

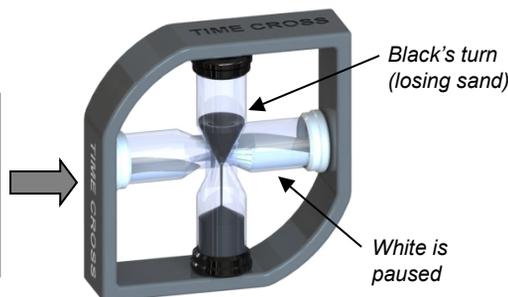
Time Cross Arena

innovative head-to-head real-time combat

2 Players
20 minutes
Ages 8 and up

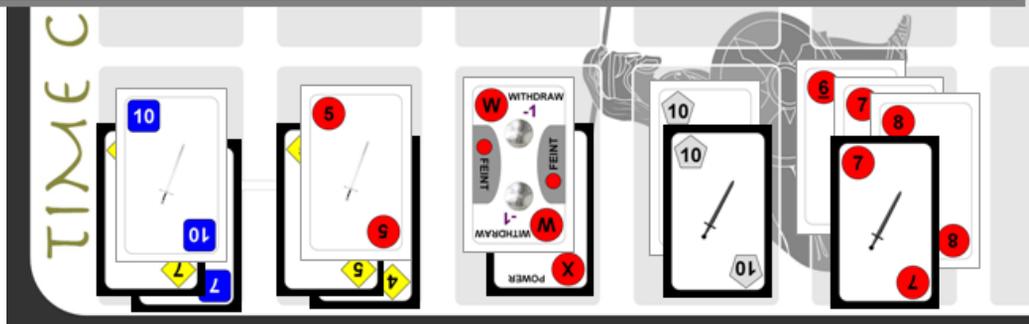
A one-of-a-kind mechanical chess clock . . .

Each sand-timer is 1 minute long. This is Black's turn, and he is losing sand. He can draw cards into his hand and play cards along the Timeline countering White's cards (playing on top of White's cards) and playing new cards in advance (on the empty slots on the Timeline, up to 3 ahead). All White can do is watch and wait to strike back.



. . . forcing split-second alternating card-play along a timeline.

Battle your opponent with individual cards and card combinations along the Timeline. Aggressive attacks (larger sets of cards) increase your glory but leave you open to injury.



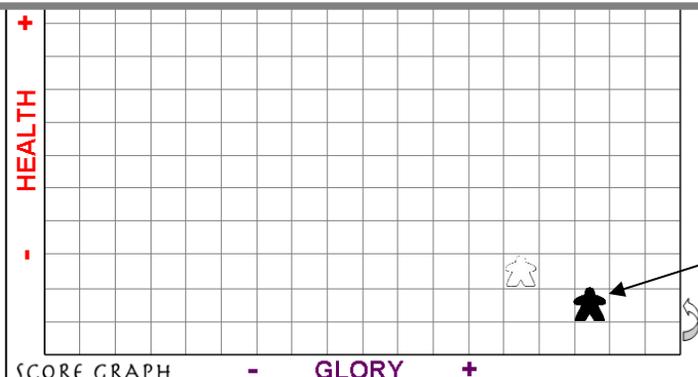
In this first time-instant, Black gains 1 Glory (1 more card than White), yet loses 2 Health (White's "10" beats Black's "7", and Black loses Health equal to the **quantity** of cards he played)

Balance your Gladiator's Glory and Health on a knife's edge . . .

During the Scoring phases (between the timed Battle phases), use the intuitive Score Graph to track two resources per player, Glory (X-axis) and Health (Y-axis)

Components

- 1 Time-Cross (2 sand timers + frame)
- 1 Timeline mat (or board)
- 1 Score Graph board
- 54 Black cards
- 54 White cards
- 2 scoring meeples



Black is winning (higher Glory) but is dangerously close to death (dropping down off of the Health track)

. . . and strike boldly and quickly as your sand slips away.

Victory goes to the gladiator with the greatest Glory, if he is still alive.

Dave Wilkinson is the **Engineering Director** at a company that develops advanced **robotic** systems. With degrees from **Johns Hopkins** and **Carnegie Mellon**, he has a passion for robotics, invention, and gaming. He spends his free time designing and developing **board games** with help from his three young boys and an active Boston-based game-design community.