

Timoris

1st edition

Required to play:

- ❖ ***Book of Stories***
- ❖ Book of Items
- ❖ Book of Encounters

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Introduction

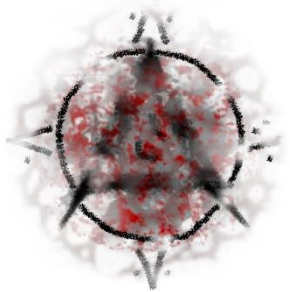
Timoris is the realm of fear, home of shadow-like beings called *Hollows*. Ruling over this dark dimension are an unknowable race of gods: The Divine, whose powers can bend reality and manifest the darkest representations of fear.

You play as mortal travellers who have entered Timoris in search of unlimited power and eternal life. You were drawn in by tales of relics scattered across the dimension, whose abilities remain unknown. Maybe one of them will fulfil the dark urge that brought you into this realm.

However, all things in Timoris come at a cost, material and spiritual. But remember, what has been lost can never be recovered. Some sacrifices may be too great.

Venture at your own will, alone or with others. No journey into the dimension of fear is the same, each corner of Timoris hiding horrors far beyond the human mind.

Play wisely, traveller.
The darkness beckons...



How to play

Timoris is a game that can be played by anyone. All you need are the gamebooks and some household items:

- 2 standard dice
- deck of cards (1 deck per player)

Player numbers:

There is no limit on the number of players, aside from your own resources. However, more players often lead to longer game time, so keep this in mind if you want a shorter game.

Having less players can also lead to a more challenging journey through Timoris... There's safety in numbers.



Books:

Gameplay is split between three books, all of which you will use throughout your journey:

- **Book of Stories**
- **Book of Items**
- **Book of Encounters**

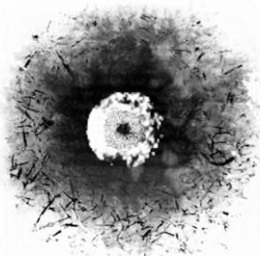
Using the game books:

Whenever an *item* or an *encounter* is mentioned, you should turn to the corresponding page in its respective book.

The **Book of Stories** (this book) is the center of gameplay, detailing the instructions for each turn of the game.

The gameplay loop

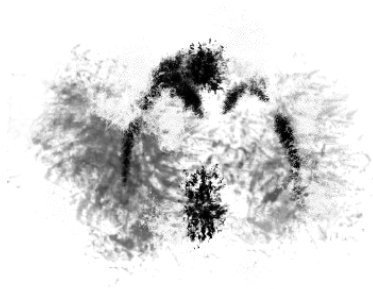
The game of Timoris is split into turns, with each turn spanning the length of an 'event'. Events are unique entries in the **Book of Stories**, all of which feature unique instructions regarding which players are active in that turn and what they should do.



Many events will involve combat, which is specific to each *encounter*, who can range from levels I – IV. When engaging in combat, you should follow the instructions found in the corresponding entry in the **Book of Encounters**.



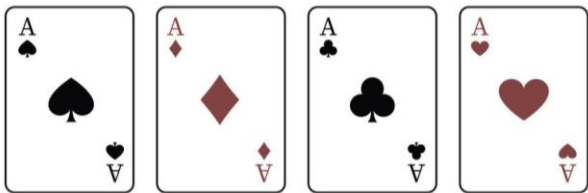
Throughout the turn, the top of the page will signify who is active. This means the player(s) who participate in the instructions of that event. Oftentimes deciding which players are active will require rolling dice, however this is not always the case.



Health and injury

When beginning the game, every player should remove the four ace cards from their deck. These cards serve as an indicator of that player's health.

To begin with, each player should arrange their aces face-up in front of them. This shows that they are at *0% injury*.



Taking damage:

During combat, or at other points in the game, a player may end up becoming injured. This is shown by turning one of their health cards face-down. Each card that has been turned over denotes a *25% injury* increase. When all aces are face-down, that player is at *100% injury*.

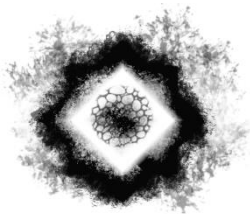
Elimination:

In this state, a player is now vulnerable to being killed, resulting in them being eliminated from the game. This happens if that player becomes injured when already at *100% injury*, meaning they have no more health cards to turn over. Once a player is dead, there is no way for them to be revived.

Collecting items

Setting up the game:

At the beginning of a game, after the ace cards have been removed, each player should then place their cards in a face down pile to their side. This acts as their deck moving forward.



Gaining items:

An event may state that a certain player receives an *item*. This is depicted by drawing the card on the top of that player's deck and placing it in a new, face up, pile. This acts as their inventory.

These two piles, deck and inventory, should be placed at either side of the respective player.

Keeping track:

It is strongly advised that every player writes down what each card in their inventory is, as well as any relevant information about that item.

This is because you are likely to receive many items throughout the game and it is very easy to lose track of what your cards represent.

Inventory management



Categories of items:

Weapons and *armour* are types of items that have effects relating to combat. During combat, a player is only allowed to use the effects of one weapon and one armour for a given combat event.

Utilities and *idols* are useful objects that provide a range of benefits for the player, as well as enabling actions not usually possible.

Curses cannot be sacrificed like other items; they permanently take up a slot in your inventory and punish the player with various negative effects.

Arcana are extremely powerful and rare pieces of mystic knowledge. They grant desirable power but always at a great cost.

Inventory limitations:

There is a maximum of 10 cards a player can have in their inventory. If a player has a full inventory and receives another *item*, they must sacrifice one of their existing cards (this process is explained on the following page).

However, this inventory limit is not static. Certain items can either increase or decrease the maximum inventory a player is allowed.

Items and death:

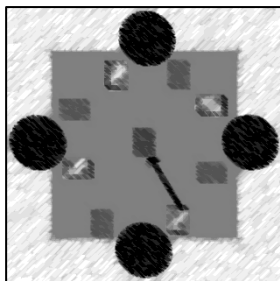
If a player dies before the end of the game, their inventory is not lost. Instead, it can be distributed between the remaining players.

However not all items can be preserved, *arcana* are permanently lost once a player is eliminated.

Sacrificing and sharing

Sacrificing an item:

An action that a player can make throughout the game is sacrificing one of the *items* in their inventory. This is done by placing the card in a face down pile in the center of the play area.



Every player places their sacrificed cards into the same pile.

Cards that have been sacrificed are for the most part permanently lost to the player, unless a specific event or item states otherwise.

Sharing and trading:

Whilst never prompted during gameplay, players are allowed to trade or share cards that they have in their inventories. This can be done with any type of *item* except *arcana* and *curses*

The focus of this game is to collaboratively venture through Timoris, so teamwork and thinking as a group are encouraged throughout play.



Endings and beginnings



Timoris can be won or lost, depending on choices made by the players during the game...

Ending the game:

The game is lost when every player is eliminated before reaching one of the game's multiple endings.

The game is won when players reach one of the endings contained in the **Book of Stories**. The amount of time this takes is largely up to chance, with each game taking the players down a different path through Timoris.

An easier start:

An optional way of making the early stages of the game easier is to have each player start with item No.1: *Bladed Pistol*. This allows for less challenging combat at the beginning of the game.

Beginning the game:

To initiate gameplay, follow the instructions on the following page. This will direct you to a *starting event*, which will provide context for who you are playing in your game and what their goals are.

The scenarios all have the same relative difficulties, with difficulty scaling naturally as you progress through the game.

Initiating play

Follow these instructions to begin the game:

- ❖ Each player rolls the dice
- ❖ Take note of the highest roll

The number of the highest roll determines which *starting event* will begin your game. Using the following list, turn to the page of that event to initiate play.

- ❖ Less than 3 – **Prisoners of Aranth** (Pg.1)
- ❖ 3 to 5 – **Divine Intervention** (Pg.2)
- ❖ 6 – **The Green Idol** (Pg.3)
- ❖ 7 to 8 – **Amnesia** (Pg.4)
- ❖ 9 to 11 – **City of Hollows** (Pg.5)
- ❖ 12 – **Ewa's Labyrinth** (Pg.6)