**Playing the game**

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| **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** |
| 1. **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 |
| 1. **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) |
| 1. **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 |
| 1. **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; |
| 1. **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 trhough 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:  Fufill 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 payed 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 |