

Playing the game

Summary:

- 1) Prep phase – reveal next superproject above next timeline tile; shift building stacks; fill up workers and resources spaces
- 2) Paradoxes - roll for (skip first turn)
- 3) Power Up Phase – power up exosuits (pay cores); collect water (empty spaces)
- 4) Warp phase – hidden select & reveal and place on warp tiles to get assets from future
- 5) Action rounds – alternate turns on mainboard/playerboard till all passed (also free actions)
- 6) Clean up – Retrieve workers (check if motivated); check for impact and game end; set focus for next era

1) Preparation Phase:

Use pool card to select new workers to come out

Use resource pool card to select resources to come out. Fill in mine spaces

After impact always replace top resource with Neutronium

2) Paradox Phase

Start from left check each timeline tile for warp tiles

Player with most warp tiles rolls the paradox die and receive tokens (0,1,2)

All tied players roll

Anomolies:

If receive 3rd paradox token (by any means) – immediately impacted :

Stop rolling for paradoxes (even if have remaining rolls)

Returns all paradox tokens to supply (even if more than 3)

Choose to retrieve warp tile from any timeline tile back into supply (after all paradox rolls resolved)

Take anomaly tile from stack and place leftmost playerboard. Worth -3 points at end

NO FREE SPOTS – place on top of any building

3) Power Up Phase:

Place upto 6 exosuits on player board (bottom 3 pay 1 energy core)

Then receive 1 water for each empty hex slot

AFTER IMPACT – TOP 2 SLOTS WILL BE UNAVAILABLE (No exosuits/no water production)

4) Warp Phase (Neutronium makes time travel possible):

Each player hides 0,1 or 2 tiles in their hand (hiding all the others from site too.

Reveal simultaneously.

Place on present timeline tile (Any order)

In player order retrieve assets from common supply

EACH WORKER – HAVE TO PAY 1 WATER – Thirsty work time travel (Can warp in water at same time)

WARPED EXOSUITS placed on one of hex slots – even if unavailable

5) Action Round:

Do any number of free actions (use discs) – ONLY PERFORM ONCE PER ERA (buildings, superprojects)

Place one worker on player board space or

Place one worker in exosuit on main board or

Pass – no more actions;

6) Clean Up Phase:

Retrieve workers – if space was motivated then place in active column otherwise place in tired workers space (shut eye)

Take exosuits back and place back into Supply (not onto playerboard hexes)

CHECK FOR IMPACT - If current timeline tile followed by uimpact then impact occurs

- CHECK FOR GAME END - Capitals infrastructure has collapsed (game ends immediately – all capital spaces flipped to unavailable side)
- End of the 7th era

NEXT ERA

Move focus markers; First player is the one who most recently took the World Council Action

Mainboard Actions

Construct:

Take building from primary or secondary and pay build cost

Superproject – build the one in focus (above your focus marker) place leftmost 2 spots on playerboard (any row) Pay cost of project (ignore building cost)

Recruit (scientist only):

Get a worker and associated bonus

NOTE scientists cant recruit and engineers cant recruit geniuses

Research:

Set one die (shape or icon) to face of choice, roll the other dice

NOTE – Cannot set to ? side, if breakthrough not available - reroll

World council:

Get first player – do not get to perform an action – pay 2 water

Get perform an action – pay 1 water (worker restrictions & bonuses still affect) space features (e.g. costs/collapsing tile) do not

AFTER IMPACT

Can still be copied if hex unavailable tiles in affect

Mine Resource (Engineers stay motivated):

Take resource & extra mine resource

Purify Water – Anyone get 3 water; **Trade with Nomads** – Anyone perform the trade

Evacuation (Post impact – Only do once):

Only take if condition on starting path met

Place path marker on free upper left space for tracking VP's

Playerboard Actions: Supply

Spend water equal to the number on the water symbol below your current morale marker

Move all workers from tired to active column

Then advance 1 step on morale track.

IF at far right then get VP's as per number instead of advancement

Force workers (free action)

Use path marker to move all workers from tired to active column

Move one step back on morale track.

IF at minimum then lose a worker of your choice

Power Plant Buildings, Time Travel & Focus

Use to manipulate focus on timeline

1, Move focus marker to past timeline tile (use range on building)

2, (optionally) send back assets back through rift and receive corresponding warp tile back

NOTE: Workers have to be active and exosuits powered up to send back

IF perform 1 and 2 THEN move timeline travel marker one step to the right (VP's if to right)

IF retrieve warp tile through other means – DO NOT MOVE timeline marker

Anomalies

Building spot can be covered by an anomaly. As an action a player can place a worker on anomaly and pay cost to remove. Worker also goes back to supply (sacrificed for the cause)

Gaps can appear on board due to removal – future buildings etc can be built in spaces later

Other Buildings

Worker actions – same as other spaces; free actions perform once per era (use marker) and passive abilities remain in effect / affect final scoring

One time abilities – are performed once building /project built - See rule appendix

IMPACT

End of 4th era – Last ditch effort – tiles give bonuses – See appendix in rule book

Place evacuation board then randomly place collapsing capital tiles on mainboard

Select 2/2/3 tiles randomly for 2/3/4 players

Once used they flip to unavailable side

ONCE LAST TILE FLIPPED - ITS GAME OVER

World council spots still work but don't get hex bonus (or cost)

ALSO cover top two hexes on player boards to make unavailable (can still warp onto though)

Neutronium replaces topmost resource

ENDING THE GAME

Last action completed or 7th era finished

UNTANGLE THE CONTINUUM:

Fulfill every warp tile on the timeline (return active workers; powered exosuits)

No points scored – no advancement of timeline

For each warp tile remaining – Player scores **-2 VP's**

ENDGAME CONDITIONS

Go through 5 endgame cards – Each player gets 3VP if meets condition

Tie – All get full amount

FINAL SCORING

Points for buildings, anomalies, superprojects, time travel, morale, earned VP tokens and player endgame conditions – USE PAD

Breakthroughs worth 1 VP

A set of 3 with different shapes worth additional 2VP per set

Most VP's wins – Tie – most water then most resources

Overlooked Rules

Geniuses – use as any kind of worker – but not spent as another kind of worker (e.g. send back in time to remove warps)

When paying worker cost (eg projects) can be active or tired but not busy (used) workers

When worker returned for a warp tile when shifting focus must be an active worker

Can only remove a warp tile from past timeline if have shifted focus to that tile

Only advance timeline track if paid for respective asset through time travel

Warp tiles on present timeline cannot be removed through power plants and focus. Can be removed using retrieve abilities of certain buildings, anomalies and projects