4th Dimension

This is a game of the future for two players, involving a great deal of skill and judgment. Man has conquered the 4th Dimension — Time. Thus the war between rival Time-Lords begins, as two armies under their control face each other — not only in space, but also in Time . . . .
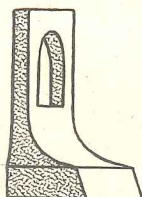
EQUIPMENT: The game consists of the rules folder, a circular board divided into 60 spaces, and two armies of 13 pieces each. Each player has:
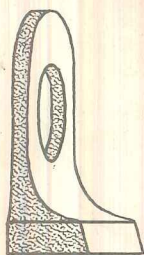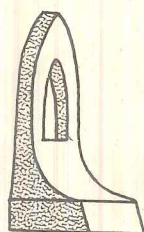
1 Time-Lord   2 Guardians   3 Rangers

6 Warriors   1 Time-warp Marker

HOW TO WIN: The object of the game is to win by capturing the enemy Time-Lord.

HOW TO PLAY: The game is played in *turns*. Each player's turn consists of three *actions*: a single move, a beam-down, and a Time-warp.

Move — All pieces *move* in the same way, one space in any direction *except diagonally*. No diagonal movement is permitted. Each player may only *move* one piece per turn (Time-warping and beaming down are not considered *moves*). Two pieces may not occupy the same space, but any piece may enter any square containing a Time-warp marker (simply place it on top of the marker in the space). The marker is not considered a piece and is present only to provide a reference for the Time-warped piece's beam-down.

Time-warp — This is the removal of any single piece from the board, and the placing of the Time-warp marker in the square where the piece was. The removed piece is placed in Time-warp circle 1 at the edge of the board. *A piece that has moved in the current turn may*

not enter Time-warp. In the next turn, the piece that has entered Time-warp may **beam down**, but if not must go on to circle 2. In the following turn the piece may beam down or go on to circle 3. In the next turn, the piece *must* return via beam-down. If it cannot do so due to no available spaces (an unlikely event), it is captured.

Beam-down — The return from Time-warp is known as the *Beam-down*. This return must be on the space the piece originally left from (designated by the Time-warp marker (M)), or up to two spaces, not diagonally (*i.e.*, up to two ordinary moves), from the Marker's square. Possible beam-down positions are shown in the illustration, based on the fact that the returning piece originally left from the space containing the Time-warp marker (M). *A piece returning from Time-warp via a beam-down may not move until a subsequent game turn.*
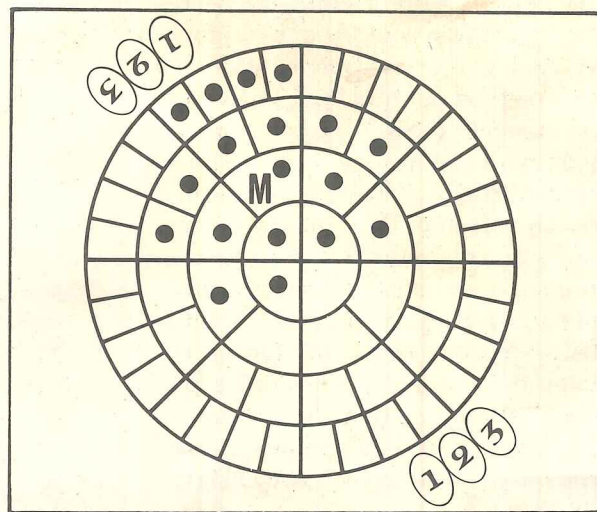
The *actions* just described may be done in any order, except that a Time-warped piece must be beamed down before another piece can be Time-warped. **A particular piece may carry out only one action per turn.**

A move is always obligatory. A Time-warp is also obligatory unless: (1) a player is reduced to the Time-Lord and one other piece, or (2) a player wishes to keep a piece in Time-warp from a previous turn. At any given time, only one piece per player is ever in Time-warp.

When each action has been made and the piece released, the action cannot be changed. If a Time-Lord is in Time-warp when the last piece of its army is captured, it is itself considered captured and the game is lost.

CAPTURING: A piece captures by getting adjacent (not diagonal) to a suitably valued enemy piece. The capturing hierarchy is as follows:

The Time-Lord captures Guardians and Rangers;

The Guardians capture Rangers and Warriors;

The Rangers capture Warriors;

The Warriors capture the Time-Lord (and hence win the game).

Thus, bigger pieces capture smaller pieces, except for the Warrior/Time-Lord reversal. Two similar pieces have no effect on each other. If all the Warriors of both sides are captured, the game is a draw.

Unlike chess, when one piece captures another it does not move into the square vacated thereby. The captured piece is immediately removed from play. A player is never obligated to capture an enemy piece if he doesn't wish to. If a piece is moved adjacent to an enemy piece of greater value (thus in a 'suicide' position), it may be captured only after the victim's turn has been completed.

Pieces may capture in response to 'suicide' positioning by opposing pieces, or by a move, or by a beam-down. Each player can only capture one enemy piece by each method per turn (except for 'suicide' captures; any number of these may be made per turn). Thus, three or more captures per turn are possible: a capture by normal move, a capture by beaming down from Time-warp adjacent to a suitable enemy piece, and an opposing piece captured due to its previous 'suicide' positioning (there could be several such pieces on different parts of the board). Note that although a piece is limited to but one **action** per turn, it may make up to two captures — a 'suicide' position capture (before any other move or action is made) as described earlier, and a capture during its regular move. Illustrations of these methods are shown in the EXAMPLE OF A WINNING MOVE section.

STARTING POSITION
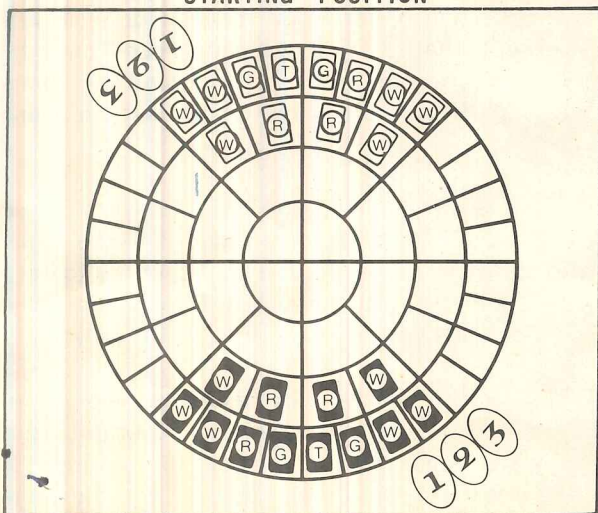
STARTING POSITION: To begin the game, the board is set up and the pieces are placed as illustrated. Blue pieces are shown as solid; white pieces are shown as outlines.

T = Time-Lord   G = Guardian
R = Ranger   W = Warrior
M = Time-warp marker

FIRST TURN: Blue starts, making a move, and then a Time-warp. White then makes a move and a Time-warp. From then on, ordinary Turns alternate. A player may not move an opponent's piece except to remove it from play when captured.

EXAMPLE OF PLAY: For the purposes of this explanation, as well as for play-by-mail, the following standard notation will be used (as illustrated): the spaces are numbered counter-clockwise, from 1 to 32 for the outer circle, 1 to 16 for the next circle, and so on. The circles are designated *a, b, c,* and *d;* the outermost circle is "a", the next inner circle is "b", etc. Thus, in the example shown, the Time-Lord (T) is at c2, the Time-warp marker (M) is at b3, and the Warrior (W) is at b4; the Ranger (R) is in Time-warp circle 1. The Warrior (W) can therefore move to: a7, a8, b3, b5, and c2. However, moving the Warrior (W) to c2 is possible only if warping the Time-Lord from c2 is done first.
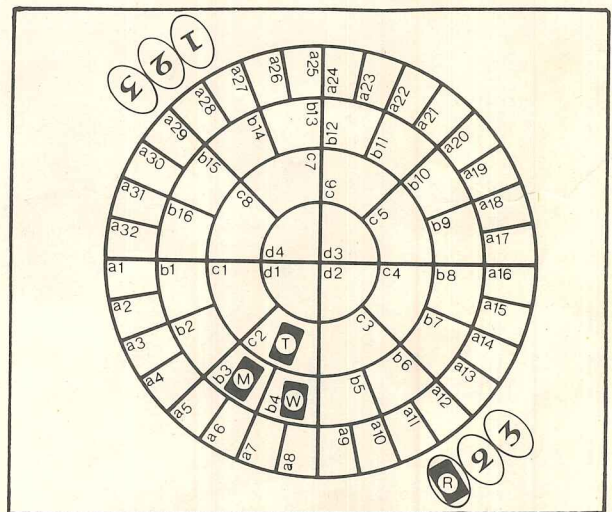

The beam-down of the Ranger (R) can be to: a3, a4, a5, a6, a7, a8, b1, b2, b3, b4, b5, c1, c2, c3, and d1 (the Time-Lord (T) — or any other piece — does not block a beam-down if it is in between the Marker (M) and the destination). A Ranger beam-down to b4 is possible only if the Warrior (W) at b4 is moved first. Beam-down to c2 is not possible if Time-warping the Time-Lord (T) at c2 is to be done. (This violates several laws of the game: two pieces cannot be in the same square at the same time or in Time-warp at the same time.) However, beam-down to c2 can occur if the Time-Lord (T) is moved first.

4D SHORTHAND: Taking a brief time to learn the **4D** shorthand notation will lead to a quicker understanding of the rules, and will allow for play-by-mail games

using a system similar to postal chess. The abbreviations ("T" for Time-Lord, "W" for Warrior, etc.) and the board designation system (a2, b4, etc.) have already been explained; all that remains now is to know that a "+" designates a *Time-warp*, and a "-" designates a *beam-down.*
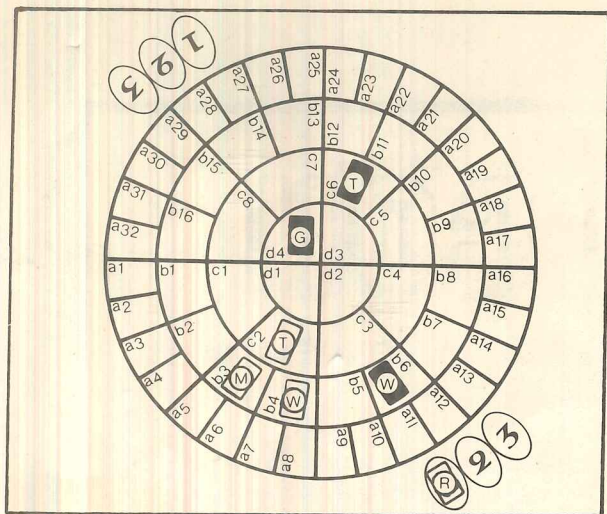
Using the illustration above, if the Warrior (W) at b4 wished to move to a8, one would write *W(b4)a8;* if it was to go to b5, *W(b4)b5* would be written (parentheses indicate the piece's current position). If the Ranger (R) wanted to beam down to a3, the notation would be *-Ra3.* If the Ranger wanted to stay in Time-warp and move on to circle 2, *R* ①→② would be written. If the Warrior (W) at b4 decided to Time-warp instead of move, one would write *+ W(b4).*

Thus, a typical Turn might be written:

-Rb1 (Beam-down of Ranger to b1)

T(c2)d1 (Time-Lord at c2 moves to d1)

+W(b4) (Warrior at b4 enters Time-warp).

Capturing is designated by writing an "X" after the action, followed by the captured piece's type and position. Example: *-Rb5 × W(b6)* means that the Ranger beamed down to b5 and then captured the Warrior at b6; *T(c2)d1 × G(d4)* would designate that the Time-Lord at c2 had moved to d1 and then captured the Guardian at d4.

When there is only one type of piece left on a side, the current position designation becomes unnecessary. Since there is only one Time-Lord, for example, line 2 might have been written simply as *Td1* with no loss of clarity. Either method is correct.

EXAMPLE OF A WINNING MOVE: The blue pieces are shown as solid figures; it is white's turn to play.
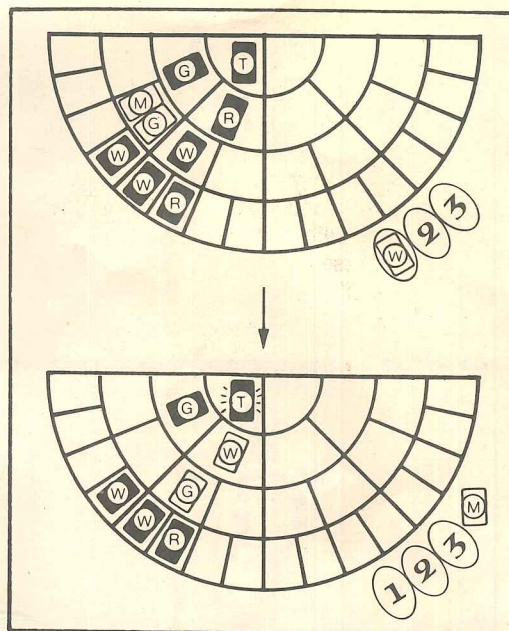
White wins by doing the following:

(1) G selects W(b3) for capture, as it is one of the pieces which is in a 'suicide' position. G is still free to move or to Time-warp.

(2) G moves to b3 (which can be done because it is now a vacant space), and selects to capture R at c2.

(3) Since c2 is now vacant and the Time-warp and beam-down actions have yet to be made, the Warrior in Time-warp beams down to c2 and "Time-Traps" the opposing T, thereby winning the game.

If the game had not been won, a white Time-warp would also have been necessary.

Blue G cannot stop white W, but could capture W at the beginning of the blue turn; however; this is too late to save the blue Time-Lord.

The beam-down *-Wc2* from b2 (the Marker's space) is not diagonal, as it can arrive at c2 via c1 or b3; remember, any destination within two ordinary moves of the Marker is legitimate.

SUMMARY: The object of the game is to capture the opposing Time-Lord; this is done with the Warriors. In each *turn* there are three *actions:* move, beam-down, and Time-warp. Any one piece may carry out only *one* action per turn. Capturing may be in response to an opponent's 'suicide' positioning, by a move, or following a beam-down; however, only one piece may be captured per method in a given turn (except 'suicides'). Bigger pieces capture smaller pieces, except for the Warrior/Time-Lord reversal.

The sands of Time are beginning to shift, and the fabric of reality is altering. Your army stands ready. It is your move . . .
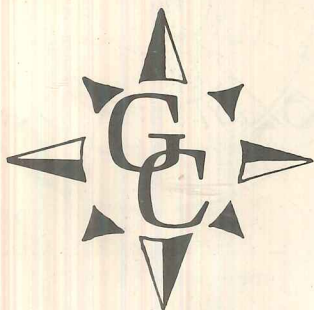
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