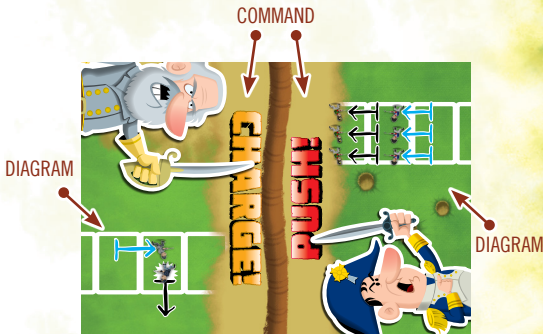


NOTE: A space is “ahead” of another space if it is adjacent and closer to your opponent.

When spaces are counted, start at your base and go towards your opponent's.

Choose a Scenario card at random and place it face up next to the Battlefield. If both players prefer, they may agree to choose a particular Scenario and play with that card instead. The rules on the Scenario card may influence how this game is played and scored.

Each player shuffles their Command deck and draws three cards, and the players randomly determine the starting player. Each Command card has two Commands on it, facing in opposite directions.



PLAYING THE GAME:

The game is played with the two players taking alternating turns, beginning with the starting player.

DURING YOUR TURN:

- 1. Play a Command card** from your hand next to the board so that each half of the card lines up with a space on the Terrain Board. You may cover half or all of previously played Command cards. One of the Commands will be facing you while the other will be facing your opponent.
- 2. Execute the Command** on each of the 5 spaces sequentially, starting from your base and progressing to your opponent's space. If the Command is facing you, you execute that Command for the space. If the Command is facing your opponent, they execute the Command for the space. Players must always execute Commands if they are able, even if it is not beneficial.
- 3. After all commands have been executed, draw a Command card** from your deck, if able, and then pass the turn to your opponent.

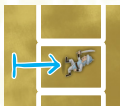


Cards are played by the bottom of the board. New cards can overlap old ones.

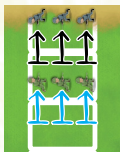


COMMANDS:

DEPLOY: Place one of your Units from the supply onto this space. If you have no Units in the supply, do nothing.



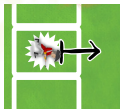
PUSH: Have one or more of your Units in this space “push”. A pushing Unit enters the space ahead and pushes one other Unit of any type that is in that space. Pushed units are moved to the next space ahead if possible. If there are no units that can push or be pushed, do nothing.



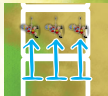
CHARGE: Have one of your Units in this space “charge”. A charging Unit enters the space ahead and attacks one other Unit of any type in that space. Attacked Units are destroyed and returned to the supply. If there are no Units that can charge or there are no Units to be attacked, then do nothing.



SABOTAGE: Destroy a Unit from either side in this space, returning it to the supply. If there are no Units in this space, do nothing.



MOVE: Take one or more of your Units from this space and move them ahead one space. If you have no Units in this space, do nothing.



RALLY: Take one of your Units from any other space on the Terrain Board and place it onto this space. If you have no Units in other spaces, do nothing.



ENDING THE GAME:

When the last Command Card of both players is played, the game ends at the end of that turn.

The player with the most Units in a space Controls that space. You must have more Units than your opponent in a space to Control it. If there is a tie, no one Controls that space.

You gain points for Controlling spaces. Spaces that are further away from you give you more points. The value for each space can be found at the bottom corner of that space on the Terrain Board in your color.

Players total the points they have for Controlling spaces and any points earned from the Scenario card. The player with the greater number of points is the winner. In case of a tie play again—it's a short game! 7

EXAMPLE SCORING:

Yellow Controls their first, second, and fifth spaces, so they receive $1+2+5 = 8$ points.

Blue Controls their second space for 2 points.

Neither player Controls their third space so no points are scored.

CREDITS:

Designers: Jingjin Liu,
Jonathan Moormann,
Wyatt Yeong, Jing Zhao

Art: Bob Canada

Layout: Daniel Solis

Production: Kevin Brusky

