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TALES FROM SPACE

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FUNKO



10¢

COMPLETE IN THIS ISSUE:

**SPACE
ZOMBIES
FROM
PLUTO**



SHOCKING SCIENCE-FICTION RULEBOOK

G.3LETS

BACK TO THE FUTURE

BACK IN TIME

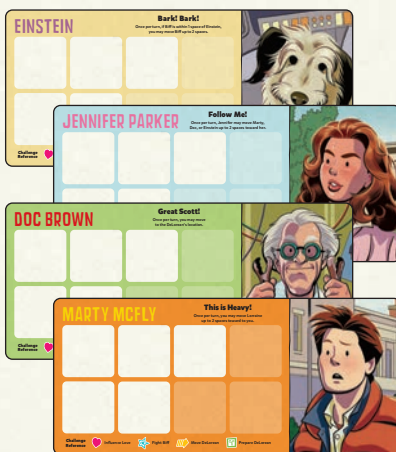
INSTRUCTIONS

Ages 10 and Up • 2 to 4 Players • 50 Minutes

COMPONENTS



Game Board



4 Character Mats



Clock Dice Tower (2 Parts)
assembly required



20 Starter Power Tiles
(5 per Player)



8 Dice



DeLorean Mover



4 Player Movers
(Marty, Doc, Jennifer, Einstein)



3 Non-Player Movers
(George, Lorraine, Biff)



24 Movement Cards



24 Opportunity Cards



18 Trouble Cards (3 Levels)



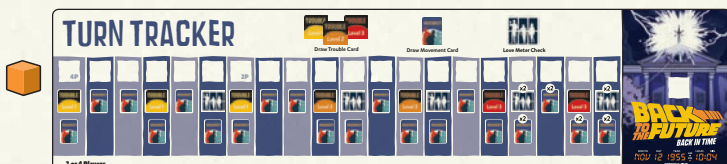
13 Item Cards



3 DeLorean Part Tiles



3 Knockdown Tokens



Turn Tracker and Turn Tracker Cube



McFly Photo Sections



Love Meter and
Love Meter Cube



It's October 1985... or at least it was, until Doc Brown's DeLorean time machine sent you back to 1955. Now you're stuck in the past, threatening Marty McFly's very existence! You've got to work together to get George McFly and Lorraine Baines—Marty's parents—to fall in love. Then you must drive the DeLorean down Hill Valley's Main Street, reaching 88 miles per hour at 10:04 p.m., when a bolt of lightning will send 1.21 gigawatts of pure power into the time machine's flux capacitor, sending the DeLorean back to 1985.

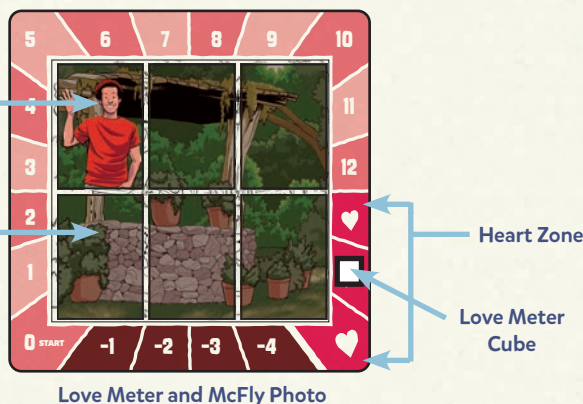
GAME OBJECTIVE

This is a cooperative game in which all players will either win or lose together as a team. Each player can play as Marty McFly, Doc Brown, Jennifer Parker, or Einstein the dog, moving around Hill Valley, rolling dice to attempt challenges. To win the game, these two things must be true when the game ends at precisely 10:04 p.m. :

- 1** George and Lorraine are in love. The Love Meter Cube must be in one of the three spaces of the **Heart Zone**, and the McFly Photo must have at least one section face-up.

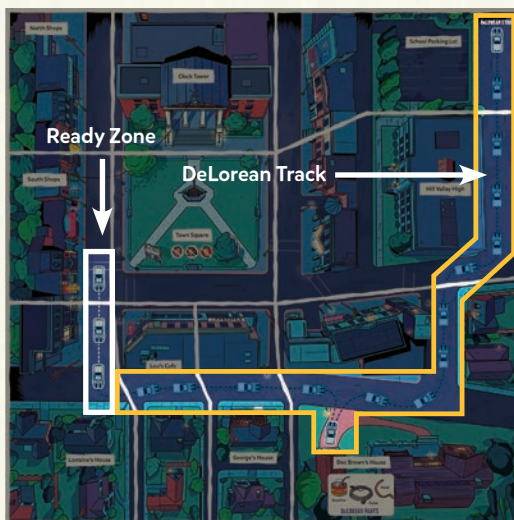
McFly Photo
face-up section

McFly Photo
face-down section



- 2** The DeLorean is ready for time travel. The DeLorean mover must be in one of the three highlighted spots of the **Ready Zone** on Main Street.

IMPORTANT: The game does NOT end immediately when players have achieved these objectives. The game ends at 10:04 p.m., when lightning strikes the Clock Tower. Even if the objectives are achieved earlier, players must continue to play, and the objectives must be true when lightning strikes at 10:04 p.m.



SETUP

1 Place the game board in the center of the table.

The game board is a map of Hill Valley, with ten spaces separated by white borders. Each space has one named location, and characters in that space are considered to be at that location.

2 Each player chooses a character—Marty McFly, Doc Brown, Jennifer Parker, or Einstein the dog. Take your corresponding Character Mat and five Starter Power Tiles. Place your five Starter Power Tiles face-up (with the die symbols showing) on the white spaces on your mat. Place your Character Mover at the Town Square location on the game board.

Power Tiles allow you to take actions. Players begin with five Starter Power Tiles, but better Power Tiles may be acquired that allow you to move extra spaces, roll more dice, or modify die rolls.

3 Mix up the Power Tiles (not the Starter Power Tiles) and place them in a face-down stack.

4 Place the George mover at George's House, the Lorraine mover at Lorraine's House, and the Biff mover at the Clock Tower.

George, Lorraine, and Biff are characters that are always in the game. Their movement is controlled by the Movement Cards, although players also have ways to influence their movements. TIP: In general, it's best to keep George and Lorraine close together, while keeping them away from Biff, who works against your objectives.

5 Place the DeLorean Mover on the DeLorean start space of the DeLorean Track.

6 Place the three DeLorean Part Tiles face-up (with Knowledge symbols showing) at their locations, as shown on the tiles: the Cable at Hill Valley High, the Gasoline at the South Shops, and the Hook at the Clock Tower.

7 Place the Love Meter next to the game board and place the Love Meter Cube on the space marked "Start."

8 Place the six McFly Photo Sections face-up (characters showing) on the Love Meter.

The McFly Photo represents the constant threat to Marty's existence. If the last section of the photo is turned over, the game ends immediately and the players lose the game.

9 Place the Turn Tracker and Turn Tracker Cube next to the game board. Make sure that the Turn Tracker is turned to the side that shows the correct number of players.

Each turn, the active player advances the Turn Tracker Cube one space to the right. The final space represents 10:04 p.m., and when the Turn Tracker Cube moves onto it, lightning strikes the Clock Tower and the game ends.

10 Shuffle the Movement Cards and place them in a face-down draw pile.

Movement Cards move George, Lorraine, and Biff around Hill Valley.

11 Place the Item Cards in a stack. They do not need to be shuffled.

Item Cards give players extra abilities. They may be obtained by resolving Opportunity Cards.




12 Shuffle the Opportunity Cards and place them in a face-down draw pile. Reveal the top three Opportunity Cards and place them face-up at the locations specified on the cards.

Resolving Opportunity Cards rewards players with Power Tiles as well as other benefits.

13 Shuffle each level of Trouble Cards separately and place them in three face-down draw piles.

Trouble Cards have negative effects that hinder players but also award Power Tiles when they are resolved.

14 Place the 8 dice and 3 Knockdown Tokens next to the game board.

Dice are used to resolve Challenges. There are eight dice, two each of four different colors. Each color is weighted toward one of the four symbols: Speed , Knowledge , Courage , and Love .

15 Assemble the Clock Dice Tower and place it at the Clock Tower location.

When rolling dice, you may drop them through the dice tower.

Assemble Clock Dice Tower



15

9



7



4

Biff



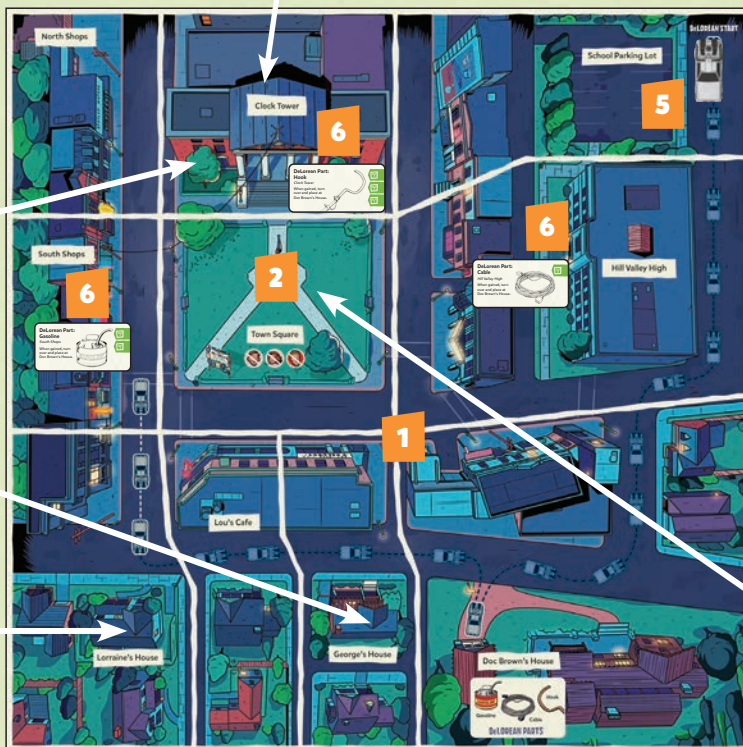
4

George



4

Lorraine



13



12



13



11



13



10



14



3



2



2



Two-Player Game Setup Example

Watch the Gameplay Overview!
go.funko.com/BackToTheFutureHowToPlay

ON YOUR TURN

Choose a player to take the first turn. After they have taken their turn, play continues in clockwise order with players taking turns until the Turn Tracker Cube is on the final 10:04 p.m. space of the Turn Tracker.

Each turn consists of two phases:

1

Turn Tracker Phase

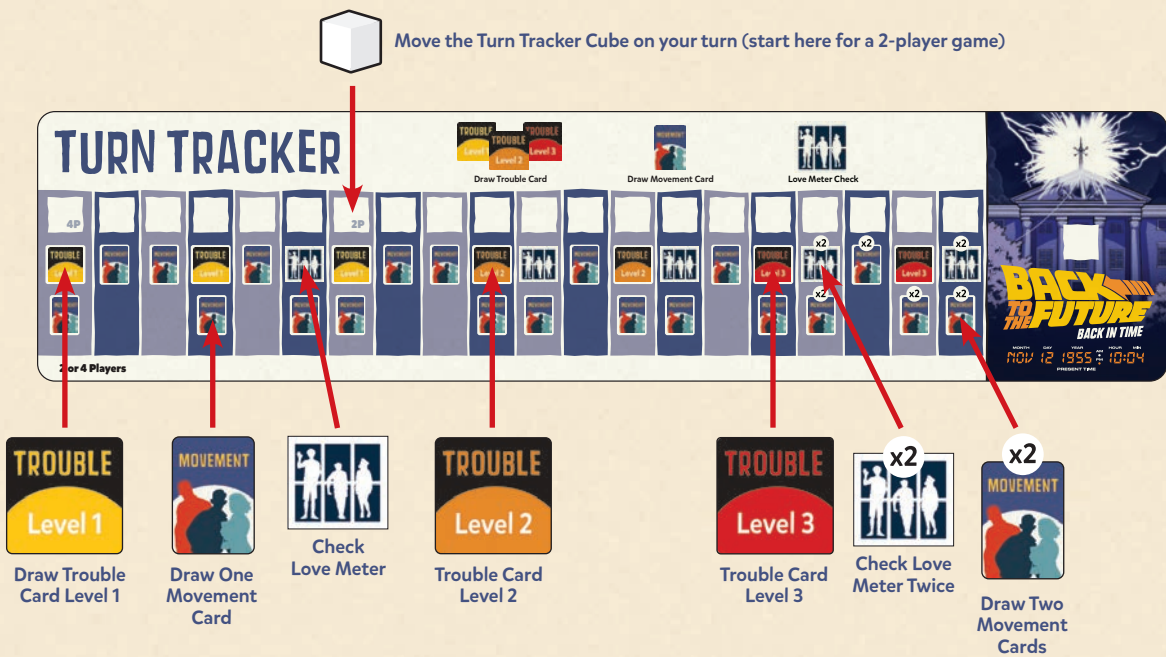
2

Action Phase

1 Turn Tracker Phase

Each player—except the first player—begins their turn by moving the Turn Tracker Cube one space to the right. The first player of the game will start on either the 2P, 3P, or 4P space, depending on the number of players in the game.

Look at the column of icons on that space of the Turn Tracker—each column is different. Resolve the icons in that column from top to bottom, according to the directions that follow.



Draw New Trouble Card

If one of these icons is in the Turn Tracker column on your turn, reveal the top Trouble Card of the corresponding draw pile (Level 1, 2, or 3) and place it face-up at the location specified on the card. Any Effect listed on the card is immediately activated.

If there was a previously placed Trouble Card on the board that is unresolved, remove it. There will never be more than one Trouble Card on the board.

NOTE: Trouble Cards are explained in detail in the **Challenge Types** section.

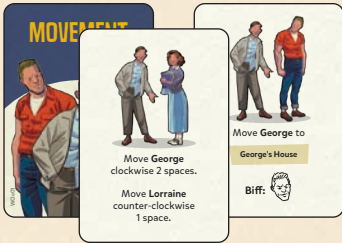
Draw New Movement Card(s)

If this icon is in the Turn Tracker column on your turn, reveal the top Movement Card and move George, Lorraine, and/or Biff accordingly, in the order shown on the card.

If the icon features a **x2** symbol, draw a Movement Card and move the characters, then draw a second Movement Card and move the characters again.

George and Lorraine Movement

George and Lorraine will move either clockwise or counter-clockwise a certain number of spaces, or they will move directly to a specified location. Follow the instructions and move the characters accordingly.



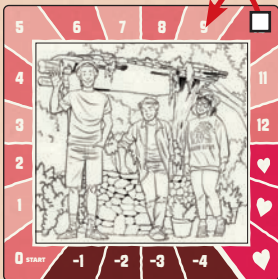
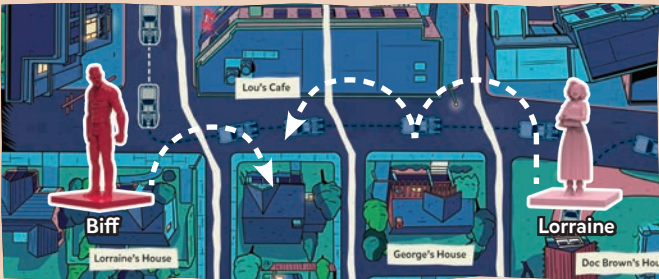
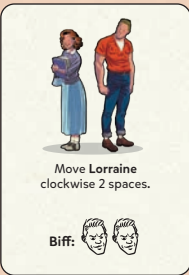
NOTE: George, Lorraine, and Biff never move into Town Square. They only move in the nine locations around the perimeter of the board.



Biff Behavior—Movement and Love Meter Effect

Biff moves differently than George and Lorraine. Each Movement Card that moves Biff features a number of Biff icons. For each Biff icon, move Biff 1 space toward George or Lorraine, whoever is nearest. If George and Lorraine are an equal number of spaces away from Biff, then Biff moves toward Lorraine.

Once Biff is at the same location as either George or Lorraine (or both), then each additional Biff icon lowers the Love Meter by 1. Move the Love Meter Cube down the appropriate number of spaces. Biff icons will have this effect whether they appear on Movement Cards or are rolled on dice (see Biff Behavior—Resolve Biff Dice on page 13).



EXAMPLE: According to the Movement Card, Lorraine moves clockwise 2 spaces, which puts her at Lou's Cafe. The first Biff icon moves Biff 1 space closer to Lorraine, which moves him into Lou's Cafe. Now that he is with Lorraine, the second Biff icon causes the Love Meter to go down by 1. Move the Love Meter Cube down 1 space.

Check Love Meter



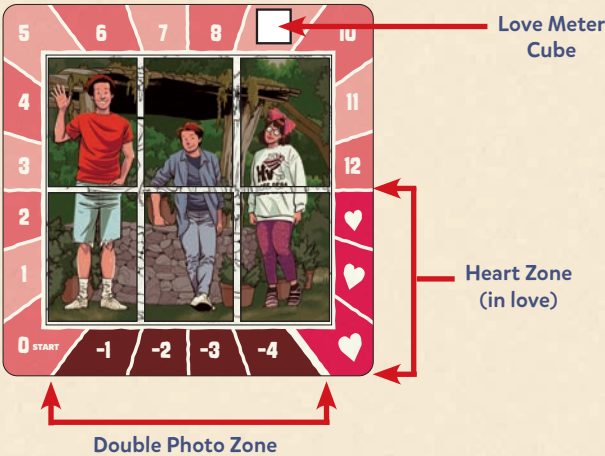
If this icon is in the Turn Tracker column on your turn, check the Love Meter and flip over McFly Photo Sections if necessary, as explained below.

If the Love Meter Cube is on one of the spaces numbered 0–12, George and Lorraine are not in love. You must flip any **one section** of the McFly Photo face-down, as Marty and his siblings are fading from their timeline.

If it is in the **Double Photo Zone** (a space with a negative number), they are far from falling in love, and you must flip over any **two sections** of the photo.

If the icon features a (x2) symbol, you must perform this check twice, meaning you must flip twice the number of photo sections required.

If it is in the **Heart Zone** (any of the three spaces with a heart), there is no need to flip a section of the photo, because George and Lorraine are in love! But be careful—Biff will still try to interfere in order to make them fall back out of love again.



Example: A Check Love Meter icon appears in the current column of the Turn Tracker. The Love Meter Cube is on the 9 space, meaning George and Lorraine are not in love. You must flip over **one section** of the McFly Photo. However, because there is also a (x2) symbol, you must do the Love Meter Check twice, meaning you must flip over two photo sections.

NOTE: At any time, if you are required to flip over the last photo section so that they are all face-down, Marty has disappeared from the timeline, never to have been born. The game is now over, and your team has lost.



2 Action Phase

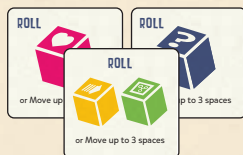
During this phase, you will use your Power Tiles to move around Hill Valley and roll dice to attempt Challenges. After using a Power Tile to use its action, you must flip it face-down to indicate that it has been exhausted and may not be used again on this turn. **If you occupy a space that contains multiple possible actions to take, you may attempt or re-attempt as many of them as possible, as your Power Tiles allow.**

You may perform the following actions in any order:



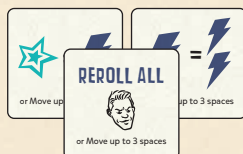
Move Your Character

Power Tiles may be used to move your character. While moving, you may also escort either George or Lorraine, which is key to setting up desirable situations and avoiding Biff (see **Moving Your Character** and **Escorting George and Lorraine** on page 9).



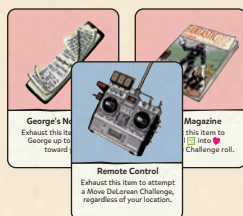
Attempt Challenges

Some Power Tiles may be used to roll dice to attempt Challenges. Multiple tiles may be used for a single attempt, allowing you to roll more dice to increase your chance of success (see **Rolling Dice for Challenges** on page 12).



Modify Die Rolls

When attempting Challenges, you may use certain Power Tiles after the dice have been rolled in order to modify the results or even to reroll them (see **Rolling Dice for Challenges** on page 12).



Use Item Cards

In addition to Power Tiles, players can acquire Item Cards by resolving certain Opportunity Challenges. Item Cards can be used on your turn to affect die rolls, movement, and other elements (see **Item Cards** on page 14).

Use Your Special Character Power

Each player has a unique Special Character Power listed on their Character Mat, which allows them to affect the game in unique ways. You may use your Special Character Power once per turn at any time during the Action Phase. Special Character Powers do not require any Power Tiles to activate.



Marty McFly: This Is Heavy!

You may move Lorraine up to 2 spaces toward to you.

NOTE: Lorraine may not be moved into or through Town Square.



Doc Brown: Great Scott!

You may move to the DeLorean's location.

NOTE: When using this power, Doc may not escort George or Lorraine.



Jennifer Parker: Follow Me!

You may move Marty, Doc, or Einstein up to 2 spaces toward you.



Einstein: Bark! Bark!

If Biff is within 1 space of Einstein, you may move Biff up to 2 spaces in any direction.

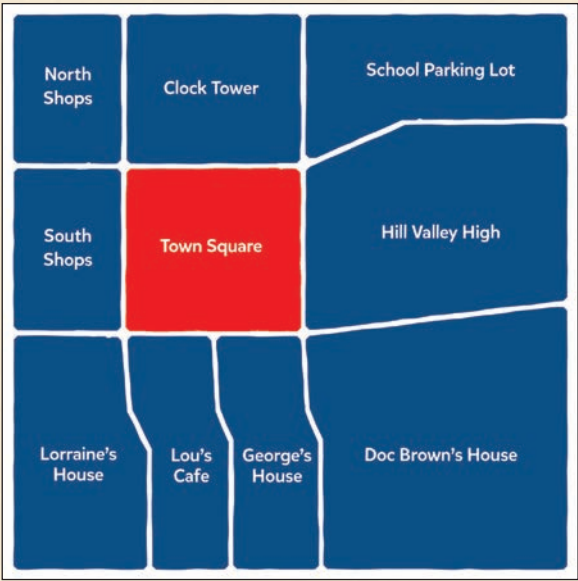
NOTE: Biff may not be moved into or through Town Square.

Moving Your Character

You may use a Power Tile to move your character around Hill Valley. To do so, flip it over, then move your character any number of adjacent spaces, up to the number indicated (diagonal spaces are not considered adjacent). You may visit the same space multiple times during the same movement.

Once a Power Tile has been flipped over to use for movement, it is exhausted, and its other abilities—die rolling or modifying—cannot be used until your next turn.

While moving your character, if you stop at a location in order to take an action of any kind, your movement for that tile ends. You may not take any leftover moves afterward. You may, however, take another move action by using another available Power Tile.

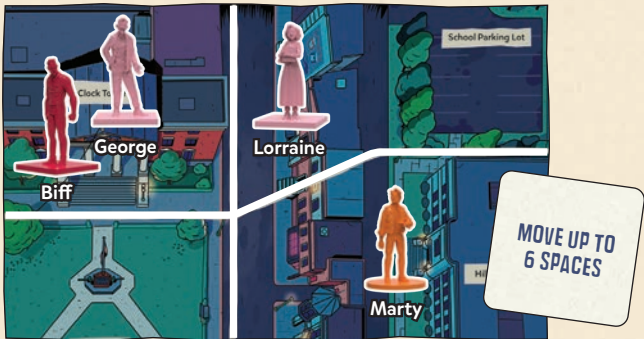


NOTE: Spaces (locations) are separated by white borders.

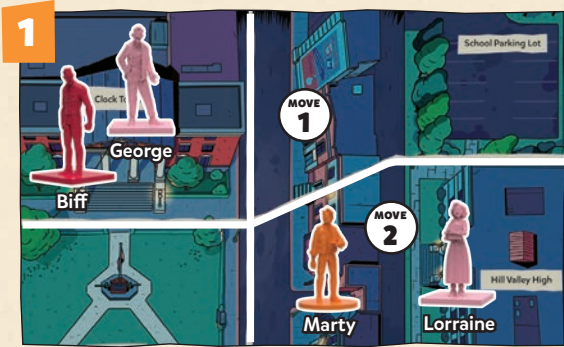
Escorting George and Lorraine

As you move, you may escort either George or Lorraine (but not both at the same time) by moving them with you. You may pick them up or drop them off at any point during your movement. Escorting is key to getting George and Lorraine together to perform an Influence Love Challenge to raise the Love Meter (see **Challenge Types** on page 10) and to keeping them away from Biff.

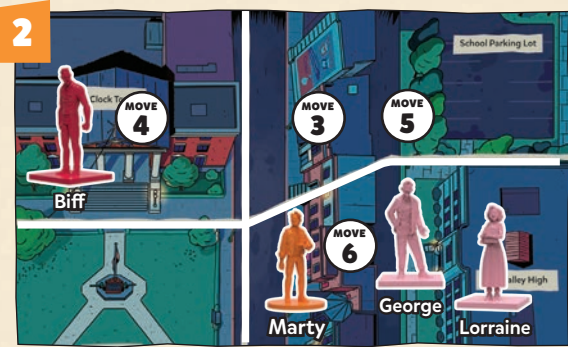
NOTE: You may not escort George or Lorraine into or through Town Square.



EXAMPLE: Marty would like to get George and Lorraine together, while also getting them away from Biff. He uses a Power Tile that allows him to move up to 6 spaces.



First, he moves 1 space to the School Parking Lot (1), then 1 space back to Hill Valley High (2), escorting Lorraine with him.



He then moves 2 spaces to the Clock Tower (3) (4), and finally he moves 2 spaces back to Hill Valley High (5) (6), escorting George with him.

Note: Marty could have accomplished the same thing by using two Move 3 Power Tiles.



CHALLENGE TYPES

Resolving Challenges is how you achieve your objectives. There are 6 Challenge types, and the way you roll dice to resolve them is the same (see **Rolling Dice For Challenges** on page 12).






Influence Love Challenge

Attempt an Influence Love Challenge to raise the Love Meter, so George and Lorraine will fall in love.

Requirement: You must be at the same location as both George and Lorraine.

Resolution: For each Love  or Wild  symbol you roll, move the Love Meter Cube 1 space up on the Love Meter.







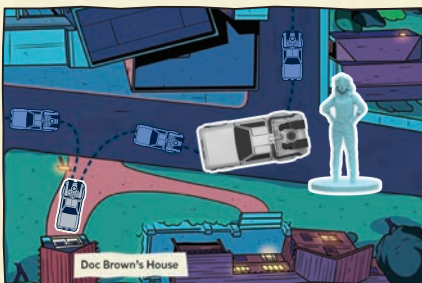
EXAMPLE: Doc is at Lou's Cafe with Lorraine and George, and he attempts to Influence Love. He rolls two pink dice and one green die and gets     symbols. He moves the Love Meter up by 3, then resolves the one  symbol by moving Biff 1 space closer to George and Lorraine.




Move DeLorean Challenge

Attempt a Move DeLorean Challenge to move the DeLorean along the DeLorean Track, first to Doc Brown's House, then to the Ready Zone.

Requirement: You must be at the same location as the DeLorean. **NOTE:** To move the DeLorean past Doc Brown's House, you must have all three DeLorean Parts. (see **Prepare DeLorean Challenge** on page 11).

Resolution: For each Speed  or Wild  symbol you roll, move the DeLorean 1  spot forward on the DeLorean Track. It is possible for one attempt to move the DeLorean multiple  spots, and even out of your current location. If this occurs, you remain at your location, so if you wish to attempt another Move DeLorean Challenge on this turn, you would first have to move to the DeLorean's new location.










EXAMPLE : Jennifer is at Doc Brown's House with the DeLorean. Biff is two spaces away from George, and three spaces away from Lorraine. Jennifer attempts to Move the DeLorean. She rolls one yellow die and one green die and gets   symbols. She moves the DeLorean 1 spot, then resolves the  symbol by moving Biff 1 space closer to George.

Fight Biff Challenge

Attempt a Fight Biff Challenge to knock him down and disable his movement and actions.











Requirement: You must be at the same location as Biff.

Resolution: If you roll one Courage  or Wild  symbol, then Biff is knocked down. Put the Biff mover on its side to indicate that he is knocked down. For each additional Courage  or Wild  symbol you rolled, place a Knockdown Token next to Biff. A maximum of three Knockdown Tokens may be placed next to a knocked-down Biff.









While Biff is knocked down, for each  symbol rolled on a die or shown on a Movement Card, instead of moving Biff or lowering the Love Meter, simply remove one Knockdown Token. Once all of the Knockdown Tokens have been removed, the next  symbol stands Biff up again, and he resumes his normal behavior for any  symbols after that.

NOTE: You may not attempt a Fight Biff Challenge if Biff is already knocked down.



EXAMPLE #1: Einstein is at Hill Valley High with Biff and attempts to fight him. He rolls one blue die, one yellow die, and one pink die and gets     symbols. The  symbol will be used as a , making a total of three  symbols. The first  symbol knocks Biff down, and two Knockdown Tokens are added for the other two  symbols. The  symbol is resolved by removing one of the Knockdown Tokens.





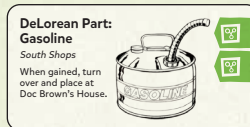
EXAMPLE #2: Marty is at the School Parking Lot with Biff and Lorraine and attempts to fight Biff. He rolls two blue dice and one green die and gets    symbols. The  symbol will be used as a  symbol and knocks Biff down. However, when he resolves the  symbols, the first  symbol stands him back up again, and the second  symbol lowers the Love Meter by 1, because Lorraine is also at the same location.

Prepare DeLorean Challenge

Attempt a Prepare DeLorean Challenge to equip the time machine with three things—the Cable, the Hook, and the Gasoline—in order to hit 88 mph and harness the lightning’s power. Once the DeLorean is moved to the driveway spot at Doc Brown’s House, it cannot move again until you have obtained all three parts.

Requirements: You must be at the same location as the DeLorean Part Tile you are trying to obtain.

Resolution: If you roll the number of Knowledge  symbols shown on the part (and/or Wild  symbols), you obtain it. Flip the DeLorean Part Tile over and place it at Doc Brown's House.



Opportunity Challenge

Opportunity Cards are favorable possibilities that players can make happen. Each time an Opportunity challenge is resolved, the player who resolved it is rewarded with a Power Tile, and possibly Item Cards and other beneficial effects.

Requirement: You must be at the same location as the Opportunity Card. In addition, if the Opportunity Card shows a Character Requirement, then the listed character(s) must also be at the same location.

Resolution: If you roll the Challenge Symbol(s) shown on the card, you successfully resolve the Challenge, and you immediately gain the Reward listed at the bottom of the card.

IMPORTANT: After resolving an Opportunity Challenge, discard the card, draw a new one from the deck, and place it at the specified location. There will always be three Opportunity Cards on the board.

Challenge Symbols

Location

Character Requirement

Reward



Opportunity Card

Trouble Challenge

Trouble Cards represent unfavorable situations, often involving Biff’s mischievous gang. It is beneficial to resolve Trouble Cards, because they have negative Effects.

Effect: As soon as a Trouble Card is placed on the board, its Effect becomes active, and it remains active until the Trouble Card is resolved or otherwise removed from the board. Unless specifically stated on the card, a Trouble Card Effect is global, meaning it does not only apply to the location where it is. It is important to always be aware of any active Effect, because it can alter aspects of game play.

Requirement: You must be at the same location as the Trouble Card.

Resolution: If you roll the Challenge Symbol(s) shown on the card, you successfully resolve the Challenge and you immediately gain the Reward listed at the bottom of the card.

IMPORTANT: After resolving a Trouble Challenge, discard the card. However, do NOT draw a new Trouble Card. New Trouble Cards are only placed on the board when you are instructed to replace them by the Turn Tracker. There will never be more than one Trouble Card on the board at any time.

Challenge Symbol(s)

Location

Effect

Reward



Trouble Card

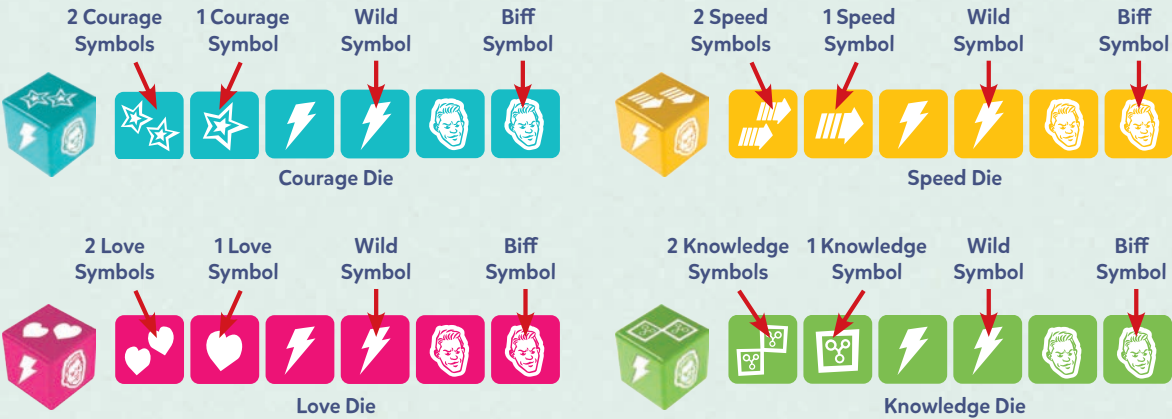
EXAMPLE: While this Trouble Card is on the board, no player may Fight Biff at any location.

Receiving Power Tiles and Item Cards

Any Power Tile or Item Card you get as a Reward is automatically exhausted when you gain it. You will not be able to use it this turn. It will refresh at the end of your turn (see End of Your Turn on page 14).

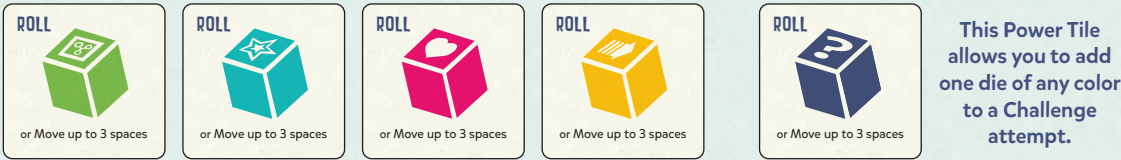
ROLLING DICE FOR CHALLENGES

Challenges require rolling specific Challenge Symbols on the dice. Although the requirements and rewards may differ for each Challenge type (see **Challenge Types** on page 10), how you roll the dice to attempt them is the same. If there are multiple Challenge options at your location, you must declare which one you are attempting before you roll the dice. Each die contains the following faces:



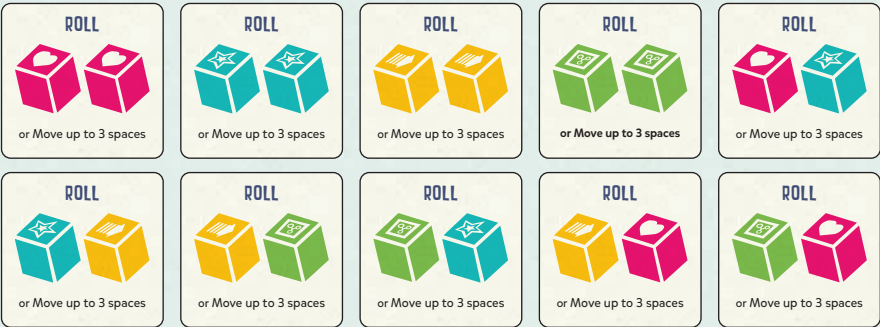
NOTE: Each Wild ⚡ may be used as any one of the four symbols: Courage ⭐, Speed ➡, Knowledge ⚙, or Love ❤.

Decide how many dice of each color to use before you roll. You may use up to as many dice as you have on your face-up Power Tiles. Whichever dice you select are the only dice you may use for that attempt. As you collect dice to roll, flip over the corresponding Power Tiles to show that they are exhausted.



This Power Tile allows you to add one die of any color to a Challenge attempt.

These Power Tiles allow you to add one die of the color shown to a Challenge attempt.







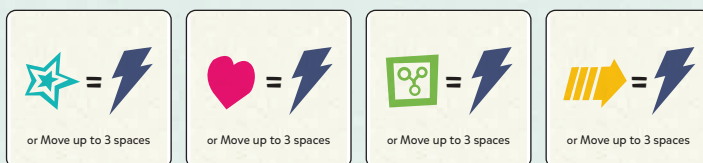
These Power Tiles allow you to roll one or both of the dice shown. If you choose to roll just one of them, you may not roll the other one for a different Challenge attempt on this turn, because the tile is exhausted.



Things to keep in mind when choosing which dice to roll:

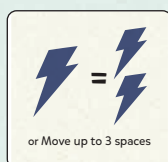
- You may not roll more than two dice of any one color during a Challenge attempt.
- If you roll more dice than are needed, you will have a better chance of succeeding, but you will also have a greater chance of rolling dangerous Biff symbols.
- You do not have to roll dice that match the colors of the Challenge Symbols. Although each die has a better chance of rolling its matching symbol, all dice have two Wild ⚡ symbols which may be used as any symbol.



Once you have selected the dice and exhausted the corresponding Power Tiles, make your attempt! Roll all of the dice at the same time, then proceed through these steps:




- 1 Lock Biffs:** Set aside any dice that show a  symbol. These dice are locked and may not be rerolled. Each  symbol will cause Biff to take action, after you finish rolling (see Step 5 below).
- 2 Reroll (optional):** You may reroll any unlocked dice if you wish to try to improve your results. As with your first roll, all rerolled dice that show a  symbol must be locked and may not be rolled again. You may choose to reroll as many dice as you wish that do not show a  symbol, until you choose to quit (or have no more dice to roll).
- 3 Modify Die Rolls:** If you have any Power Tiles or Item Cards that allow you to modify die rolls, you may use them now. Each Power Tile or Item Card that you use to modify your roll may be used only once per turn. They are flipped over and exhausted when you use them. Modifiers include:




Change each matching symbol shown on one die into a Wild  symbol, which may be used as any symbol. If you roll a double-symbol face, you may change both symbols to Wild  symbols, and each one may be used for any symbol.












Use one Wild  symbol as two Wild  symbols, each of which may be used as any symbol. The two symbols may be the same or different.

All dice that show a Biff  symbol may be rerolled one time. After the reroll, all Biff  symbols must be kept, but all dice not showing  symbols may be rerolled as normal.

- 4 Resolve Advantageous Dice:** When you are done rolling, apply the results. Always address the non-Biff  symbol dice first. If you succeeded in a Challenge, resolve it and receive any Rewards or take any actions that are applicable (see **Challenge Types** on page 10).



- 5 Biff Behavior—Resolve Biff Dice:** Now you must resolve all of the  symbols you rolled. Each  symbol you rolled has the same effect as a  symbol on a Movement Card (see **Biff Behavior—Movement and Love Meter Effect** on page 7). For each  symbol, move Biff 1 space toward George or Lorraine, whoever is nearest. If George and Lorraine are an equal number of spaces away from Biff, then Biff moves toward Lorraine. Once Biff is at the same location as either George or Lorraine (or both), **then each  symbol remaining lowers the Love Meter by 1.** Move the Love Meter Cube down the appropriate number of spaces.

If Biff is Knocked Down: While Biff is knocked down,  symbols rolled do not move Biff or lower the Love Meter. Instead, each  symbol rolled on a die or shown on a Movement Card removes one Knockdown Token (if any are present). Once all Knockdown Tokens have been removed, the next  symbol stands Biff up again, and he resumes his normal behavior for any  symbols after that.


Item Cards

Successfully resolving certain Opportunity Cards will reward you with an Item Card. These will add to your powers and abilities. When you first obtain an Item Card, place it face-down (with the gray side up) next to your Character Mat. It cannot be used this turn.


You may use each Item Card once per turn. After using an Item Card, flip it face-down to indicate that it has been exhausted.

The *Backpack* Item Card, which allows you to keep two extra Power Tiles over your eight-tile limit, is the only Item that is never exhausted.

There is no limit to the number of Item Cards you may have.



Backpack

You may hold up to two extra . This item is never exhausted.

End of Your Turn

After all of your Power Tiles and Item Cards have been exhausted and you have used your Special Character Power, your turn is over. However, you may choose to end your turn at any time, even if some Power Tiles are not yet exhausted (they are still face-up), and even if you haven't used your Item Cards or Special Character Power.

Refresh all of your Item Cards and Power Tiles by flipping them face-up again.

You may have a maximum of eight Power Tiles (unless you have the *Backpack* Item Card). During your turn, if you received Power Tiles that have taken you over your limit, refresh them all and discard down to the limit. You may discard whichever Power Tiles you wish, including your Starter Power Tiles.

ASSISTING OTHER PLAYERS

Players at the same location as the active player may assist in attempting challenges by exhausting their own face-up Power Tiles. An assisting player may roll dice along with the active player, and they may use face-up Item Cards and Power Tiles to modify die rolls. The active player must roll at least one die during any challenge in which somebody assists. Keep in mind that any Power Tiles used to assist will be exhausted and unavailable on the assisting player's next turn.

MARTY MCFLY


This is Heavy!
Once per turn, you may move Lorraine up to 2 spaces toward you.





Starter POWER Marty McFly


Starter POWER Marty McFly

Starter POWER Marty McFly

Starter POWER Marty McFly

ROLL  or Move up to 3 spaces

Challenge Reference  Influence Love  Fight Biff  Move DeLorean  Prepare DeLorean





Scare George to Act
George's House
Requires: George
Reward: Draw one . Raise the Love Meter by 2. Gain the *Cassette Player* item.



George's House

JENNIFER PARKER

Follow Me!
Once per turn, Jennifer may move Marty, Doc, or Einstein up to 2 spaces toward her.

ROLL  or Move up to 3 spaces

ROLL  or Move up to 3 spaces

ROLL  or Move up to 3 spaces

ROLL  or Move up to 3 spaces


ROLL  or Move up to 3 spaces


Challenge Reference  Influence Love  Fight Biff  Move DeLorean  Prepare DeLorean





EINSTEIN


Bark! Bark!
Once per turn, if Biff is within 1 space of Einstein, you may move Biff up to 2 spaces.


ROLL  or Move up to 3 spaces





ROLL  or Move up to 3 spaces


ROLL  or Move up to 3 spaces






ROLL  or Move up to 3 spaces

ROLL  or Move up to 3 spaces

ROLL ALL  or Move up to 3 spaces

Challenge Reference  Influence Love  Fight Biff  Move DeLorean  Prepare DeLorean



Example: It's Marty's turn, and he wants to resolve the "Scare George to Act" Opportunity Card, which is at the George's House location. The card requires George to be at the location, which he is. However, Marty only has one face-up Speed Die Power Tile. Jennifer is at the same location and agrees to assist with a Knowledge Die. They exhaust the corresponding Power Tiles to roll the dice, and they roll two  symbols. Fortunately, Einstein is also at the same location, and he has a Reroll All  Power Tile. He agrees to assist, and exhausts his Reroll All  Power Tile so that Marty and Jennifer may reroll their dice. This time they roll a  and a  symbol, and successfully resolve the Opportunity Card. They raise the Love Meter by 2 (an extra benefit shown in the Reward section of the card), and Marty collects a Power Tile and the *Cassette Player* Item Card, because he is the active player.

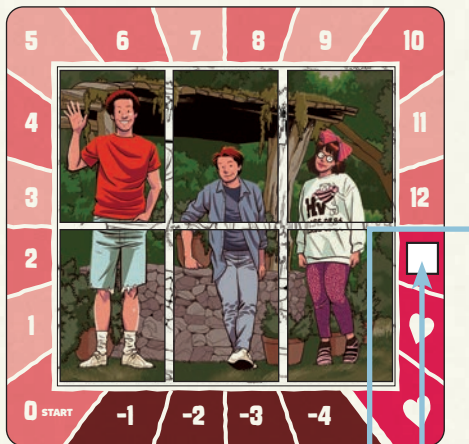
END OF THE GAME

The game can end in one of two ways:

- 1** The sixth and final section of the McFly Photo is turned face-down so that Marty and his siblings have completely disappeared. The game immediately ends, and the players lose the game.
- 2** Lightning strikes at 10:04 p.m., when the Turn Tracker Cube moves onto the final space on the Turn Tracker. At this point, the game ends immediately, with one of two outcomes:
 - A.** If the Love Meter Cube is in the Heart Zone and the DeLorean is in the Ready Zone, then the players win the game.



Turn Tracker Cube
in the final space on
Turn Tracker



Love Meter Cube
in the Heart Zone



DeLorean
Mover in the
Ready Zone

- B.** If the Love Meter Cube is not in the Heart Zone and/or the DeLorean is not in the Ready Zone, then the players lose the game.

STRATEGY & TIPS

- Attempt Opportunity and Trouble Challenges, especially early in the game, in order to build up your collection of Power Tiles. By doing so, you will become stronger and more effective on later turns!
- Always be aware of what icons are coming up on the Turn Tracker and act accordingly. For example, if you see that a Love Meter Check is coming up, you may want to Influence Love if it could get the Love Meter to a safer level.
- Because all of your Power Tiles will be refreshed at the end of your turn, do not be afraid to use them all. If you do not have many good challenge options, consider using any face-up Power Tiles for movement. By doing this, you might be able to get George and Lorraine away from Biff, or to get your own character to a location with more options for your next turn, or to assist another player on their turn.
- Even after you have taken your final turn, you still have a part to play: because your Power Tiles are refreshed at the end of your turn, you can still assist other characters at a location you share. By positioning characters strategically, this can lead to some nail-biting final turns in which the active player and one or more assisting players roll several dice to attempt Influence Love or Move DeLorean Challenges.

FAQ

Movement

While moving, may I escort Biff?

No, you may only escort George or Lorraine.


If I use a Power Tile to move my character, may I pause the movement to attempt a challenge or use my Special Character Power, then continue moving?

No. If you wish to move further, you must exhaust another Power Tile.

If Biff is knocked down and a card says to move him to a certain location, does he move? Also, can Einstein use Bark! Bark! to move Biff while he is knocked down?

Yes. In both cases, he remains knocked down and keeps any Knockdown Tokens with him. If a card also says to knock Biff down and add a Knockdown Token, then add one Knockdown Token after moving him (unless he already has three tokens next to him).

Love Meter

If Biff is at a location with both George and Lorraine, does the Love Meter go down by 2 for each  symbol?

No, it only goes down by 1 for each  symbol, whether he is with one or both.

If the Love Meter Cube is on the last space of the Heart Zone, what happens if the Love Meter is raised?

Nothing. The Love Meter Cube cannot go above the last space in the Heart Zone, or go below the -4 space.

Assisting

When assisting, are we limited as a group to rolling only two dice of each color?

Yes.

Is there a limit to how much I may assist other players?



You are only limited by the number of face-up Power Tiles and Item Cards you have. Remember that when you assist another player, all Power Tiles and Item Cards you exhaust will not be available again until AFTER your next turn is finished, when your Power Tiles are refreshed.

May I use my Special Character Power to assist another player?

No.

May I use Item Cards to assist another player?

The only Item Cards you may use for assisting are *Skateboard*, *Radiation Suit*, *Sci-Fi Magazine*, and *Video Recorder*, as these are the only Item Cards that can help during a Challenge attempt.

While assisting another player, if we both roll one die and we both roll a  symbol, may I use a face-up Reroll All  Power Tile to reroll both dice?

Yes. While you are assisting, Power Tiles (and the Item Cards mentioned above) may be used to modify any or all of the dice rolled in the Challenge attempt, even if you did not roll any dice.

If I assist another player and we successfully resolve an Opportunity or Trouble Challenge, who gets the reward?

All rewards are gained by the active player.

General

When an Opportunity Card says to draw two Power Tiles, keep one, and give the other to another player, are both new tiles exhausted?

Yes. They will not be refreshed until the end of each player's next turn.

Contents

1 Game Board, 1 Clock Dice Tower, 1 Turn Tracker, 4 Character Mats, 1 Love Meter, 2 Tracker Cubes, 6 McFly Photo Sections, 3 Knockdown Tokens, 18 Trouble Cards, 61 Game Cards, 7 Character Movers, 1 DeLorean Mover, 3 DeLorean Part Tiles, 8 Dice, 44 Power Tiles, Instructions

This game was designed by the time-traveling team at Prospero Hall.

For more about our games go to prosperohall.com.

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