

# TIME HUNTERS

## Double Time

Use a time bonus to boost your stats, and help your hero become the mightiest in history!

### You will need:

2+ players

8+ cards

1 dice

### How to play:

Players start with an equal number of cards and three 'Double Time' lifelines. Decide which player goes first.

Player one chooses a category from their first card (Brain Power, Fear Factor, Bravery, Weapon), and reads out the score. Player 2 reads out the score from the same category on their first card. The player with the lowest score can accept defeat and their card is added to the winner's pack, or they can use a 'Double Time' lifeline.

To use the lifeline, roll the dice. If the dice lands on an even number, double the score; if the dice lands on an odd number, the score stays the same. Other players can counteract this by using their own lifeline, but players are only allowed to use one lifeline each per round (and only have 3 lifelines per game).

The winning player starts the next round and chooses the next category. The game continues until one player has won all of the cards, and is the mightiest hero of all time!