BACK TO THE FUTURE OUTATIME

A Dice Game by Daryl Andrews

Goal

Get behind the wheel of your very own DeLorean and put the pedal to the metal as you race to gather enough power to go *Back to the Future!*

Components

• 6 Identical Custom Dice
Six sides each:
Flux Capacitor, 2, 3, 4, 5, and 88

• 1 DeLorean card

• 1 Rulebook

• 50 Power cards
10 "0.2 Gigawatts" cards
20 "0.3 Gigawatts" cards
10 "0.4 Gigawatts" cards
10 "0.01 Gigawatts" Temporal Displacement cards

Setup

The DeLorean card is placed in the center of the table.

Each player is dealt five Power cards: one 0.2 Gigawatts card, two 0.3 Gigawatts cards, one 0.4 Gigawatts card, and one 0.01 Gigawatts Temporal Displacement card. Players simultaneously choose one card as their Active Power card (face-up) and one as their Next Power card (facedown, used to track progress on the Active Power card).

NOTE: The 0.01 Gigawatts Temporal Displacement card cannot be chosen at this time; it must be the last card completed. The remaining three Power cards are placed to the side for later use.

Choose a first player, and give that player the six dice.

Gameplay

Turns begin by rolling all six dice. Here is a breakdown of how the dice results are used:

FLUX CAPACITOR results must be kept and can never be rerolled. Place them on the DeLorean card. These dice are now locked. Locking a Flux Capacitor on the DeLorean card allows the current player to continue their turn.

NUMBER results may be used by the player to advance their Active Power card. To do this, the player adds the dice with the matching number results to the DeLorean card and then moves the Next Power card right to cover the newly completed part of the Active Power card. Multiple number results may be used to complete more of the Active Power card each turn, but they must be used in the correct order. Active Power cards are always completed in order from left to right.

THE RIPPLE EFFECT means any time the current player uses a number result to advance their Active Power card, all other players may also use that number to advance their own Active Power card as long as that number is the next step on their Active Power card. Example: If the current player adds a "4" result to the DeLorean card to advance their Active Power card, any other players with "4" as the next step on their Active Power card may also use that result to advance.

Gameplay Continued

88 MPH results may be locked on the DeLorean card OR saved for rerolling later. Adding 88 MPH and number results to the DeLorean card is always optional. A player may choose not to add more than one die in order to have more to reroll later. The player may also want to play it safe and allow another player needing the same number to roll on their own turn. Players may also try to cause a PARADOX…

Causing a Paradox

If ever the DeLorean card has **two FLUX CAPACITOR and two 88 MPH** results locked onto it, the current player **gains** progress and moves their Next Power card one space to the right on their Active Power card. The player then chooses an opponent to lose progress on their Active Power card by moving their Next Power card left one space. If ever the DeLorean card has **three FLUX CAPACITOR and three 88 MPH** results locked onto it, the current player moves two spaces to the right on their Active Power card, and all opponents must move two spaces to the left on their Active Power cards. If there are no more spaces to move left to, then there is no effect. After the current player causes a **PARADOX**, their turn ends immediately.

NOTE: Players may not save number results they might need in the future. Dice must be added to the DeLorean card in order of need, based on the Active Power card. However, players may use more than one number result from the same roll as long as they are in order. Players may only advance their Power with a number result as soon as it is added to the DeLorean card.

The Power of Luck

After rolling and adding **at least one die** to the DeLorean card (including a Flux Capacitor or 88 MPH result), the player must decide whether to end their turn or roll again.

If they choose to end their turn, they pass all six dice to the player on their left.

If they choose to continue their turn, they may reroll all remaining dice (ones not added to the DeLorean card). The risk here is that if they reroll and cannot add any dice to the DeLorean card, they **STALL** and lose progress by moving their Next Power card left one space on their Active Power card. Stalled rolls only affect the current player, all other players keep their ripple effect progress. After a player stalls, their turn ends, and all six dice are passed to the left.

Doubleback Rolls

If the current player manages to add **all six dice** to the DeLorean card, they may then choose to take back all dice with number results (not Flux Capacitor or 88 MPH results) from the DeLorean card and roll them again. However, if the current player stalls during a doubleback roll, they must move the Next Power card left two spaces on their Active Power card! If the player adds all six dice to the DeLorean again, their turn is over.

Completing Power Cards

When a player finishes the last step of their Active Power card by moving the Next Power card right to cover the last space, that Power card is completed and placed off to the side. The Next Power card is flipped over to become the new Active Power card, and the player chooses one of the remaining Power cards to use as the Next Power card. Completed Power cards are safe and can never be affected.

Temporal Displacement

The last Power card a player uses must always be the 0.01 Gigawatts Temporal Displacement card. This Power card is unique in that its steps cannot be completed using the Ripple Effect from other players' dice results. Also, unlike other Power cards, it must be completed in order from bottom to top rather than from left to right.

Winning the Game

The player who completes all five Power cards first—generating the necessary 1.21 gigawatts to power the DeLorean—wins the game!

CREDITS

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