



ANACHRONY

RULEBOOK

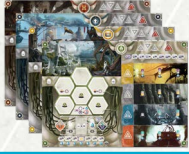
COMPONENT LIST

1X



Main Board

4X



Player board

Player materials (4x of each, in player colors)

1X



Dual-sided Path Board

6X



Hex-shaped Exosuit markers

9X



Warp tiles
(3x Workers, 4x Resources,
1x "2 Water", 1x active Exosuit)

2X



Markers (morale, time travel)

7X



Path marker

2X



Leader card

1X



First Player marker banner
with plastic standee

1X



Dual-sided Player Aid card

Workers

25X



Scientist

25X



Engineer

15X



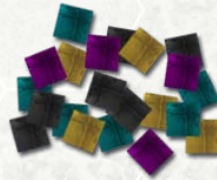
Administrator

12X

Genius

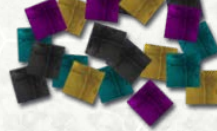
Resources

15X



Neutronium (purple)

20X



Gold (yellow)

20X



Uranium (green)

25X



Titanium (grey)

Water

20X



"1 Water" tokens (light blue)

10X



"5 Water" tokens (dark blue)

50X



Energy Core tokens

Building tiles

14X



Power Plants

14X



Factories

14X



Habitats

14X



Labs

10X



Anomaly tiles

15X



Superproject tiles

45X



Breakthrough tiles

11X



Recruit pool cards

11X



Mine pool cards

Dice

2X



Research dice

1X



Paradox die

15X

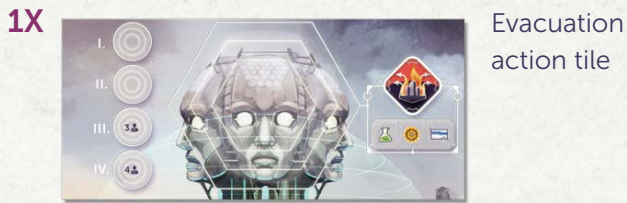


Dual-Sided Collapsing
Capital/"Hex unavailable" tiles

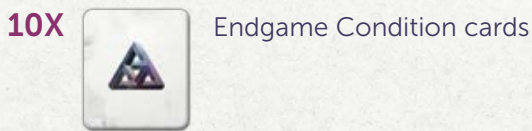
8X



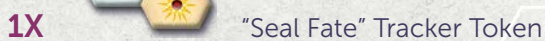
"Hex Unavailable" tiles



Timeline components



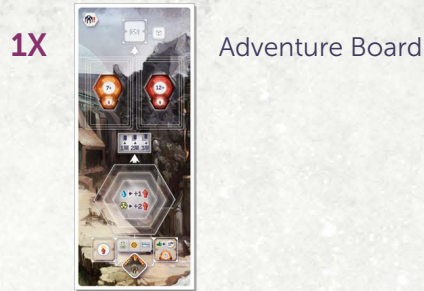
“DOOMSDAY” MODULE COMPONENTS



Experiment cards



“PIONEERS OF NEW EARTH” MODULE COMPONENTS



Adventure Cards



CHRONOBOT COMPONENTS



IMPORTANT: In the unlikely case a Resource / Worker type or the Water runs out from the general supply, consider it unavailable until the general supply is replenished. If an unavailable Resource or Worker would have to be placed in the Recruit or Mine pool, leave its spot empty instead.



BACKGROUND AND GOAL OF THE GAME

In Anachrony, players assume the roles of leaders of New Earth's four powerful ideological Paths, fighting for supremacy through acquiring Victory Points. This is achieved by constructing Buildings and Superprojects, achieving scientific Breakthroughs, and interfering with the time-space continuum. Players have to be careful, though - the threat of a catastrophic meteor impact is looming on the horizon, and while it is a significant danger, it may also be an opportunity for the Paths to evacuate the World Capital to their own cities for a massive boost in their struggle for supremacy.

SETUP

1. Place the game board in the middle of the table. If playing with 2 or 3 players, use the side with only 2 hexagonal slots for the Research, Recruit and Construct spots.
2. Place the two Research dice on the indicated spots on the main board.
3. Shuffle the 11 Recruit pool cards and the 11 Mine pool cards into two face down decks. Place them next to the main board.
4. Separate the Buildings into four stacks divided by type (Power Plants, Factories, Habitats, and Labs) and shuffle each stack separately. Place the stacks face down next to the main board. Place the top tile of each stack face up next to their respective stacks, starting a discard pile for each of the four building types. Then, flip the top tile of each stack to create the starting building offer (consisting of two available buildings of each type, one on the top of the stack and the single one in the discard pile).
5. Place the Anomalies in a face up stack next to the buildings. Place the Paradox die and Paradox tokens next to the Anomalies.
6. Place all Resources to the top right side of the board, and all Water on the top left. Place all Workers, Energy Cores and Breakthroughs next to the board, across the board from the buildings. Workers can be sorted by type and Breakthroughs by shape for easier access. Place Victory Point tokens within reach.
7. Create a straight line of the seven Timeline tiles by placing them left to right below the main board. This will be the Timeline. Place the Impact tile between the fourth and the fifth Timeline tiles.
8. Shuffle all Superprojects and randomly place one of them above each of the seven Timeline tiles face down. Do not place a Superproject above the Impact tile. Return the remaining Superprojects to the box.
9. Put the Evacuation tile and all Collapsing Capital tiles aside, they will be needed later.
10. Each player must pick a Path and an Evacuation condition to play. Place the chosen Path board in front of the player with the face with the chosen Evacuation condition up.
11. Randomly choose 5 Endgame Condition cards, and place them face up above the main board. These will be scored when the game ends.
12. Place the Player board belonging to their chosen Path in front of each player. All players should use either the A or the B side. Give players the coloured components matching their player board (6 Exosuits, 9 Warp tiles, 7 Path markers and the morale and time travel markers).
13. Give all players their starting Resources, Water, Energy Cores and anything else indicated on their chosen Path board. Place starting Workers in the Active column (unless indicated otherwise) and set the morale, and time travel markers to their indicated starting positions.
14. Give each player the Leader card available for their Path. Each Leader has a unique ability. Place the Leader on the designated spot on the Path board.
15. Place one of each player's Path markers below the leftmost Timeline tile. This will be their Focus marker.
16. Finally give each player their First Player marker banners (placed in the plastic standees), and place them in front of them. Randomly select a First Player and place his Banner on the designated space next to the World Council action spaces. The player furthest from the First Player in a clockwise order receives 1 additional Water.

11

Endgame Cards



Anomalies



5



Paradox Tokens

Paradox Die

4



Power Plants



Factories



Habitats



Labs

Superprojects

8



Impact Tile

7

Timeline Tiles

15 Focus Markers



Victory Points

6 Energy Cores



Workers



Breakthroughs



Recruit Cards

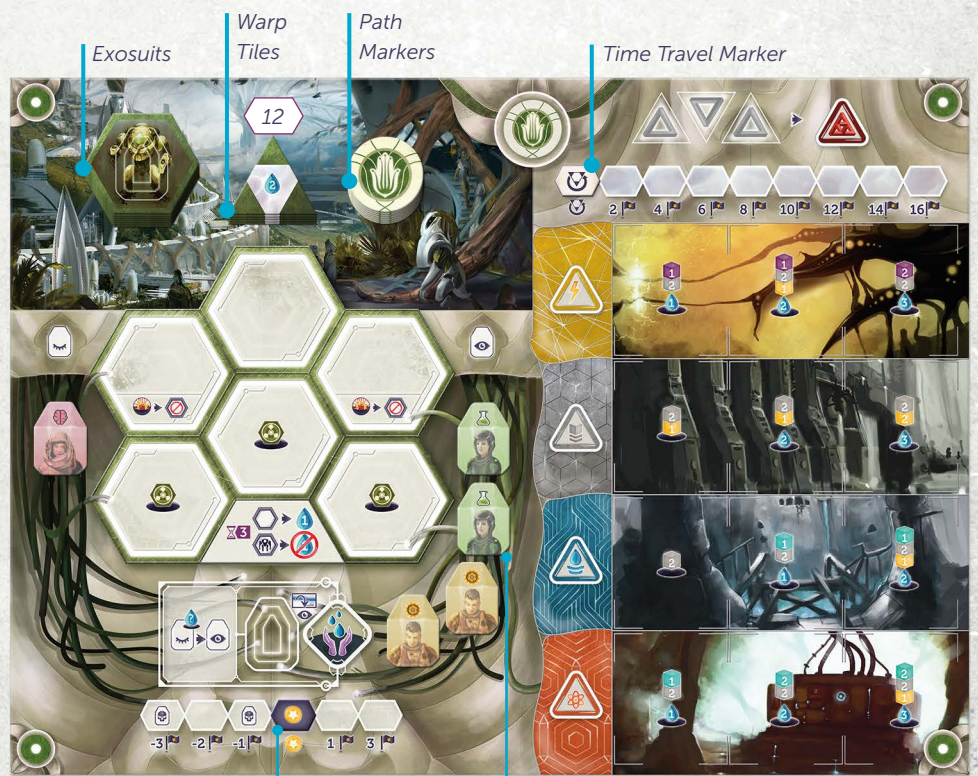


Mine Cards



Leader Card

PATH BOARD



Morale Marker

Starting Workers

PLAYER BOARD

5

GAME OVERVIEW

Anachrony is played in a variable number of Eras (up to 7), tracked on the Timeline created during the game setup. Each Era takes place within the applicable Timeline tile's frame, but through time travel players may interact with other Timeline tiles.

- Warp tiles may be placed on the current Timeline tile to bring assets from an indeterminate future Era to present.
- Power Plant buildings may be activated to set the player focus on a past Timeline tile, allowing the player to send from the present to that past Era any assets which were brought by the player from the future during that past Era
- Players may build the Superproject above that past Timeline tile if it has not yet been built.

Interaction with the Timeline may lead to players receiving Paradox tokens and ultimately Anomalies.

Each Era is comprised of the following phases:

1. Refill phase– The Superproject above the current Timeline tile is revealed and the supply of Workers and Resources available for this Era is refreshed.
2. Paradox phase – Players who excessively strain the timeline with Warping have to roll for Paradoxes
3. Power up – Players may activate Exosuits to allow their Workers to perform actions on the main board.
4. Warp – Players may place Warp tiles on the current Timeline tile to bring assets from the future to the present.
5. Action rounds – Players alternate taking actions on their player boards and the main board until everyone has passed.
6. Clean up – Workers are retrieved from the action spaces, Impact and game end are checked, new buildings are made available to be built and the players' focus is set on the upcoming era.

At the end of the fourth Era, an asteroid impacts Earth with several consequences:

- Immediately after Impact, each player loses two Exosuit slots.
- Collapsing Capital tiles replace Capital actions on the main board. Each of these enhanced actions may be performed just once, triggering game end if all of them are performed.
- The Evacuation tile is placed on the main board, giving players access to an additional action which may be

performed by each of them just once and only if they meet the condition stated on their Path board.

- For the following eras, the supply of Neutronium available on Earth increases.

GAME TURN – ONE ERA OF PLAY

1 / REFILL PHASE

Flip the Superproject above the current Timeline tile face up.

Example:



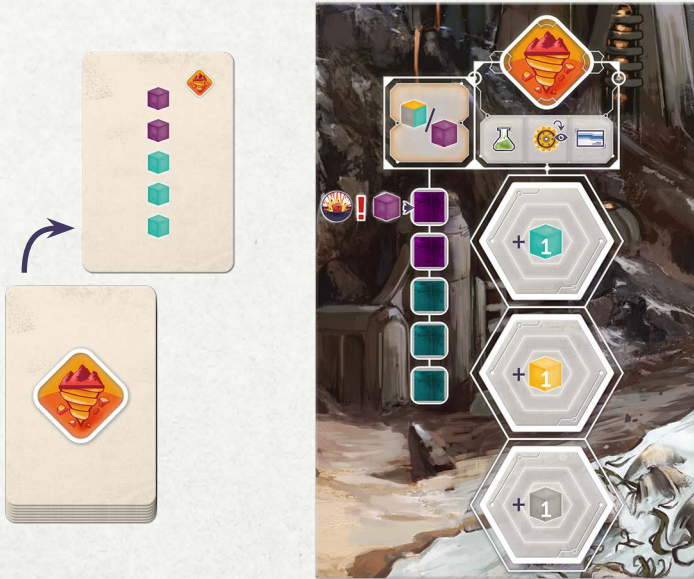
Determine available Workers: Remove any Workers remaining next to the Recruit action. Draw the topmost card of the Recruit pool deck and place the four Workers depicted on the card on the Recruit pool slots next to the Recruit action.

Example:



Determine available Resources: Remove any Resources remaining next to the Mine Resource action. Draw the topmost card of the Mine pool deck and place the five Resources depicted on the card on the Mine pool slots next to the Mine action.

Example:



IMPORTANT: After the Impact, ignore the topmost Resource on the drawn card, and always place a Neutronium on the topmost slot instead.

2 / PARADOX PHASE

Skip this phase in the first round. (Suggestion for teaching: explain this step at the end, after you have introduced the concepts of warping and time traveling)

Paradox rolls

Starting with the leftmost one, check every Timeline tile with at least one Warp token on it. For each tile, the player(s) with the most Warp tokens on it roll the Paradox die once, and receive the rolled number of Paradox tokens (0, 1 or 2). If there is a tie for the highest number of Warp tiles on a Timeline tile between players, all players in the tie have to roll.

Example:



All Paradox rolls must be resolved before the players might gain Anomalies. Only one Anomaly may be gained per Paradox Phase per player.

Anomalies

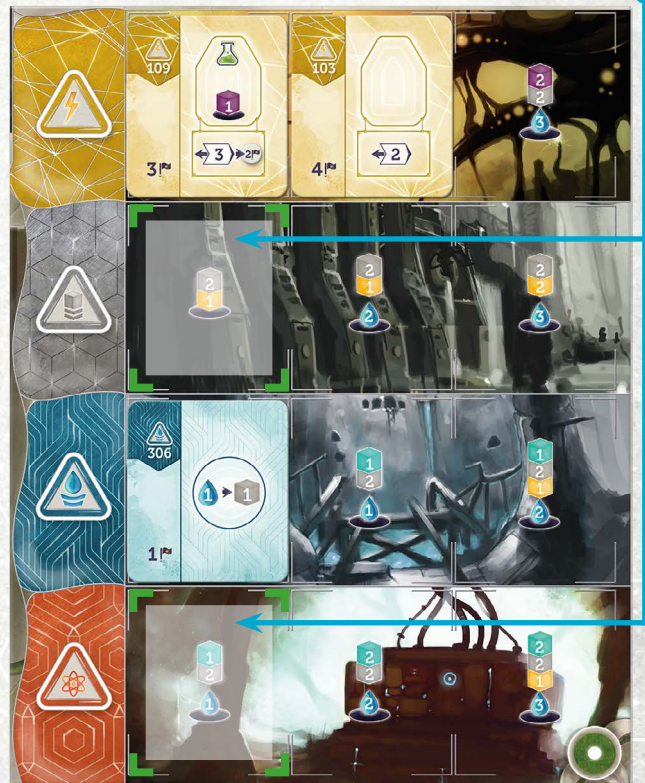
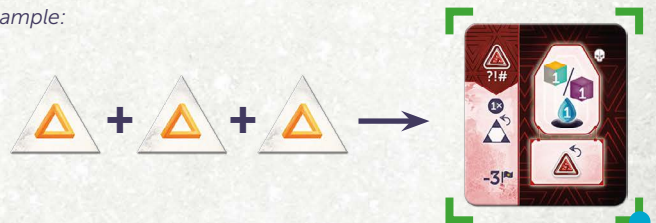
Anomalies are strange and dangerous faults in the fabric of the universe that cover building spots but do not count as buildings. They are useful to players because they smooth out wrinkles in the space-time continuum, but each Anomaly still in place at the end of the game is worth -3 Victory Points.

A player receiving by any means a third Paradox token is immediately affected by an Anomaly, and thus, he:

- Returns all his Paradox tokens to the supply (even if he has more than three tokens at this time)
- May optionally retrieve one of his Warp tiles from any Timeline tile back to their personal supply.
- Takes an Anomaly tile from its stack and places it on the leftmost free building spot of his player board (the player may choose which row to place it on if several rows are tied).

Any Anomaly tile remaining on a player board at game end is worth -3 Victory Points.

Example:



NOTE: If there are no free building spots, the player places the Anomaly on top of any of his buildings. That building is not available until the Anomaly covering it is removed.

NOTE: Certain abilities in the game may raise the limit of Paradoxes above three.

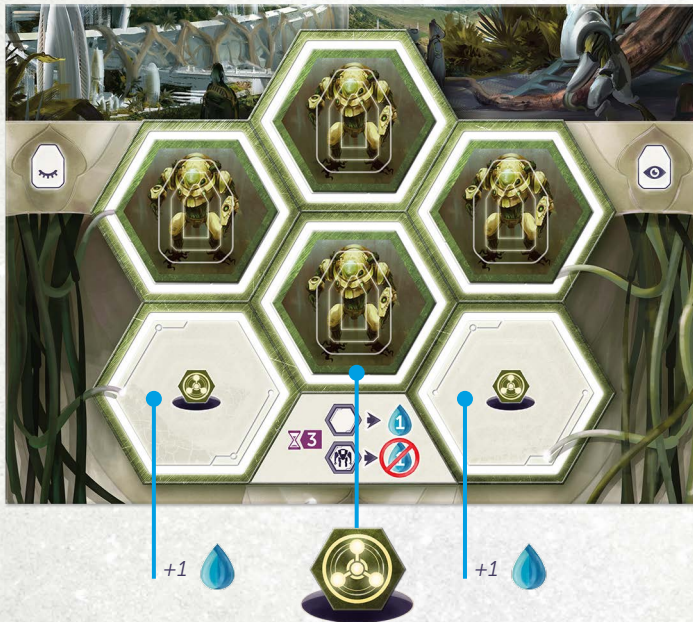
3 / POWER UP!

In this phase, players may power up their Path's Exosuits, which help their Workers survive the harsh conditions of New Earth on their way to taking Actions on the main board.

In a clockwise order starting with the First Player, each player

1. **Places up to 6 of their Exosuits** on the hex slots of their player board (one Exosuit per slot), paying **1 Energy Core** for each one placed on the three bottom slots.
2. Then receives **1 Water for each remaining empty hex slot**.

Example:



NOTE: To speed up the game, players can agree to power up their Exosuits simultaneously instead of in turn order.

NOTE: After the Impact (see below) two of the top three hex spaces will be covered and be unavailable. No Exosuits can be placed here (except any received from a Warp tile or abilities used in the Action Phase), nor do they produce Water income.

4 / WARP!

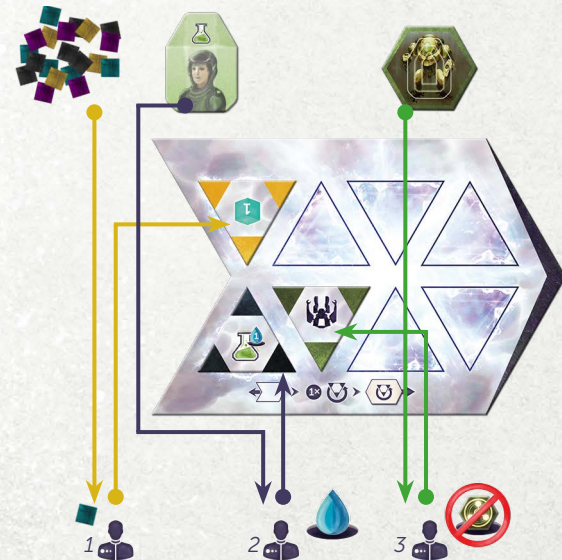
Thanks to the Neutronium brought to Earth by the original cataclysm, time travel is now possible. Thus, every Era

players may decide that they will receive something sent back from the future. A decision is all it takes, the desired good appears immediately. But it's not free – a few Eras later it will be the players' turn to fulfil the claim to their past self, and send the good back, or else risk tearing holes in the time-space continuum.

Each player secretly hides **0-2 Warp tiles** in their hand. (Hide the other Warp tiles to maintain secrecy.) Reveal them simultaneously and place them on the present Timeline tile (the order is not important). Each player (in player order) immediately receives any Resource shown on the selected Warp tile(s). Each tile placed on the Timeline can be recovered later (see Time Travel) and reused.

- Warped Resources and Water are taken from the common supply.
- Each Worker requires paying 1 Water to be warped in (sending people through the time vortex seriously strains them), or else that Warp tile cannot be selected. However, paying with Water warped in together with the Worker is allowed. Warped Workers are put in the player's Active column.
- Warped Exosuits are placed on one of the hex slots of the player board, even on an Exosuit Hex Unavailable tile.

Example:



5 / ACTION ROUNDS

This is the main phase of the game. Play goes in rounds in clockwise order starting from the first player. On their turn, a player may perform any number of **free actions** (see below at Building Actions), and then do one of the following:

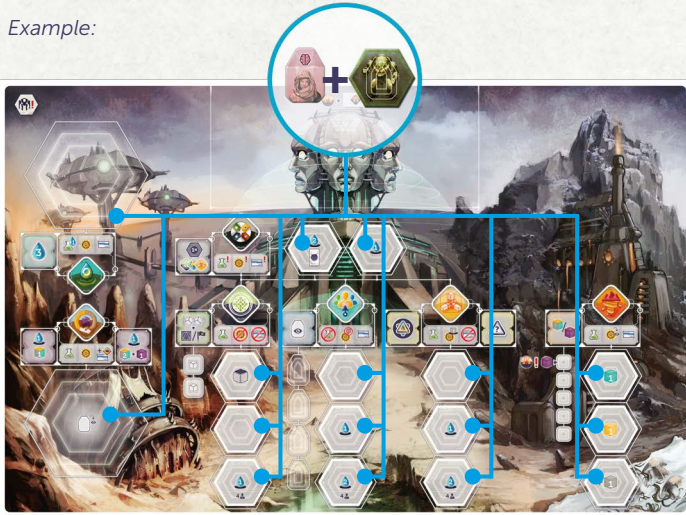
1. Place one Worker on any empty Worker space on the player's own player board (typically on Buildings, Superprojects and Anomalies).

2. Place one Worker with an Exosuit on a hex space or hex pool space on the main board.

3. Pass, not placing any more Workers during the Era.

Once all players have passed, proceed to the Clean up phase.

Example:



6 / CLEAN UP

A RETRIEVE WORKERS

Retrieve every Worker from every Exosuit on the main board and all Workers placed on the player boards' Worker spaces. If the action was marked Motivated, place the Worker in its owner's **Active column** (to the right of the Supply action space), otherwise place it in the **Tired column** (to the left of the Supply action space).

Retrieve every empty Exosuit from the board and place them into the players' personal supplies (NOT on the hexes on the player board - the Exosuits need to be powered up again). If there are Exosuits left on the hexes on the player boards at this point, keep them on the player board for the next turn, and rearrange them to the top row hex slots.

IMPORTANT: After the Impact, if an Exosuit is retrieved from a Collapsing Capital hex space, flip it to its Hex Unavailable side.

Finally, all players retrieve all Path markers from their Free Action slots, freeing them up to use again in the next Era.

B CHECK FOR IMPACT

If the current Timeline tile has the Impact tile after it, the Impact happens. Proceed to Impact rules to resolve, then continue from here.

NOTE: In the core game, Impact will always happen after the fourth round. In the extended game it may vary.

C CHECK FOR GAME END

If any of the below conditions are met, the game ends immediately at this point. Proceed to End of Game rules for final scoring. (Do not do steps D to E.)

- The Capital's infrastructure has collapsed: All Collapsing Capital actions are flipped to their Hex Unavailable side.
- It is the 7th era.

D SHIFT BUILDING OFFERS

Place the top building of each stack face up next to the pile in the discard stack (one each of the four building types). If there are buildings in the discard stack already, place the newly shifted one on top of them, covering the previous top one.

Then, flip the top tile of the draw stack, making both buildings of each type (top of the original and discard stack) available to buy for next Era.

NOTE: If an Impact was just resolved during the "Check for Impact" step, remember to place the Collapsing Capital tiles and the Evacuation tile. See "Impact rules" for further details.

Example:



E NEXT ERA

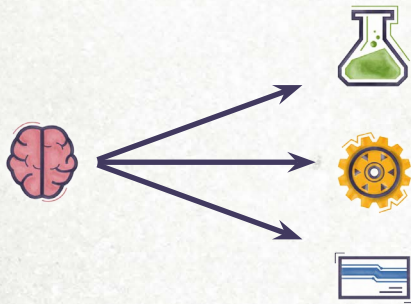
Retrieve all players' Focus markers (see below at "Focus") and place them on the Timeline to the right of the one just played. Each Era begins with the present Timeline tile in focus for each player. Proceed with the next Era. The first player marker is retained by whoever took it last using the World Council's respective action.

ACTIONS

WORKERS AND ACTION SPACES

There are four different types of Workers in Anachrony: Engineers, Scientists, Administrators and Geniuses. Workers are used to be placed on Action spaces and take Actions, either on the main board (with Exosuits) or the players' own boards. Some of these Worker types excel at certain actions, while being unable to perform others.

The Genius is a special Worker that may be used as any Worker type when placed. However, the Genius may NOT be used instead of other Workers when paying for Worker costs or retrieving Worker Warp tiles via time travel.



A player's Worker is considered Active while it is in the Active column on the player's board (as opposed to being busy on a board, or being in the Tired column). Only Active Workers can be used for performing actions or returned to retrieve Warp tiles via time travel. However, Tired workers may be used to pay Worker costs (typically on Superprojects).

There are three distinct kinds of Action spaces in the game:

1. **Hex spaces:** On the main board, Action spaces are hex-shaped since Workers must be placed on them along with an active Exosuit. Hex spaces on the main board become unavailable for the rest of the Era once a Worker is placed there. Different Hex spaces associated with the same action do not have to be occupied in any specific order.
2. **Hex Pool spaces:** Hex Pool spaces work similarly to Hex spaces, with the exception that they are always available and any number of Workers may be placed on them (in an Exosuit).
3. **Worker spaces:** On the player boards (including buildings, Superprojects and Anomalies), all Worker spaces may be used once per Era. Players don't need Exosuits to use these spaces, only the Workers themselves.

As additional features associated with Action spaces, some of them:

- Have Worker restrictions – Only Workers of the

pictured types (or Geniuses) may be placed on them.

- Give additional benefits if a specific type of Worker (or a Genius) is placed on them.
- Have an associated (Water or Resource) cost – These assets must be spent in order to place a Worker on them.
- Keep Workers "Motivated" – Workers placed on them are placed in the Active column during the Retrieve Workers phase.

The detailed rules and the Worker restrictions of each Action are described in the subsequent chapters.

MAIN BOARD

Capital Actions: After the Impact, Capital action spaces are covered by Collapsing Capital tiles providing improved space-related features, whereas the usual Worker-related restrictions and benefits still apply. See "Impact" for details.



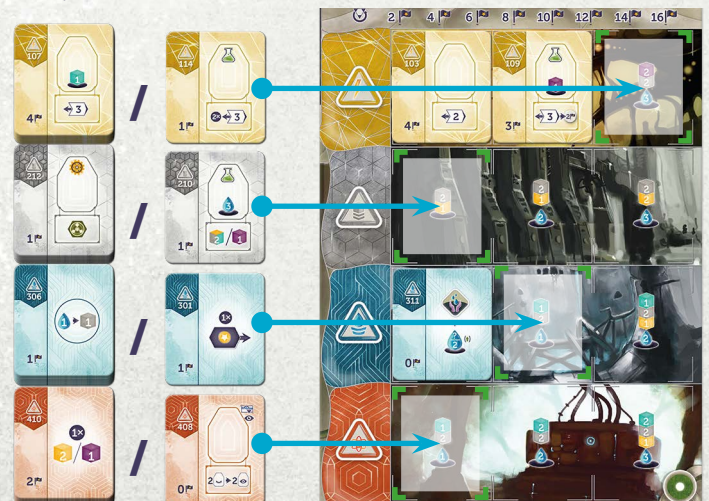
CONSTRUCT

Construct is a Capital Action.

Standard action: The player chooses one the following two options:

1. Select a face up **Building** from the top of any of the 8 building stacks (draw and discard stacks of each building type), then place the building on the leftmost empty spot of its respective row of the player board, **paying the costs indicated on the spot.**
 - If there are no empty spots for a building type, the player may not build more buildings of that type.
 - If a building was selected from the draw stack, flip the next building over, which becomes immediately available.
 - If a building was selected from the discard stack, any building underneath becomes immediately available (again).

Example:



- Build the **Superproject** in focus, i.e. the one above the Timeline tile where your Focus marker is. By default, this is the current Era's Timeline, but focus can be changed via Time Travel. Place the Superproject on the leftmost two horizontally adjacent free spots of the player board (the player may choose which row to place it on if several rows are tied). **Ignore the costs indicated by the spots, and instead pay the costs indicated on the tile itself** (including Breakthroughs). If a Superproject has a Worker in its construction cost, the Worker can be paid from either the Active or Tired columns.

Example:



IMPORTANT: The player may not occupy a slot if he can not or does not take its respective Action.

Spaces and Worker specifics

- May not be activated by an Administrator
- If activated by an Engineer, subtract 1 Titanium from the total cost of the action

Construct has 3 available Hex spaces:

- Upper space – No modifiers
- Middle space – Must pay 1 Water
- Lower space – Must pay 2 Water (available in the 4-player game only)



RECRUIT

Recruit is a Capital action.

Standard action: Select a non-Genius Worker from the Recruit pool and add it to the Active column of the Player Board.

Spaces and Worker specifics

- May not be activated by a Scientist
- If activated by an Administrator, a Genius from the recruitment pool may be selected instead.

Recruit has 3 available Hex spaces:

- Upper space – No modifiers
- Middle space – Must pay 1 Water
- Lower space – Must pay 2 Water (available in the 4-player game only)



RESEARCH

Research is a Capital action.



Standard action: Roll the two research dice (shape and icon) and take a **Breakthrough tile** with the shape and icon indicated by them. The ? on the icon die stands for any icon of the player choice.

NOTE: in the unlikely case the rolled Breakthrough is not available, reroll one of the dice.

Spaces and Worker specifics

- May only be activated by a Scientist

Research has 3 available Hex spaces:

- Upper space – Set one of the two dice to any desired face before rolling the other one. **Players cannot set the Icon die to its "?" face.**
- Middle space – No modifiers
- Lower space – Must pay 1 Water (available in the 4-player game only)



WORLD COUNCIL

The player may optionally **choose a Capital action** (Construct, Recruit, Research) **with no more available spaces** and perform its associated standard action.

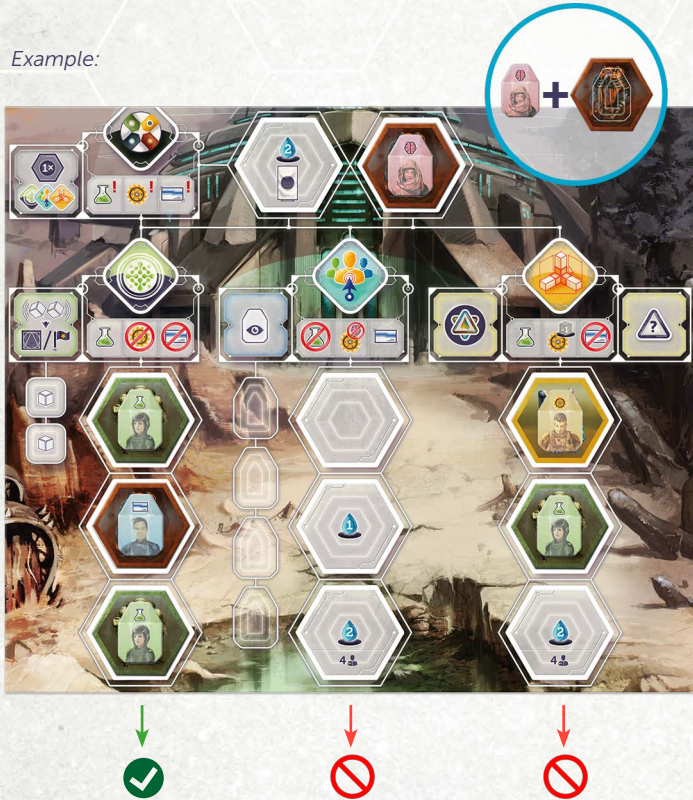
Worker restrictions and benefits of the copied Capital action apply for the Worker placed on the World Council, whereas space-related features of the spaces of the Capital action do not apply.

NOTE: A player may place a Worker on the first World Council space even if there are still available Worker spaces in all Capital actions in order to take the First Player marker. In this case no Standard action is performed.

Spaces and Worker specifics

- Worker restrictions of this Action are the same as those of the Capital Action copied.

Example:



World Council has 2 available Hex spaces

- Left space – Must pay 2 Water and become the First Player (replace the previous First Player's Banner on next to this action space)
- Right space – Must pay 1 Water

IMPORTANT: After the Impact, Capital standard actions may still be copied through the World Council as usual. Thus a Capital action may be copied if each of its spaces are either occupied by a Worker or covered by a Hex Unavailable tile.



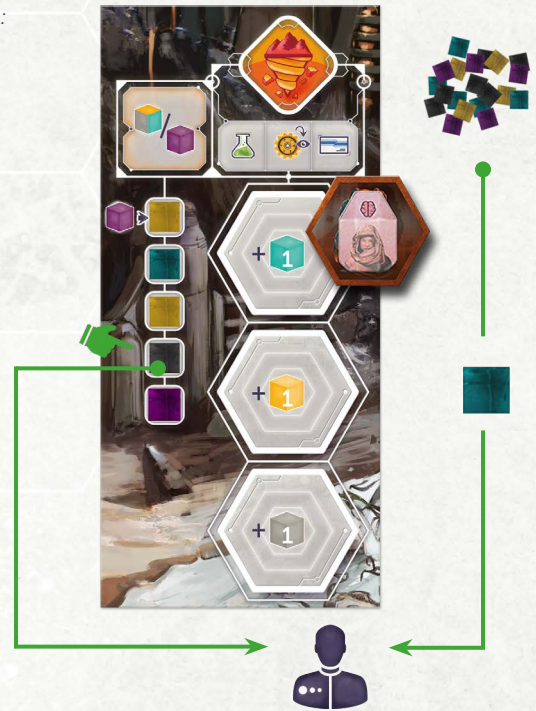
MINE RESOURCE

Take 1 Resource from the Mine pool.

Spaces and Worker specifics

- If activated by an Engineer, he is kept Motivated.

Example:



Mine Resource has 3 available Hex spaces

- Upper space – Take a Uranium from the supply in addition to the Resource taken from the Mine pool
- Middle space – Take a Gold from the supply in addition to the Resource taken from the Mine pool
- Lower space – Take a Titanium from the supply in addition to the Resource taken from the Mine pool



PURIFY WATER

Take 3 Water from the supply.

Spaces and Worker specifics

- If activated by a Scientist, take 1 additional Water.

Purify Water has a Hex Pool space, where any number of Workers can be placed



TRADE WITH NOMADS

The player may choose one:

- Spend 1 Water to take 1 non-Neutronium Resource
- Spend any 2 Resources and 1 Water to take 1 Neutronium

Spaces and Worker specifics

- If activated by an Administrator, the player may choose from the above options twice
- Any Worker taking this Action is kept Motivated

Trade with Nomads has a Hex Pool space, where any number of Workers can be placed



EVACUATION

This action space enters play only **after the Impact**. It may only be taken by each player once per game, and **only if the player meets the condition stated on their Path board** upon placing Worker and Exosuit on this space.

The player places one of their Path markers on the uppermost free numbered space on the tile and receives the Victory Points specified on their Path board after the condition. If the player placed his Path Marker on the first spot, he receives 3 additional Victory Points

The Path board also addresses a specific asset and a related Victory Points ratio. The player gets additional Victory Points based on the amount of that asset held by the player when the Evacuation action is taken. Scored assets are kept by the player.

Spaces and Worker specifics

- The Evacuation Action can be taken by any Worker.

Evacuation has a Hex Pool space, where any number of Workers can be placed

PLAYER BOARD

All Action Spaces on the player boards are either Worker Spaces or Free Actions - Exosuits are not needed to activate them.



SUPPLY

The Supply action is printed on every player board between the Active and Tired columns. The player spends Water equal to the number printed in the Water symbol below his current slot on the Morale track, then **moves all of his Workers from the Tired column to the Active column** (ready to be used in a later action rounds of the same Era). Finally, the player **advances one step on the Morale track** (to the right).

Worker specifics

- If activated by an Administrator, then he is kept Motivated



FORCE WORKERS

The Force Workers action is printed on every player board between the Active and Tired columns. **Force Workers is a Free Action**, and requires no Worker (see below under Buildings and Superprojects). The player places his Path marker on the slot, then **moves all of his Workers from**

the Tired column to the Active column (ready to be used in a later action rounds of the same Era). Finally, the player **falls back one step on the Morale track** (to the left). This Free Action cannot be taken if the Moral marker is already on the leftmost spot.

Example:

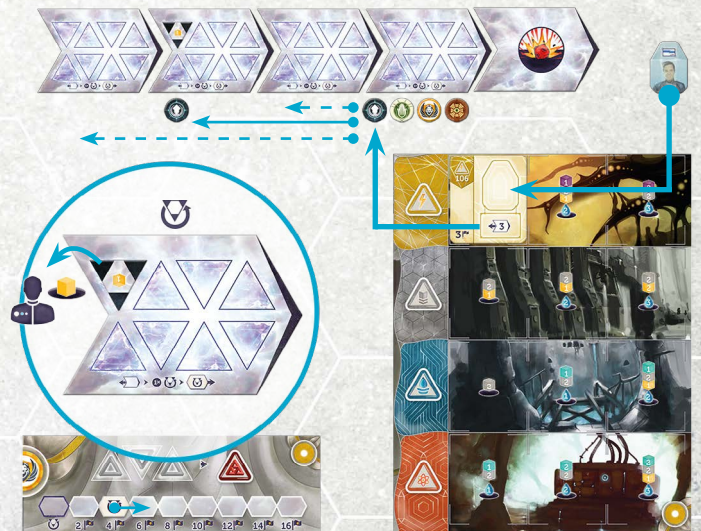


POWER PLANT BUILDINGS: TIME TRAVEL AND FOCUS

Power Plants allow manipulation of time by powering up the Time Rifts. Players can activate them to **turn the focus of the Time Rift to an earlier Timeline tile**. Each Power Plant has a strength and complexity rating expressed in game terms as its **range**. When the Power Plant is activated, the player may move his Focus marker onto any past Timeline tile no further in the past than the Power Plant's range (measured from the current Era tile). Certain Labs might increase this range.

Immediately after placing the Focus marker, the player can also **send assets back through the Time Rift**. The player selects **one** of their own Warp tiles present on the Timeline where the focus is being moved to, and spends the Resource / Worker / Exosuit on that Warp tile. This signifies the Resources being sent back, and "technically" these goods being spent are the very same goods the player received in the past, seemingly "for free".

Example:



IMPORTANT: Workers must be spent from the Active column and an Exosuit must be sent back from one of the active hexes.

Remove the Warp tile corresponding to the spent assets from the focused Timeline tile and return it to the player's personal supply.

Every time the Focus marker is used, AND a Warp tile is removed by a player, **move the player's time travel counter on their player board one step to the right.** Each increase will be worth Victory Points at the end of the game, signifying the advances the Path has made in using time travel technology.

IMPORTANT: If a Warp tile is removed through any other way (by using a building's retrieve ability or when placing an Anomaly) the time travel counter is not moved.

Focus can also be used to Construct Superprojects of earlier Eras (See the Construct action).

ANOMALIES

A building spot can occasionally be covered by an **Anomaly** (see "Placing Anomalies"). As an Action, a player may place a Worker on an Anomaly, and spend one of any Resource and a Water to seal it. Remove the Anomaly and the Worker immediately and place them back in their respective general supplies. It is possible that gaps might appear on the player board because of removing an Anomaly - new Buildings or even Superprojects can be constructed there later.

Worker specifics

- The Worker activating the Anomaly is immediately returned to the general supply

BUILDINGS AND SUPERPROJECTS

Once a building or Superproject is placed on a player's board, it is available to use. The abilities and benefits they provide fall into four categories:

- 1. Worker actions** behave just like any other player board Worker space. Some action spaces may have Workers restrictions or benefits, or costs associated with taking them. Some might keep the worker Motivated.
- 2. Free actions** may each be performed once per Era during any of the player's turns in the Action Rounds phase. When used, cover them with Path markers to remember they have already been performed.
- 3. Passive abilities** provide a benefit that remains in effect throughout the game and/or influences the final scoring.

- 4. One-time abilities** are performed once, when the building or Superproject is built.

Details on specific Buildings and Superprojects can be found in the Appendix.



IMPACT

At the end of the 4th Era, the asteroid impact hits a desolate part of the Earth, initiating a cataclysm that will eventually destroy the Capital. Players only have a few turns to do what they have to and to attempt to evacuate parts of the city, securing further influence in deciding humanity's future.



EVACUATION

Place the **Evacuation action tile** face up next to the World Council action spots after placing the Collapsing Capital tiles. See Evacuation for details of this Action.

COLLAPSING CAPITAL TILES

After the Impact, the Capital's structures begin to fail. Because of this, the number of Capital actions (Research, Construct, Recruit) the players can take for the remainder of the game is strictly limited.

Separate the Collapsing Capital tiles by their action into three piles. Select 2/2/3 hexes randomly from each pile (for 2/3/4 players) and place them on the Capital actions' hexes, with their available side face up.

The Collapsing Capital tiles provide stronger, "last ditch" versions of the Capital actions (Worker restrictions still apply). In the "Retrieve Workers" phase, flip each Collapsing Capital tile to its unavailable side if there is an Exosuit on it.

REMINDER: Once the last Collapsing Capital title is flipped this way, the game will end immediately.

IMPORTANT: The World Council spots can still be used to take standard Capital actions (ignoring any Collapsing Capital tile bonuses) once the respective Capital action has no free hex spots left.

HEX UNAVAILABLE TILES

While the Paths' capitals are more or less prepared for the impact, some damage is inevitable. **Cover two of the three Exosuit Hex slots in the top row** on each player's board with a Hex Unavailable tile. Players may no longer power up Exosuits on these Tiles, nor do they receive Water income for them.

NEUTRONIUM

The Impact further increases the amount of Neutronium dust on Earth. On post-Impact Eras, ignore the topmost Resource of the drawn Mine pool card, and place a Neutronium on the topmost slot instead.

ENDING THE GAME

As explained above, the game ends at the end of the era when the last Capital action space becomes unavailable or if the final Era is finished.

UNTANGLE THE CONTINUUM

At this point, players must straighten out the outstanding problems they have with the Timeline. They must fulfill every outstanding Warp tile to remove them from the Timeline, regardless of Power Plant ranges. (Workers must still be paid from the Active column, and an Exosuit must be active in order to be used for time travel.) These removals score no points and do not advance the time travel counter.

For each Warp tile players were unable to remove from the Timeline they score -1 Victory Point.

SCORE ENDGAME CONDITIONS

Look at the five Endgame Condition cards above the game board. Each player meeting these conditions scores 3 Victory Points for each Condition met. In case of a tie, all players involved in the tie score the full amount.

FINAL SCORING

Tally up points from buildings, Anomalies, Superprojects, time travel, morale, Victory Point tokens and timeline penalties using the scoring pad provided. Each individual leftover Breakthrough is worth 1 VP, while a set of Breakthroughs with three different shapes (e.g. Circle,

Triangle, Square; the icons do NOT have to match) is worth an additional 2 VP/set (for a total of 5 VP per set).

The player with most points get to be the new seat of the World Council and thus wins the game. In case of a tie, most Water, then most total Resources decide the winner. If still undecided, players share victory – the Council will rotate between them.

FREQUENTLY OVERLOOKED RULES

- Geniuses may be used as any kind of Worker when placed on Action spaces, but they may NOT be spent as another kind of Worker, used to qualify for any requirement that requires specific non-Genius Worker(s), or sent back in time to remove a Worker Warp tile.
- Whenever paying a Worker cost of an action (typically when building Superprojects), it can be spent from either the Active or Tired columns, but the Worker taking the action may NOT be spent.
- When a Worker is returned for a Warp tile when shifting Focus, it can only be returned from the Active column (since it was warped in as Active in the past)
- The only time when you can remove a Warp tile from a past Timeline tile by returning the respective Resource is the moment you shift Focus to that tile. You only advance on the Time Travel Track if you shift Focus and also return a Warp tile by paying the respective Resource.
- Warp tiles on the present Timeline tile cannot be removed through Power Plants, but they can be removed using the retrieve abilities of certain buildings, Anomalies and Superprojects.

THE "DOOMSDAY" MODULE

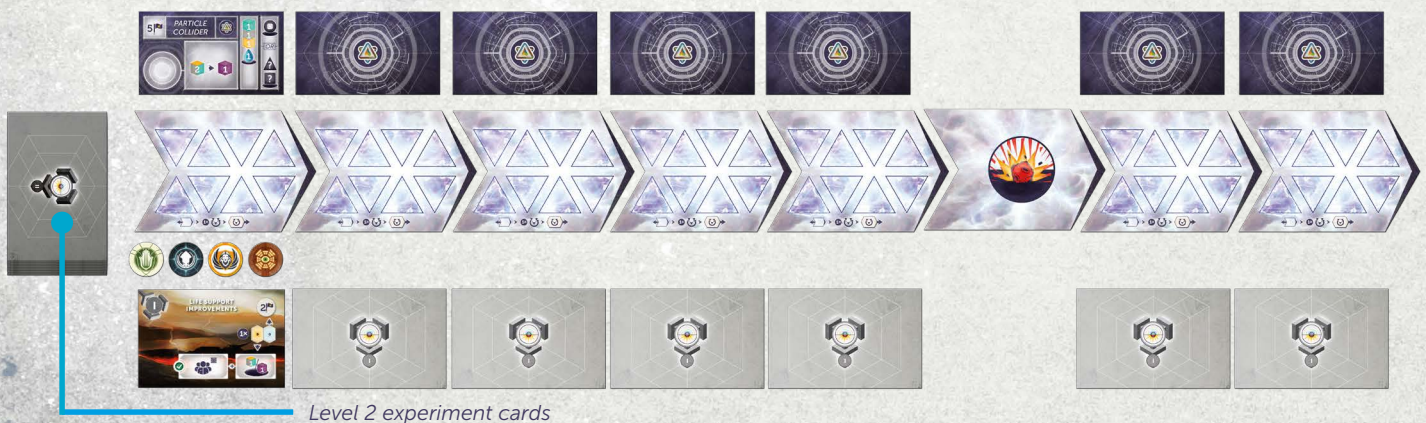
EXPERIMENTS AND THE DOOMSDAY TRACK

Experiment cards are a major addition to the main game, and symbolize the Paths' efforts to influence the time and effect of the incoming impact. Each Experiment card consists of a condition, a cost and a Victory Point reward. They can be claimed by using the new Experiment action on the main board. Each Experiment grants Victory Points to the player who claimed it, as well as a chance to advance on the Doomsday track according to the Path's interests - either towards saving Earth by mitigating the impact's damage, or sealing the planet's fate. Depending on the movements on the Doomsday track, the Paths can score additional VPs for their Experiments, and even the time of Impact can change.

CHANGES IN SETUP

1. Place the **Impact tile** between the fifth and sixth Timeline Tile (instead of the fourth and fifth)
2. Once the Timeline has been laid out, place a random face down **Level 1 Experiment card** below each Timeline tile. Return the leftover Level 1 Experiment cards to the box without looking at them. At the start of the game, each Timeline tile should have a face down Superproject above it and a face down Level 1 Experiment below it.
3. Place the **Doomsday board** next to the main board. Treat this as part of the Main Board. Place the Trajectory die on the designated slot on this board, and the Save Earth and Seal Fate tracker tokens on their respective starting positions on the Doomsday track.
4. Shuffle all **Level 2 Experiment cards** into a face down stack and place it next to the Doomsday board.

Example:

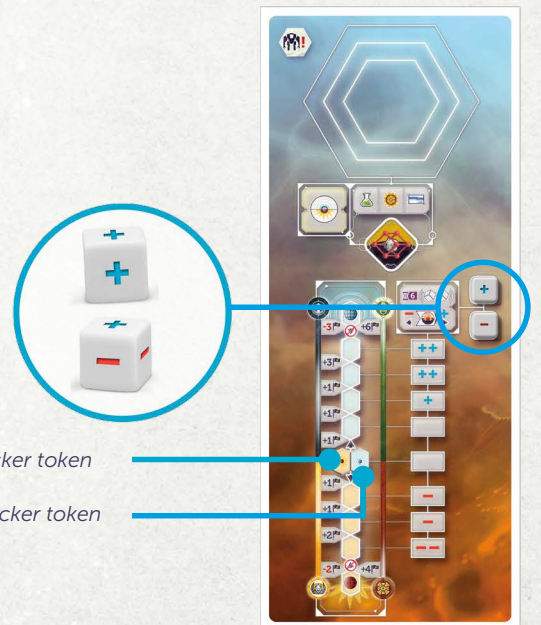


CHANGES IN THE GAMEPLAY

Refill phase

After flipping the Superproject above the new Era's Timeline, also flip the face down Level 1 Experiment card below it. Then, place a face up Level 2 Experiment card from the top of the stack below each Timeline with no Experiment card below it.

Example:



Seal Fate tracker token

Save Earth tracker token

ACTIONS

Experiment

The Doomsday Module introduces a new Main Board Action, the Experiment.

When taking the Experiment action, the player may claim an Experiment card if

- it is **in Focus** for the player,
- the player **meets the Experiment card's Condition**
- the player **pays the Experiment card's cost**

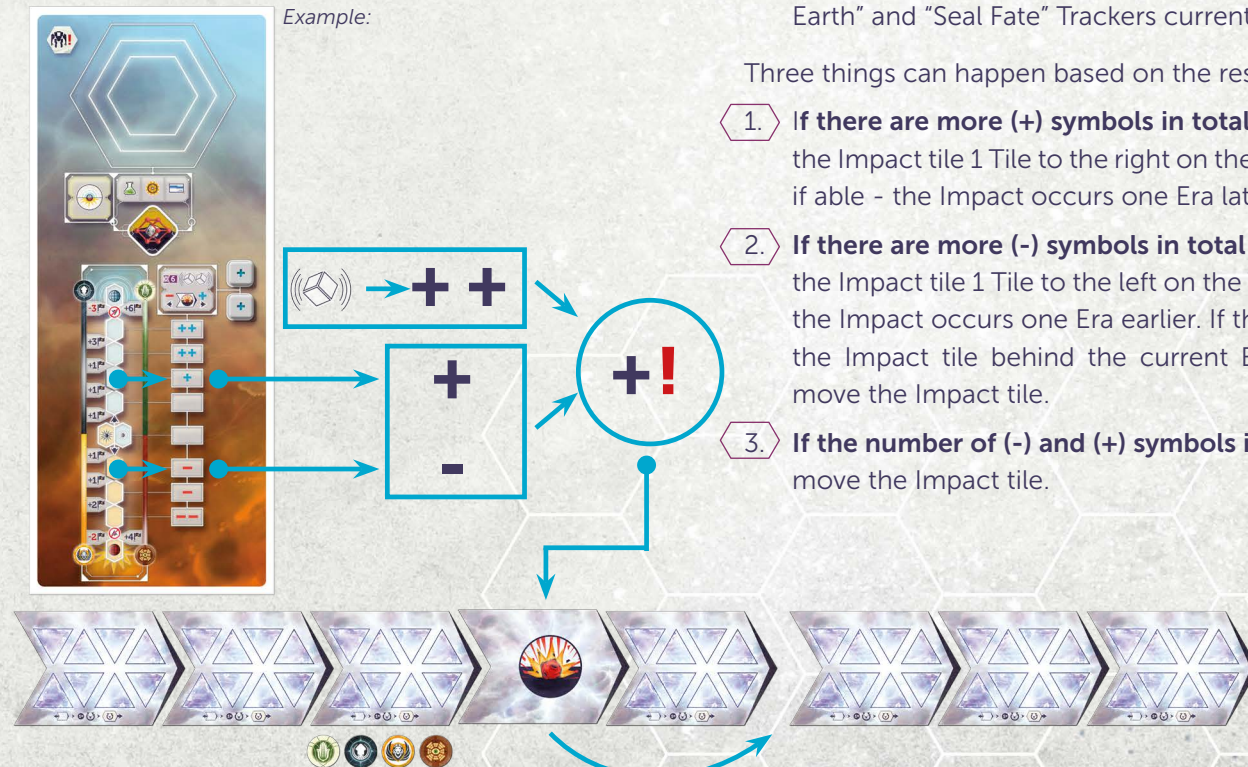
When an Experiment card is successfully claimed,

1. the player **removes it** from below the Timeline and places it next to his Player board as a reminder.
2. the player **receives a number of VP tokens** indicated on the Experiment card (2 or 3), and potentially additional VPs depending on their movement on the Doomsday Track.
3. if the player plays the Path of Harmony or the Path of Dominance, he **may move the "Save Earth" Tracker one step up** on the Doomsday track.
4. if the player plays the Path of Salvation or the Path of Progress, he **may move the "Seal Fate" Tracker one step down** on the Doomsday track.

Spaces and Worker specifics

- Experiment has a Hex Pool space, where any number of Workers can be placed

THE DOOMSDAY TRACK



Whenever one of the Paths conducts an Experiment, they may move either the "Save Earth" Tracker one step up, or the "Seal Fate" Tracker one step down, depending on the Path. After this movement, **if there is a VP value printed between old and the new spot associated to the Path that made the movement** (see the Path symbols in the four corners), the Path receives that amount of VP in addition to the claimed Experiment's VP value. **Only the Path that made the movement can gain VP from the Doomsday Track.** The Paths of Harmony and Salvation receive a large amount of VP only for the final step in each direction, while the Paths of Dominance and Progress receive smaller amounts of VPs for each step but the final one.

IMPORTANT: Players may no longer make any movements on the Doomsday track after

- the Impact occurred, or
- either the "Save Earth" or the "Seal Fate" Tracker is on the final (top or bottom) slot of the Doomsday track

Experiments may still be conducted for their VP values.

CLEAN UP PHASE

Check for Impact

Before resolving a potential impact, **roll the two Trajectory dice**, then count the total number of (-) and (+) symbols

- on the Trajectory die roll's result
- next to the Doomsday Track slots where the "Save Earth" and "Seal Fate" Trackers currently are

Three things can happen based on the result:

1. **If there are more (+) symbols in total than (-)**, move the Impact tile 1 Tile to the right on the Timeline Track if able - the Impact occurs one Era later.
2. **If there are more (-) symbols in total than (+)**, move the Impact tile 1 Tile to the left on the TimelineTrack - the Impact occurs one Era earlier. If this would move the Impact tile behind the current Era tile, do not move the Impact tile.
3. **If the number of (-) and (+) symbols is equal**, do not move the Impact tile.

IMPORTANT: If the "Seal Fate" Tracker is on the bottommost spot of the Doomsday Track, during the Check for Impact phase, do not roll the Trajectory dice - instead, move the Impact tile to after the current Timeline tile (regardless of its position) and resolve the Impact immediately.

CHECK FOR GAME END

If the Save Earth tracker is on the topmost spot of the Doomsday Track, the Impact's damage to the present is completely mitigated, and the game is over - proceed to the final scoring. In games when Earth is saved, the Impact is never resolved.

OPTIONAL RULE - PLANNED EXPERIMENTS

These optional rules are meant for players who are already familiar with the Doomsday module, and prefer planning their Experiment actions ahead.

- Place the Level 2 Experiment stack face up next to the Doomsday board (instead of face down). The top Level 2 Experiment card will always be visible for everyone.
- Whenever a player claims an Experiment card, immediately replace it with the top Level 2 Experiment of the stack, until the Experiment stack runs out.
- During the Refill phase, do not place any Level 2 Experiment cards under the Timeline.

THE "PIONEERS OF NEW EARTH" MODULE

ADVENTURES ON NEW EARTH

It wasn't long until the Paths realized that the powerful Exosuits can offer more than mere protection to their Workers. Through new engineering and scientific solutions, they developed methods to improve their Exosuit models with Neutronium, Uranium, Titanium, and even scientific Breakthroughs. This way, even the more dangerous areas of the Outback became accessible, with their vast amount of salvageable materials, forgotten relics of the Old World - and, of course, new dangers to face.

CHANGES IN SETUP

- Place the Adventure Board next to the main board.
- Shuffle the Adventure cards into two separate decks (7+ Power and 12+ Power, printed on their backs).

- Place the decks face down on the designated area of the Adventure Board.
- Place the Adventure die on the designated spot on the Adventure Board.
- Give each player the Exosuit Upgrade tile corresponding with their Path, and place it next to their Player Boards.
- Each player receives 2 additional Energy Cores on top of their starting ones.

CHANGES IN GAMEPLAY

ACTIONS

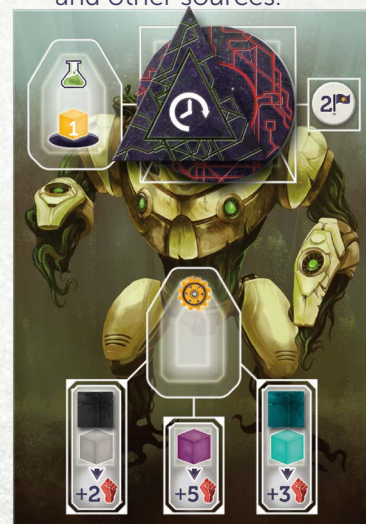


ADVENTURE

The "Pioneers of New Earth" Module introduces a new Main Board Action, the Adventure. This action allows players to undertake dangerous but rewarding missions on the far reaches of the Outback.

When a player takes the Adventure action, **resolve the following steps in this order:**

- Count the player's Exosuit Power value** by adding up the Power values from completed Exosuit Upgrades and other sources.



$$\begin{matrix} \blacksquare & + & \blacksquare & = & 5 \\ +2 & & +3 & & \end{matrix}$$

- Spend any amount of Water and/or Energy Cores.** Temporarily add +1 to the player's Exosuit Power value for each Water spent, and +2 for each Energy Core spent.

$$\begin{matrix} \text{Water} & + & \text{Energy Core} & = & 3 \\ +1 & & +2 & & \end{matrix}$$

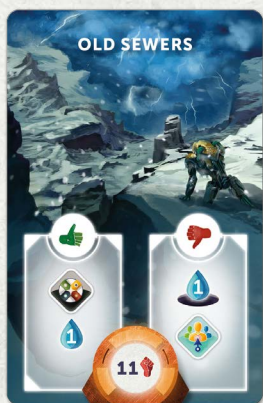
- Choose one of the two Adventure card decks. **Draw its top card, then draw additional cards** equal to the number of Breakthroughs on your Exosuit Upgrade tile. Choose one of the drawn cards, and shuffle the rest back into the deck.



- Roll the Power die, and add the rolled value to your power value.



- Finally, compare your total Power value to that on the chosen Adventure card. If your power value is equal to or higher than that value, resolve the Success part of the Adventure card (lower left). If it is lower, resolve the Failure part (lower right).



$$< 5 + 3 + 3 = 11$$



Spaces and Worker specifics

- Experiment has a Hex Pool space, where any number of Workers can be placed

POWER UPGRADE

The Exosuit Upgrade action space is printed on each player's Exosuit Upgrade tile. When used, the player places a Neutronium, Uranium or Titanium on one of the

five Resource slots on the bottom of the Exosuit Upgrade tile. That resource is considered spent. For each Resource placed this way, the player's Exosuit Power is permanently increased by the value below the resource slot.

Worker specifics

- May only be activated by an Engineer

SENSOR UPGRADE

The Sensor Upgrade action space is printed on each player's Exosuit Upgrade tile. When used, the player spends 1 Gold, places one of his Breakthroughs (any) on the designated slot on his Exosuit Upgrade tile, and receives 2 VPs. That Breakthrough is considered spent. For the remainder of the game, the player can choose from one additional Adventure card whenever he takes the Adventure action.

Worker specifics

- May only be activated by a Scientist

NEW GAME CONCEPT - POWER BUMP

Power Bump is a new game concept associated with Exosuit Power. Whenever a player would place a Worker and an Exosuit on a **Hex slot of a Capital Action**, he may first choose to remove an opponent's Exosuit, and relocate it on another empty Hex slot of the same Action. This can only be done if

- the player's **Exosuit Power is greater** than that of the opponent's.
- there are empty slots available** for the same Action where the opponent's Exosuit can be relocated to.

IMPORTANT: The opponent whose Exosuit was moved this way does not retrieve it, neither does he receive any benefit from the new slot. The Exosuit is simply relocated without any positive or negative consequences.

1 PLAYER MODE: THE CHRONOBOT

CHANGES IN SETUP:

Set up a 2-player game, with one of the players as the Chronobot. The following modifications apply to the player setup:

- The Chronobot receives only the 6 Exosuits and the Warp tiles of the respective color. It doesn't receive any Starting Resources (nor Workers).
- The human player receives starting resources as normal, but cannot use his Leader Ability.
- Leave all Endgame Objective cards in the box, they will not be needed.
- Place the Chronobot board next to the main board, and place the 6 numbered tokens on the 6 marked positions. There is no need for a second Player Board.

CHANGES IN GAMEPLAY:

Paradox Phase

The Chronobot rolls for Paradoxes last. If the Chronobot gains an Anomaly, remove any one Warp tile from a

Timeline tile where the Chronobot has the most warp tokens (oldest if tied). If it would gain an Anomaly when it already has 3 Anomalies, it does not receive another one nor remove a Warp tile.

Power Up Phase

In pre-Impact Eras, the Chronobot always powers up 6 Exosuits, while in post-Impact Eras, it powers up 4. The Chronobot neither gains nor spends Energy Cores.

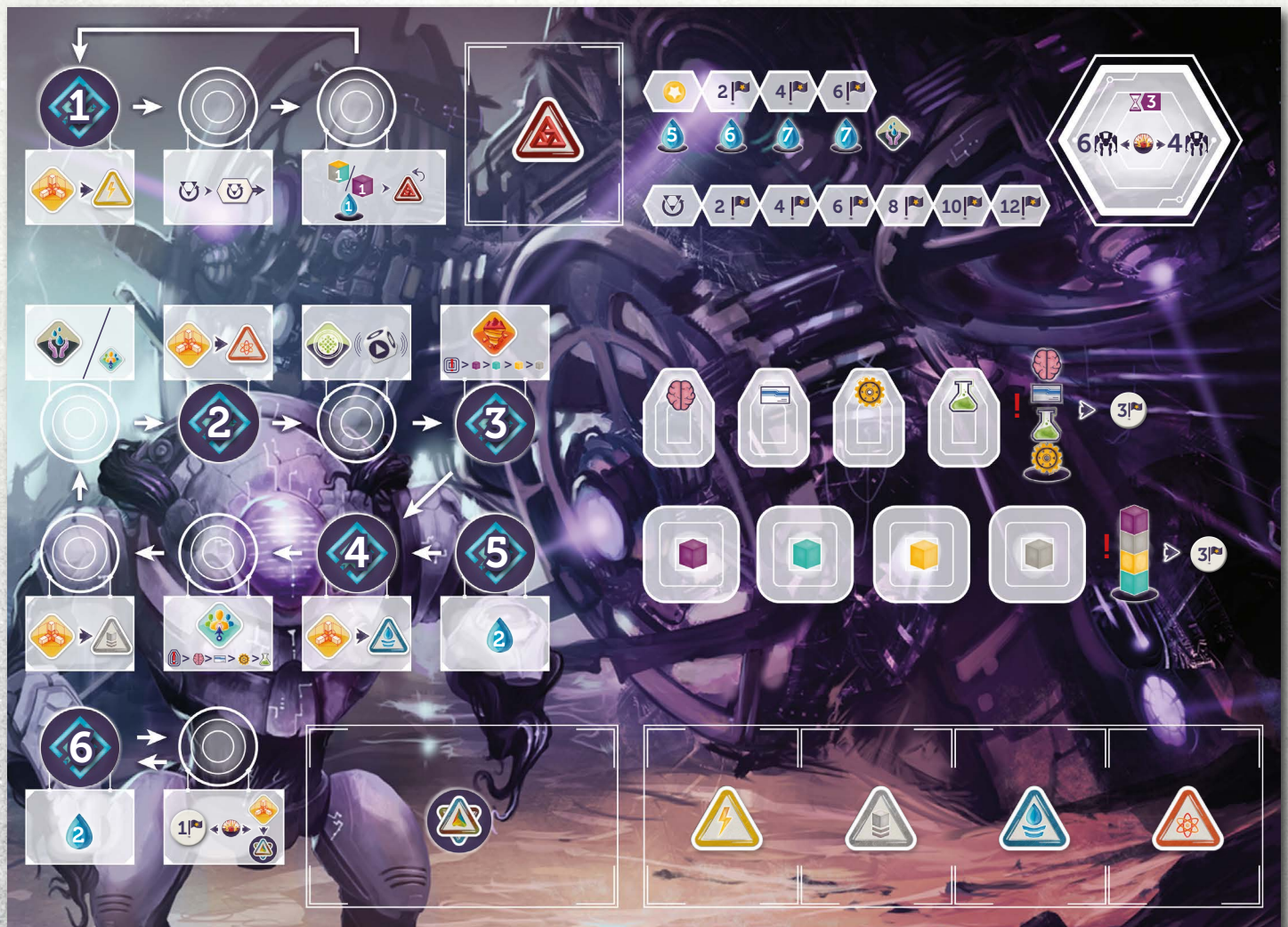
Warp Phase

The player chooses 0-2 Warp tiles to place, then rolls the Paradox die. Place Warp tiles for the Chronobot (doesn't matter which ones) equal to the rolled number of Paradoxes. The Chronobot does not gain anything for the placed Warp tokens.

Step 5: Actions

The Chronobot is the First Player in the first Era.

On the Chronobot's turn, roll the six-sided die. Perform the Action shown next to the token with that number, then advance the token to the next position. If there are three tokens on the same position, advance the highest numbered one to the next position. If the Chronobot does



nothing (for any of the reasons listed below) still advance the token and take 2 Water instead.

The Chronobot never pays costs of Actions and ignores everything printed on the Action spaces and Collapsing Capital tiles. It always picks the topmost available space. If there are no available spaces on a World Capital Action the Chronobot rolled, it places on World Council instead, always taking the First Player space first if possible. If an Action cannot be taken at all, it receives 2 Water instead.

CONSTRUCT

When Constructing, the Chronobot always picks the Building with higher Victory Point value. If tied, it takes the one in the Discard pile. If there are no buildings of the rolled type with positive value, or if it already has 3 buildings of the rolled type, it takes nothing (but it still places an Exosuit to block a Construct space, and takes the 2 Water as usual).

Anomalies and Superprojects do not count as Buildings.

When Constructing a Superproject, the Chronobot takes the one with the highest Victory Point value (oldest if tied). If "Construct Superproject" is rolled before the Impact, it receives 1 Victory Point instead, and places no Exosuit. If "Construct SP" is rolled and the Chronobot already has 2 Superprojects, it does nothing (but it still places an Exosuit to block a Construct space, and takes the 2 Water as usual).

RECRUIT

When Recruiting, the Chronobot takes a Worker type it does not have yet if able. It always follows this priority order:

1. Genius
2. Administrator
3. Engineer
4. Scientist

Once it has at least one of all 4 Worker types, it discards one of each and gains 3 Victory Points.

RESEARCH

When Researching, only roll the shape die and take any Breakthrough of the rolled shape.

MINE RESOURCES

When Mining, the Chronobot takes a Resource type it does not have yet if able. It always follows this priority order:

1. Neutronium
2. Uranium
3. Gold
4. Titanium

Once it has at least one of all 4 Resource types, it discards one of each and gains 3 Victory Points.

TIME TRAVEL

Each time "Time Travel" is rolled by the Chronobot, remove any one Warp tile from a past Timeline tile where it has the most warp tiles (oldest if tied), and advance one step on the Time Travel track. The Chronobot does not place any Exosuits on a Time Travel roll.

SUPPLY/RECRUIT

If "Supply/Recruit" is rolled, the Chronobot pays Water according to its standing on the Morale track, then advances on the Morale track. If it doesn't have enough Water, it takes a Recruit Action instead.

REMOVE ANOMALY

If "Remove Anomaly" is rolled, no Exosuit is placed, and the Chronobot discards 1 resource (in Titanium > Gold > Uranium > Neutronium priority order) and 1 Water, then removes one Anomaly. If it doesn't have an Anomaly or enough Water and/or Resources, it takes 2 Water instead.

EVACUATE

The Chronobot never Evacuates. The human player does not receive the 3 bonus Victory Points when Evacuating first.

Once the Chronobot has ran out of Exosuits, it takes a "Time Travel" Action on its next turn, if able, then passes. The Action Rounds phase ends immediately once the human player has also passed.

RETRIEVE WORKERS

Retrieve the Chronobot's Exosuits along with the player's own. After the Impact, flip any Collapsing Capital tokens normally.

END OF GAME

At the end of the game, no Endgame Conditions are scored. The Chronobot doesn't lose Victory Points Warp tiles remaining on the Timeline. It scores the usual 1VP per Breakthrough at the end of the game, with 5VP/set for each complete shape set.

OPTIONAL RULES

STARTING RESOURCE DRAFT

By using the Starting Resource Draft, players may add more variety to the starting assets of their Path each game.

During the Setup, instead of giving each player the Starting Resources depicted on their Path Board, deal Starting Resource cards to each player:

- 8 in a 2-player game
- 5 in a 3-player game
- 4 in a 4 player game

After this, each player chooses one card in his hand, places it face down in front of him, and passes the remaining cards to the player to his right. Repeat this process until each player has chosen four cards. Return the remaining cards to the box (8 in a 2-player game and 3 in a 3-player game).

Finally, each player adds up the numbers on the bottom of their selected cards. The player with the lowest sum will be the First Player in the first Era.

ENDGAME CONDITION DRAFT

With the Endgame Condition draft, players can have more control over what will be worth additional Victory Points at the end of the game.

Instead of selecting 5 Endgame Condition cards randomly,

- Deal 4 to each player in a 2-player game, then each player simultaneously picks two of the four, and reveals it
- Deal 2 to each player in a 3-4 player game, then each player simultaneously picks one of the two, and reveals it

Finally, from the undealt cards, choose one (two in a 3-player game), and add it to the previously picked cards. Players will now have 5 Endgame Condition cards to play with.

APPENDIX

BUILDINGS EXPLAINED

At the end of the game, each Building is worth a number of Victory Points indicated in the lower left corner of the tile.

Abbreviations:

- W - Water
- U - Uranium
- G - Gold
- T - Titanium
- N - Neutronium
- VP - Victory Point

Power Plants

- 101:* Any Worker: Set Focus to the previous Timeline tile.
- 102-103:* Any Worker: Set Focus to a Timeline tile up to 2 Eras before the current Era's Tile.
- 104:* Scientist: Set Focus to a Timeline tile up to 2 Eras before the current Era's Tile.
- 105-106:* Any Worker: Set Focus to a Timeline tile up to 3 Eras before the current Era's Tile.
- 107:* Any Worker, spend 1 U : Set Focus to a Timeline tile up to 3 Eras before the current Era's Tile.
- 108:* Scientist (kept Motivated): Set Focus to a Timeline tile up to 2 Eras before the current Era's Tile.
- 109:* Scientist, spend 1 N: Set Focus to a Timeline tile up to 3 Eras before the current Era's Tile. Receive 2 VPs.
- 110:* Any Worker, spend 1 W : Set Focus to a Timeline tile up to 4 Eras before the current Era's Tile.
- 111:* Any Worker: Set Focus to a Timeline tile up to 3 Eras before the current Era's Tile. When you Construct this Building, you may immediately return one of your Warp tiles from a Timeline tile to your supply (without scoring VPs).
- 112:* Any Worker, spend x W : Set Focus to a Timeline tile up to x Eras before the current Era's Tile. Receive 1 VP.
- 113:* Any Worker, spend x U/T/G : Set Focus to a Timeline tile up to x Eras before the current Era's Tile. Receive x VPs.
- 114:* Scientist: Set Focus to a Timeline tile up to 3 Eras before the current Era's Tile, then repeat this process.

Factories:

- 201:* Any Worker (kept Motivated): Receive 2 T.
- 202:* Any Worker, spend 1 W: Receive 3 T.
- 203:* Any Worker (kept Motivated), spend 1 W: Receive 1 U/T/G.

204: Any Worker (kept Motivated), spend 1 W: Receive 1 G.

205: Any Worker (kept Motivated), spend 1 W: Receive 2 G.

206: Any Worker: Receive 1 U.

207: Any Worker, spend 1 T: Receive 2 U.

208: Any Worker, spend 1 U/T/G + 1 W: Receive 1 N + 1 VP.

209: Any Worker (kept Motivated), spend 1U + 2 W: Receive 1 N + 1 VP.

210: Scientist, spend 3 W: Receive 2 U/T/G or 1 N.

211: Engineer (kept Motivated), spend 1 T: Receive 1 Energy Core.

212: Engineer: Receive 1 Energy Core.

213: Engineer, spend 2 U/T/G: Receive 2 Energy Cores.

214: Any Worker, spend 1 N: Receive 7 W.

Habitats:

301-302: Immediately when built: Move 1 step up on the Morale track.

303-304: Free Action: Receive 1 W. When you Construct this Building, immediately receive 3 W.

305: Free Action: Receive 2 W.

306: Free Action: Exchange 1 W with 1 T.

307: Free Action: Exchange 1 W with 1 U/T/G.

308: Any Worker (kept Motivated): Receive 3 W.

309-310: Administrator: Receive 5 W.

311-312: Passive: The Supply Action's W cost is halved, rounded up.

313: Administrator, spend 2 W: Receive a Scientist or an Engineer (Active).

314: Administrator, spend 2 W: Receive a Genius (Active).

Labs:

401: Passive: The Range of your Power Plants is increased by 1.

402: Passive: The Range of your Power Plants is increased by 2.

403: Scientist (kept Motivated): The Range of your Power Plants is increased by 4 for the remainder of this Era.

404: Scientist: Return 1 Paradox from your Player Board to the supply.

405: Passive: You need 1 additional Paradox to receive an Anomaly.

406: Passive: Your Anomalies are worth 2 additional VPs each.

407: Scientist, spend 1 U/T/G: Return one of your Warp tiles from a Timeline tile to your supply (without scoring VPs).

408: Any Worker (Administrator is kept Motivated): Move 2 of your Workers from your Tired column to your Active column.

409: Immediately when built: Receive 3 T or 1 N.

410: Immediately when built: Receive 2 G or 1 N.

411: Immediately when built: Receive 2 U or 1 N.

412: Any Worker, spend 1 U/T/G: Receive 2 VPs.

413: Any Worker: Receive 1 VP.

414: Free Action: Receive 1 VP and a Paradox.

SUPERPROJECTS EXPLAINED

Each Superproject has a **Resource and a Breakthrough cost**, printed on the right side of the tile. Worker costs can be paid with tired Workers.

Superprojects require either one Breakthrough with a specific icon and shape, or alternatively two Breakthroughs of the two other Shapes, and any icons. At the end of the game, each Superproject is worth a number of Victory Points indicated in the upper left corner of the tile.

Welfare Society: Administrator, spend 1 G: Move 1 step up on the Morale track.

Temporal Displacement Device: Free Action: Your opponent immediately retrieves one of his Exosuits of your choice (and the Worker in it). The same rules apply to this retrieval as in the Retrieve Workers phase.

Continuum Stabilizer: Immediately when built: Return up to three of your Warp tiles from up to three Timeline tiles to your supply.

Grand Reservoir: Passive: The total W cost of your Action is reduced by 1 in each of your Action rounds.

Anti-Gravity Field: Passive: Reduce the total cost of each of your Construct Actions with an additional U, T or G (of your choice).

Uranium Cores: Free Action: Receive an Active Exosuit.

Particle Collider: Free Action: Exchange 2 U/T/G for 1 N.

Temporal Tourism: Free Action: Set Focus to a Timeline tile up to 3 Eras before the current Era's Tile.

Chronostatic Sleep: Free Action: Move 1 of your Workers from your Tired column to your Active column.

Synthetic Endorphins: Passive: You do not score negative VPs for low Morale at the end of the game.

Exocrawler: Free Action: You may place one of your

Workers in an Exosuit on a hex or hex pool slot on the main board, and take an Action there (as you do in your Action Rounds).

Neuron Synthesizer: Free Action: Replace one of your Active Workers with an Active Genius.

Tectonic Drill: Passive: When you take the Mine Resources action, you may take an additional U, G or T from the supply.

Rescue Pods: Passive: Your Evacuation Condition is considered completed, regardless of its progress.

Neutronium Monolith: Immediately when built: You may take two standard Research Actions.

LEADER ABILITIES EXPLAINED

Matriarch Zaida: *Saving Grace:* During the Retrieve Workers phase, she may pay 2 W to recruit a Worker of her choice remaining in the Recruit pool.

Shepherd Caratacus: *God's Favored:* When resolving the Impact, do not cover any of his Exosuits slots with Hex Unavailable markers.

Librarian Cornella: *Focused Research:* When taking the Research Action, she may pay 1 Water to set 1 additional die to the face of her choice instead of rolling it.

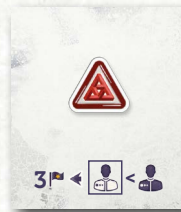
Captain Wolfe: *Liquid Purifier:* During the Power Up phase, he may freely exchange 1 Energy Core to 2 W, or 2 W to 1 Energy Core.



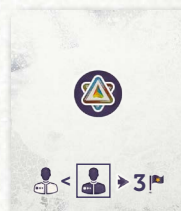
The player(s) with the least empty Building slots at the end of the game receives 3 VPs.



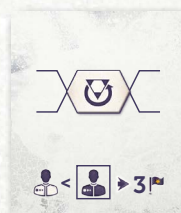
The player(s) with the highest Morale at the end of the game receives 3 VPs.



The player(s) with the least Anomalies at the end of the game receives 3 VPs.



The player(s) with the most Superprojects at the end of the game receives 3 VPs.



The player(s) with the most successful Time Travels at the end of the game receives 3 VPs.

ENDGAME CONDITION CARDS EXPLAINED



The player(s) with the **most Workers** at the end of the game receives 3 VPs.



The player(s) with the most Water at the end of the game receives 3 VPs.



The player(s) with the **most Breakthroughs** at the end of the game receives 3 VPs.

LIST OF ADVENTURE CARDS

Exosuit Malfunction (7)

Win: Gain 1 Energy Core and 1 VP.

Lose: Lose 1 Energy Core if able.

Nuclear Winter (8)

Win: Gain 5 W.

Lose: Lose 1 Active or Tired Worker, if able, gain 1 Energy Core.

Data Archives (8)

Win: You may take 1 standard Research action.

Lose: You may take 1 standard Research action, lose 1 T if able,

Ancient Gold Mine (9)

Win: Gain 2 G and 1 VP.

Lose: Gain 1 G, lose 1 W if able.

Irradiated Vermin Tide (9)

Win: Gain 2 U and 1 VP.

Lose: Gain 1 U and 1 VP, lose an Energy Core if able.

Old Sewers (10)

Win: Gain 1 Water, you may immediately take a standard Construct, Recruit or Research Action of your choice.

Lose: You may immediately take a standard Recruit Action, lose 1 W if able.

Temporal Crack (10)

Win: Gain 1 VP, you may retrieve one of your Warp tiles from any Timeline tile.

Lose: Gain a Paradox and 1 VP.

Neutronium Cave (10)

Win: Gain 1 VP, you may set Focus to a Timeline tile up to 4 Eras before the current Era's Tile.

Lose: Gain 1 Paradox, you may set Focus to a Timeline tile up to 2 Eras before the current Era's Tile.

Magnetic Storm (11)

Win: Gain 3 VP.

Lose: Gain 1 VP, lose up to 2 W if able.

Giant Sandworm (11)

Win: Immediately upgrade your Exosuit with a N, U or T, taken from the supply.

Lose: Gain 1 Vp, lose 1 Energy Core.

Asteroid Debris (12)

Win: Gain 2N.

Lose: Gain 1 N and an Anomaly.

Relic of the Old Ways (13)

Win: Gain 1 VP and 1 Morale.

Lose: Gain 1 VP and 1 W, lose 1 Morale if able.

Collapsing Bomb Shelter (13)

Win: You may immediately build 1 Life Support, without paying its costs.

Lose: Gain 2 W, lose 1 Morale if able.

Abandoned Factory (14)

Win: You may immediately build 1 Factory, without paying its costs.

Lose: Gain 1 T, lose 1 Energy Core if able.

Fountain of Life (14)

Win: Gain 5 W and 3 VP.

Lose: Gain 3 W, lose 1 Active or Tired Worker, if able.

Underground Research Station (15)

Win: You may immediately build 1 Lab, without paying its costs.

Lose: Gain 1 Scientist, lose 1 Active or Tired Worker, if able.

Hostile Nomads (15)

Win: Gain 1 Scientist, 1 Engineer and 1 W.

Lose: Gain 1 Energy Core, lose 1 Active or Tired Worker, if able.

Mutant Tissue Samples (16)

Win: You may take 1 standard Research action, and 1 Research action with setting one of the dice.

Lose: Gain 2 VP, lose one of your existing Buildings, if able.

Unstable Neutronium Core (17)

Win: You may immediately build 1 Power Plant, without paying its costs.

Lose: Gain 1 N, lose 2 W and 1 Active or Tired Worker, if able.

Metropolis Ruins (18)

Win: You may immediately build 1 Superproject from the current or earlier Eras, without paying its costs.

Lose: Gain 2 VP, lose 1 Energy Core and 1 Active or Tired Worker, if able.



ANACHRONY