

How to Play

Players are tasked with the goal of removing the Apocalypse. Players do this by revealing Red Symbols from Altered Tiles within the Time Stream. If the Time Stream contains all the Red Symbols from the Apocalypse, the Apocalypse is removed. Players reveal Red Symbols from Tiles by Intervening on them, causing them to become Altered. Not all Altered Tiles have the Red Symbols necessary to remove the Apocalypse, so players must Research or Experience History to find the correct Tiles. Intervening on Tiles also requires Resource cards, which can be gathered from the Time Stream.

Black
Symbols



Red
Symbols



The game is played in rounds, where each player has a turn to affect the Time Stream.

In the first phase, each player is able to travel through time, either traveling from the Time Machine's Tile to anywhere else, or from anywhere directly to the Time Machine's Tile.

In the second phase, each player takes an Action, which is usually either Researching, Intervening, or Gathering Resources.

In the third phase, players draw Event cards, which may have negative or positive effects.

In the fourth phase, players Experience History, Researching the Tile they are on.

In the fifth phase, all players and the Time Machine are moved along the timestream to the next tile, or into the Apocalypse, or an End of the Era.

Success in This Didn't Happen requires players to juggle multiple problems at once. They must gather resources, maintain the health of their characters as well as the Time Machine, Research Tiles and Intervene on them, and avoid negative Events. Tiles can be changed by the Red Symbols on Altered Tiles before them, allowing every Tile to be changed like dominoes; With the proper planning, the apocalypse can be stopped by Intervening on a single Tile! Players must also avoid changing the Time Stream too much, as too much intervention can cause an apocalyptic End of an Era, where the Axis wins the Great War, or Nuclear Bombs go off!

Mistakes are bound to happen! When you cause history to swing into the apocalypse, use the Temporal Sacrifice action to undo your own actions on a single Tile. This can reverse an Intervention on a Tile and reverse a chain reaction, but will also cause a Paradox!

Setup

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1: Lay down 5 Medieval Tile cards from left to right in a horizontal row with their Red Symbols face up.

2: Lay down a second Medieval Tile Card on top of each Medieval Tile card with the Black Symbols facing up. Two cards should form a heart shape.

3: Repeat steps 1 & 2 for the Great War and Lunar Tile Cards, placing the Great War row below the Medieval row, and the Lunar row below the Great War row.

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4: Draw a Medieval End of the Era card and place it at the right end of the Medieval row with its Black Symbols facing up. Repeat this for the Great War and Lunar era.

5: Move the Lunar End of the Era card below the Lunar Row, then draw and place an Apocalypse card in its previous position. Draw a second Apocalypse card and place it underneath the first with its image face-down. The words and Red Symbols should be together.

If this is your first time playing, you should use “The Hungry Monster” instead of a random Apocalypse.

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6: Place the Damage Counter under the Time Machine with the number 8 showing at the bottom. Reduce the starting health of the Time Machine by 2 for each person playing after the first.

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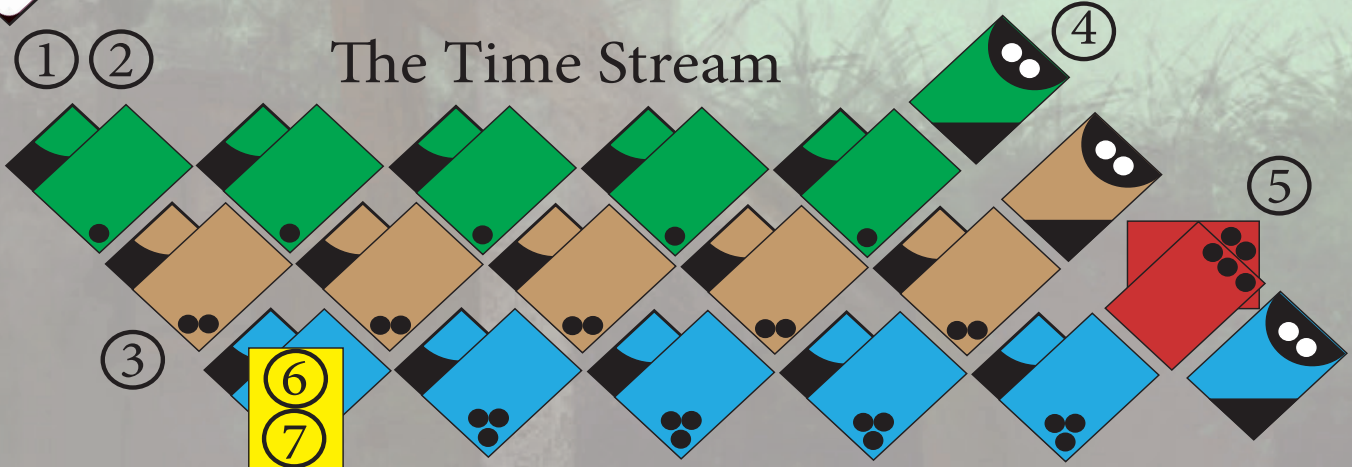
7: Each Player chooses a character card. Characters have a Portrait and Mode card. Players can flip their Portrait card to either side, or rotate their Mode card to either mode. Mode cards are placed under the Portrait cards so that their symbols are together.

Setup is now complete and you are ready to play! The setup should look something like the image below.

The Time Stream

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Playing the Game

This Didn't Happen is played in rounds and phases. Each round has five phases, and each player has a turn during each phase. The character that is in the earliest part of the Time Stream will always take their turn first in any phase. If multiple characters are in the same place within the Time Stream, the youngest player takes their turn first.

Phase 1: Travel Through Time

Each player can travel through time or choose to stay where they are. A Time Traveling character is brought directly to the Time Machine's Tile, or moves from the Time Machine's Tile to anywhere in the Time Stream.

Phase 2: Actions

Each Player performs one Action. (See Actions)

You can rotate your character's Mode card during this phase. (This is not an action)

Phase 3: Events

Each character on a Tile draws an Event card and reads the section for the era they are in.

Events can have Tests, which look like: (🌀🌀). If the character has the same Asset symbols as the card, they pass the test. They can also choose to fail.

Characters on an End of an Era instead draw a Resource Card. Characters in the Apocalypse, or on an Apocalyptic End of an Era are damaged.

The Time Machine is damaged if it is in an Apocalypse, or an Apocalyptic End of an Era.

Phase 4: Experience History

Each character that is on an unaltered Tile may look at the Red Symbols of the card beneath their current Tile. Characters that are not on Tiles, or are on already altered Tiles, do nothing during this phase.

Phase 5: Time Moves On

Each character and the Time Machine are moved to the right once, either onto the next tile, the End of an Era, or the Apocalypse. If that character or the Time Machine is already on the End of an Era or the Apocalypse, they do not move.

After Phase 5, players start a new Round and begin again at Phase 1.

Rules

Character Rules

- 1: When a character is damaged, flip their Mode card to the Injured side.
- 2: If an Injured character is damaged, they are Lost in Time.
- 3: Characters who are Lost in Time discard their Resource Cards and move to the End of the Era. They then continue their turn as normal.
- 4: Characters that are on Tiles while they are Altered flip their Portrait to the other side.
- 5: When the Time Machine has less than 1 health, it is destroyed, it cannot be repaired, and Time Travel is no longer possible.

Time Stream Rules

- 1: Anytime a card is Discarded, return it to its original stack.
- 2: The Time-Stream flows left to right, and Top to bottom.
- 3: A Tile becomes Altered if all of the Black Symbols on the card match any Red Symbols revealed previously in the Time Stream.
- 4: An End of an Era becomes Altered if neither of its Black Symbols are present within its Era. Then draw a Paradox Card and Damage the Time Machine. This End of an Era is Apocalyptic.
- 5 An Altered End of an Era becomes Unaltered if either of its Black Symbols return to the Era.
- 6: Only one Paradox is active at a time. Select one at random at the start of each round.

Ending the Game

The game can end in two ways:

- 1: When the Apocalypse has been removed and there is no Apocalyptic End of an Era in the Time Stream, or;
- 2: When the Time Machine is destroyed and all characters are at the End of an Era or in the Apocalypse.

Once the game has ended, stop playing and determine who won or lost.

How to Win

Players win the game by removing the Apocalypse. The Apocalypse is removed when there are enough Red Symbols in the Time Stream to match the 5 Red Symbols on the Apocalypse Cards. When the Apocalypse is removed, swap the Apocalypse and Lunar End of an Era cards.

If any of the End of an Era cards are Apocalyptic, the player's must return them to their unaltered state before they can win.

How to Lose

Players can lose the game in multiple ways, including individually.

If at the end of the game the Time Machine is destroyed, but the Apocalypse or any Apocalyptic End of an Era remains, then all players lose the game.

If a character was in the Apocalypse when it was removed, that character's player loses the game.

If a character is in any other Era than the Lunar Era at the end of the game and the Time Machine is destroyed, that character's player loses the game.

Actions

During Phase 2, players can perform Actions for their characters. Each character gets one action.

Gather Resources: Draw a Resource Card from the Era you are in. If there are no resources to draw, this Action has no effect. Each character can have up to 3 resource cards at a time.

Research: Choose any unchanged Tile within the Era you are in that is previous to your position in the Time Stream, and look at the Red Symbols of the bottom card.

Rest: You are Healed. You can switch your character's Mode card from the Injured side to the uninjured side.

Cache Resources: Discard one resource card, and give any or all of your remaining resources to any player who is ahead of you in the Time Stream.

Characters who are on the same tile may exchange resources without an action or discarding.

Repair Time Machine: While on the same Tile as the Time Machine, you can Discard a Resource Card and increase the Time Machine's health counter by one. The Time Machine cannot be repaired once destroyed.

Intervene: Characters can Intervene on Unaltered Tiles. When you Intervene, choose one or more Resource cards that you have and place them under the Tile. The Black Symbols from the Resource Cards subtract any Black Symbols of the same type on the Card. If the Tile would have no Black Symbols after the subtraction, the Tile becomes Altered. Resource cards remain under the Tile Card.

Protect Time: Characters can Protect Time on non-Altered tiles to make it more difficult to become Altered. Characters can choose one or more Resource cards and place them under the Tile that they are on. When determining if a Tile should be Altered, add the Black Symbols on the Resource cards to the Black Symbols on the Tile. These Resource Cards stay on the Tile. If the Tile becomes Altered, discard the Resource cards and return them to the Resource cards stacks.

Temporal Sacrifice: You can reverse an Intervene or Protect Time action. While on a Tile that has Resource cards on it, discard one of your Resource cards, then discard all Resource cards on the Tile. These discarded resource cards are returned to the Resource card stacks. After discarding, draw a Paradox.

This can cause Altered Tiles to become Unaltered, including the Ends of an Era, and cause the Apocalypse to return.

Intervene



Protect Time