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# v1

Dec 2020

Game: **BACK TO THE FUTURE: BACK IN TIME**

Publisher: **FUNKO GAMES (2020)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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**Peter 'Universal Head' Gifford  
The Esoteric Order of Gamers**



# BACK TO THE FUTURE

## BACK IN TIME

### SETUP

Place the game board in the center of the table.

Each player chooses a character: **Marty McFly**, **Doc Brown**, **Jennifer Parker**, or **Einstein** the dog. Take your corresponding character mat, and place your 5 starter **power tiles** faceup (die symbols showing) on the white spaces. Place your character figure at the Town Square location on the board.

Remove the rest of the starter power tiles from the game. Mix up the remaining power tiles and place them in a facedown stack.

Place the **George** figure at George's House, the **Lorraine** figure at Lorraine's House, and the **Biff** figure at the Clock Tower.

Place the **DeLorean** on the 3 start space of the DeLorean track. Place the three **DeLorean part tiles** faceup (knowledge symbols showing) at their locations: the Cable at Hill Valley High, the Gasoline at the South Shops, and the Hook at the Clock Tower.

Place the **love meter** next to the board and place the white **love meter cube** on the space marked **start**. Place the 6 **McFly photo sections** faceup (characters showing) on the love meter.

Place the **turn tracker** (turned to the side showing the correct number of players) next to the board. Place the orange **turn tracker cube** on the 2P, 3P, or 4P space, depending on the number of players in the game.

Shuffle the **movement cards** and place them in a facedown draw pile.

Place the **item cards** in a stack. They do not need to be shuffled.

Shuffle the **opportunity cards** and place them in a facedown draw pile. Reveal the top 3 cards and place them faceup at the locations specified on the cards.

Shuffle each level of **trouble cards** separately and place them in 3 facedown draw piles.

Place the 8 **dice** and 3 **knockdown tokens** next to the board. There are 8 dice, 2 each of 4 different colors. Each color is weighted toward one of the four symbols: **speed** 🏎️, **knowledge** 📖, **courage** ⚡, and **love** ❤️.

Assemble the **clock dice tower** and place it at the clock tower location. When rolling dice, you may drop them through the dice tower.

Choose a player to take the first turn.

### ROUND SEQUENCE

Players take turns in clockwise order until the turn tracker cube is on the final 10:04PM space of the turn tracker.

### 1. TURN TRACKER PHASE

With the exception of the first turn for the first player, each player begins their turn by moving the turn tracker cube 1 space to the right. Resolve the column of icons on that space of the turn tracker, from the top icon to the bottom icon.

#### DRAW NEW TROUBLE CARD



Reveal the top **trouble card** of the corresponding draw pile and place it faceup 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 1 trouble card on the board.

#### DRAW NEW MOVEMENT CARD(S)



Reveal the top **movement card** and move George, Lorraine, and/or Biff accordingly, in the order shown on the card. If the icon has a (x2) symbol, then draw a second movement card and move the characters again.

#### CHECK LOVE METER



Check the love meter. If the love meter cube is on one of the spaces numbered 0-12, flip any 1 section of the McFly photo facedown.

If it is in the **double photo zone** (a space with a negative number), flip over any 2 sections of the photo.

If the icon has a (x2) symbol, you must perform this check twice.

If it is in the **heart zone** (any of the 3 spaces with a heart), there is no need to flip a section of the photo.

### 2. ACTION PHASE

Use your power tiles to move around Hill Valley and roll dice to attempt challenges. After using a power tile to use its action, flip it facedown: it has been exhausted and may not be used again this turn. If you occupy a space that contains multiple possible actions, 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:**

#### MOVING YOUR CHARACTER

Power tiles may be used to move your character. While moving, you may also escort either George or Lorraine.

#### ATTEMPT CHALLENGES

Some power tiles may be used to roll dice to attempt **challenges**. Multiple tiles may be used for a single attempt.

#### 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.

#### USE ITEM CARDS

Players can acquire item cards by resolving certain opportunity challenges. These can be used on your turn to affect die rolls, movement, and other elements.

### USE YOUR SPECIAL CHARACTER POWER

You may use the special character power listed on your character mat 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 you. Lorraine may not be moved into or through Town Square.

#### Doc Brown: *Great Scott!*

You may move to the DeLorean's location. 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. Biff may not be moved into or through Town Square.

### 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 faceup), 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 faceup again.

You may have a maximum of 8 power tiles (unless you have the *Backpack* item card). 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.

### MOVEMENT

#### MOVING GEORGE AND LORRAINE

**George** and **Lorraine** move either clockwise or counter-clockwise a certain number of spaces, or directly to a specified location.

#### MOVING BIFF

For each 🐶 symbol on the movement card that moves Biff, move him 1 space toward George or Lorraine, whoever is nearest. If they are an equal number of spaces away, he moves toward Lorraine.

Once Biff is at the same location as either George or Lorraine (or both), then **each additional 🐶 lowers the love meter by 1**. 🐶 symbols have this effect whether they appear on movement cards or are rolled on dice.

George, Lorraine, and Biff never move into Town Square; they only move in the 9 locations around the perimeter of the board.

#### MOVING YOUR CHARACTER

You may use a power tile to move your character: flip it over, then move your character any number of adjacent spaces, up to the number indicated (diagonal spaces are not 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 cannot be used until your next turn.

While moving, if you stop at a location in order to take an action of any kind, your movement for that tile ends. You may, however, take another move action by using another available power tile.

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



## CHALLENGE TYPES

If there are multiple challenge options at your location, you must declare which one you are attempting before you roll the dice.

### INFLUENCE LOVE CHALLENGE

Attempt this 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.

### MOVE DELOREAN CHALLENGE

Attempt this 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. To move the DeLorean past Doc Brown's House, you must have all 3 DeLorean parts.

**Resolution:** For each speed  or wild  symbol you roll, move the DeLorean 1 spot forward on the DeLorean track. If one attempt moves the DeLorean out of your current location, you must move to that new location if you want to attempt this challenge again this turn.




### FIGHT BIFF CHALLENGE

Attempt this challenge to knock Biff down and disable his movement and actions.

**Requirements:** You must be at the same location as Biff and he cannot already be knocked down.

**Resolution:** If you roll 1 courage  or wild  symbol, Biff is knocked down: put the Biff figure on its side. For each additional courage  or wild  symbol you rolled, place a **knockdown token** next to Biff.

A maximum of 3 knockdown tokens may be placed next to a knocked down Biff.



While Biff is knocked down, for each  rolled on a die or shown on a movement card, instead of moving Biff or lowering the love meter, remove 1 knockdown token. Once all knockdown tokens have been removed, the next  stands Biff up again, and he resumes his normal behavior for any  after that.

### PREPARE DELOREAN CHALLENGE

Attempt this challenge to equip the time machine with the Cable, the Hook, and the Gasoline. Once the DeLorean is moved to the driveway spot at Doc Brown's

House, it cannot move again until you have obtained all 3 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

Each time you resolve an opportunity challenge, you are 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. If the card shows a character requirement, 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 immediately gain the reward listed at the bottom of the card.


**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 3 opportunity cards on the board.

**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.

## ROLLING DICE FOR CHALLENGES


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 faceup 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.



Each **wild**  may be used as any one of the 4 symbols.


If a power tile shows 2 dice, it allows 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.

**You may not roll more than 2 dice of any one color during a challenge attempt.**

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 2 **wild**  symbols which may be used as any symbol.

**Once you have selected the dice and exhausted the corresponding power tiles, roll all of the dice at the same time, and proceed through these steps:**


- 1. Lock Biffs:** Set aside any dice that show a  symbol. These are locked and may not be rerolled.
- 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  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 , 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.

**4. Resolve advantageous dice:** 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 applicable actions.

**5. Resolve Biff dice:** Each  you rolled has the same effect as one on a movement card.

Remember that  symbols remove knockdown tokens if Biff is knocked down, as described in the Fight Biff Challenge section.

## ITEM CARDS

When you first obtain an item card, place it facedown (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 facedown to indicate that it has been exhausted.

The *Backpack* item card, which allows you to keep 2 extra power tiles over your 8-tile limit, is the only item that is never exhausted. There is no limit to the number of item cards you may have.

## ASSISTING OTHER PLAYERS

Players at the same location as the active player may **assist** in the active player's challenges.

An assisting player may exhaust their own faceup power tiles to roll dice along with the active player, and they may use faceup item cards and power tiles to modify die rolls.

**The active player must roll at least 1 die during any challenge in which somebody assists.** Any power tiles used to assist will be exhausted and unavailable on the assisting player's next turn.

## END OF THE GAME

The game can end in one of 2 ways:

- The sixth and final section of the McFly photo is turned facedown so that Marty and his siblings have completely disappeared. The game ends immediately, and the players lose the game.
- Lightning strikes at 10:04PM, when the turn tracker cube moves onto the final space on the turn tracker. The game ends immediately, with one of 2 outcomes:
  - a. If the love meter cube is in the heart zone and the DeLorean is in the Ready Zone, the players win the game.
  - b. If the love meter cube is *not* in the heart zone and/or the DeLorean is not in the Ready Zone, the players lose the game.

# BACK TO THE FUTURE

BACK IN TIME

## 1. TURN TRACKER PHASE

Except on the first turn for the first player, each player begins their turn by moving the turn tracker cube 1 space to the right. Resolve the column of icons on that space of the turn tracker, from the top icon to the bottom icon.

### DRAW NEW TROUBLE CARD





Draw a **trouble card** from the corresponding pile and place it faceup at the location specified.

Activate any effect on the card. There can be a maximum of 1 trouble card on the board.

### DRAW NEW MOVEMENT CARD(S)



Draw a **movement card** and move George, Lorraine, and/or Biff accordingly, in the order shown. If the icon has a (x2), draw a second card and move the characters again.

For each , move Biff 1 space toward George or Lorraine, whoever is nearest. Once Biff is at the same location as George or Lorraine, each additional  lowers the love meter by 1.

George, Lorraine, and Biff may never move into the Town Square.

### CHECK LOVE METER



If the love meter cube is on 0-12, flip any 1 section of the McFly photo facedown.

If it is in the **double photo zone**, flip over any 2 sections of the photo.

If the icon has a (x2) a symbol, perform this check twice.

If it is in the **heart zone**, there is no need to flip a section of the photo.

## 2. ACTION PHASE

Use your power tiles to move around Hill Valley and roll dice to attempt challenges. After using a power tile to use its action, flip it facedown: it has been exhausted and may not

be used again this turn. If you occupy a space that contains multiple possible actions, you may attempt or re-attempt as many of them as possible, as your power tiles allow.

**You may perform these 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.

**ATTEMPT CHALLENGES:** Some power tiles may be used to roll dice to attempt **challenges**. Multiple tiles may be used for one attempt.

**MODIFY DIE ROLLS:** When attempting challenges, you may use power tiles after the dice have been rolled to modify or reroll the results.

**USE ITEM CARDS:** Item cards can be used to affect die rolls, movement, etc.

**USE YOUR SPECIAL CHARACTER POWER:** You may use your special character power once per turn at any time during the action phase.

**Marty McFly: *This Is Heavy!*** Move Lorraine up to 2 spaces toward you (not into or through Town Square).

**Doc Brown: *Great Scott!*** Move to the DeLorean's location. When using this power, Doc may not escort George or Lorraine.

**Jennifer Parker: *Follow Me!*** 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 (not into or through Town Square).

## END OF YOUR TURN

Refresh all of your item cards and power tiles. You may have a maximum of 8 power tiles (unless you have the *Backpack* item card).

## ASSISTING OTHER PLAYERS



Players at the same location as the active player may **assist** in challenges by exhausting their own faceup power tiles to roll dice along with the active player, and use faceup item cards and power tiles to modify die rolls.

**The active player must roll at least 1 die during any challenge in which somebody assists.** Any power tiles used to assist will be exhausted and unavailable on the assisting player's next turn.

## CHALLENGE TYPES



### INFLUENCE LOVE CHALLENGE

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

**Resolution:** For each **love**  or **wild** , move the love meter cube up 1 space.





### MOVE DELOREAN CHALLENGE


**Requirement:** You must be at the same location as the DeLorean. To move the DeLorean past Doc Brown's House, you must have all 3 DeLorean parts.

**Resolution:** For each **speed**  or **wild** , move the DeLorean 1 spot forward on the DeLorean track.

### FIGHT BIFF CHALLENGE

**Requirements:** You must be at the same location as Biff and he cannot already be knocked down.

**Resolution:** If you roll 1 **courage**  or **wild** , Biff is knocked down: put the Biff figure on its side. For each additional **courage**  or **wild**  you rolled, place a **knockdown token** next to Biff. A maximum of 3 knockdown tokens may be placed next to a knocked down Biff.



While Biff is knocked down, for each  rolled on a die or shown on a movement card, instead of moving Biff or lowering the love meter, remove 1 knockdown token.

Once all knockdown tokens have been removed, the next  stands Biff up again, and he resumes his normal behavior.

### PREPARE DELOREAN CHALLENGE

Once the DeLorean is moved to the driveway spot at Doc Brown's House, it cannot move again until you have obtained all 3 parts.

**Requirements:** You must be at the same location as the part tile (Cable, Hook, or Gasoline) you are trying to obtain.

**Resolution:** If you roll the number of **knowledge**  shown on the part (and/or **wild** ), you obtain it. Flip the DeLorean part tile over and place it at Doc Brown's House.

### OPPORTUNITY CHALLENGE

**Requirement:** You must be at the same location as the opportunity card. If the card shows a character requirement, 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 immediately gain the reward.






**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 3 opportunity cards on the board.


**Any power tile or item card you get as a reward is automatically exhausted when you gain it.**

## ROLLING DICE FOR CHALLENGES

**You may not roll more than 2 dice of any one color during a challenge attempt.**

Once you have selected the dice and exhausted the corresponding power tiles, roll all the dice and:

- 1. Lock Biffs:** Set aside any dice that show a . These are locked and may not be rerolled.
- 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  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 , 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.
- 4. Resolve advantageous dice:** Apply the results. Always address the non- dice first. If you succeeded in a challenge, resolve it and receive any rewards or take any applicable actions.
- 5. Resolve Biff dice:** Each  you rolled has the same effect as one on a movement card.

Remember that  symbols remove knockdown tokens if Biff is knocked down, as described in the Fight Biff Challenge section.