TIME HORIZON

Introduction

What's going on here?

From time to time there appears a phenomenon in time that decreases the number of alternative versions of the universe. This phenomenon rewrites the history of several alternate universes at a point where their stories began to diverge. The stories of different universes are replaced by one and following the past changes the future - the worlds become exact copies of each other becoming essentially one world. In some versions of the universe there are technical (or other) possibilities to intervene in this process. Brave operatives, loyal monks, masonic agents, infallible cyborgs and secret agents are going back in time. Their goal is to make sure that the rewritten history is as similar as possible to that of their native future. They have to make the world after the merging of the universes looks as similar as possible to the world they came from. That's exactly what the players will do. As the history will be rewritten in the future (during game), we will refer to the past as what has been rewritten and the future as what has not yet been. On the borderline of the unchanging past and the possible future lies the **horizon of realization** separating possibilities and reality.

Rules about rules

All strange and unlikely situations were put in a special section - additional rules. General rules say that drinking alcohol in public places is prohibited. Additional rules say that during public holidays, after 8 p.m., in specially organized venues it is legal. If you are reading the rules for the first time it is worth skipping the additional rules section and looking at it during the game if a strange situation arises in which it is not obvious what to do. You should familiarize yourself with all the additional rules before the third/fourth game.

If a player has broken the rules and the others noticed it after the end of the next player's turn, the offender should not be penalized. Of course there are exceptions - situations in which the violation had a tremendous impact on the course of the game. So, the final decision on whether to try to replay everything is left up to the players.

The game in brief

To make it easier to understand the rules that describe specific aspects of the game, you need to have a general idea of the game process. The main task of the players is trivial - to get as many points as possible. Points are obtained (and sometimes lost) at the moment of realization of events prepared by players. The moment when these events cease to be merely plans for the future and become reality.

There are only two ways for an event to be realized - to happen or not to happen. Events that have not happened affect the future just as much as events that have happened. If you close the rules now and do not play the game, it will have no less consequence than if you do decide to play. What determines whether an event will happen or not? It depends on its causal relationships with other events. But players may try to disrupt the cause-and-effect relationship by adding small causes or hindrances. This names "to apply an impact". For example, a brilliant single engineer capable of inventing a time machine successfully solved key equations (the cause of the event) and was already ready to publish sensational material (the event itself). But here due to the "accidentally" spilled tea, a short circuit occurred - the results of the last calculations were not saved (impact 1). While going to check the electric panel, the engineer in the darkness slipped on milk "accidentally" spilled from the cat's bowl, fell down and hit his head (impact 2). Later the engineer restored the light and returned to work but the sensational report was not published in time (the event did not occur due to the impacts). An hour later the engineer received an eviction notice, the time machine had never been invented - the history of the world had gone the other way. This example was intended to explain what events are and what impacts are, there is no textual description of what happens in the game itself.

So, in the course of the game the characters organize events linking them to each other, influence the events that have not yet had time to be realized and extract energy (↗) - the only resource in the game. Now let's get to the details...

Preparing for the game

1. Preparing game elements

Lay out the playing field in the form of a hexagon with concentric colored arrows. Place the horizon track separately from the field and place the horizon token (purple pentagon) on the first division (pale yellow). Shuffle the artifact deck and the event deck (without the colored dots on the card back side) and arrange these decks on the table.

Horizon and points tracks

Event card back

2. Player preparation

Players choose colors at random or by choice. When the colors of the players are determined each player must take:

- Their starting events (marked with a colored circle on the back)
- Player tokens of his color (one with 15 on the back)
- A tablet of items with a funnel of your color on the back
- 16 energy tokens (↯)
- Hint with actions and event map legend (optional)

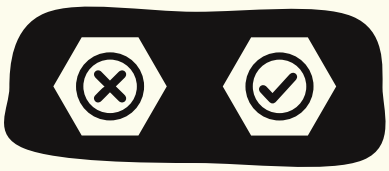
Player Tokens

The wormhole symbol on the back of the items tablet

Energy Token

3. Preparing the central event

Flip a neutral token. Place it with the fallen out side up on a similar sign in the very center of the field.



Two sides of the neutral token

4. Taking starting positions

Place one pawn each for each player in the center of the field. Place one more pawn for each player on space 2 on the points track. Determine the first player randomly (any way you like). This player receives the corresponding token.

First Player token

5. Replacing the cards (You can skip this item the first time)

In a 3-player game, each player must openly go through the event deck until he finds an event that gives points to him and no points to the other two players. When the player finds such an event, he must replace his supporting event with it. (see "Flexible Events" page 6)

Then (with any number of players) take three cards from the event deck. If you want, you can replace one card you have with any one of these three. Replaced starting cards (with color dot in back) should be moved out from the game. Unused cards from the deck should be returned to the deck. Shuffle the event deck again.

Game party development

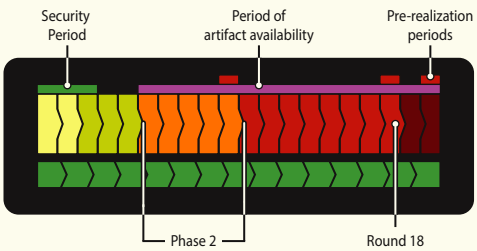
Playing field

The development of the party is directly related to the field. The playing field is an area of the space-time continuum in which players can travel. Each individual hexagon is a node in which an event can be located that affects the course of history. The closer the node is to the center of the field, the earlier in time it is. The field can be divided into two parts - an unchangeable past and a changeable future. You can't change the past, you can't even get into it. The game takes place only in the future before the horizon of realization. Initially all the nodes are in the future, but gradually history will begin to be rewritten, the horizon will move forward and the nodes (starting with the earlier ones) will begin to fall into the past. The game ends when the entire field becomes the past and the players have nowhere else to be.

From another point of view, the nodes in the field can be divided into several groups according to how far from the center they are. Such groups are called **radii**. For example, the first radius is all the nodes next to the central one. And the fourth (maximum) - all the nodes that are at the edge of the field. The radii are easy to distinguish with circular colored arrows running across the field. The center of the field is considered to be the zero radius. It contains the original event embedded in the field. This event is considered to be the same as all other events organized by players. The same rules and mechanics of the game apply to it.

Phases and Rounds

The game consists of 20 rounds in each of which players take turns clockwise starting with the player with the lowest ↯ reserve. If several players have equally few ↯, then the round starts with the one who moved before the others in the last round. When the round is completed, the marker on the horizon track moves forward one division and the next first player takes the corresponding token. Rounds are combined into 5 phases marked on the track with different colors. Each time a marker leaves a phase, all nodes associated with that phase are realized (how this happens is described below). These nodes are marked on the field with circular arrows of the same color as the phase itself. At the end of the game the last phase will end and all nodes will be realized. The track begins with phase zero which corresponds to the zero radius - the central node.



Periods

Some of the rules change over the course of the game. Periods during which special rules apply are marked with bars above the horizon track. As long as the marker is under such a bar, the corresponding rule is active (these rules are described in more detail below):

- Safety (indicated by a shield)
  It lasts for the first three rounds. During this time you cannot attack other players (but you can purchase weapons).
- Artifact availability (indicated by a gear wheel)
  It lasts from round 6 until the end of the game. Only during this period you can get artifacts when organizing events.
- Pre-realization (indicated by a broken gear)
  These are small periods of one round at the end of each phase, starting with the second. During such periods you cannot cast artifacts from the Events group.

The display of periods on the horizon track is illustrated on the previous page.

Victory

When the game ends, the player with the most points during the game wins. It is his future that becomes the basis for the common future. If two players have the same number of points, it will matter who started the scoring first. A draw is described in more detail in the additional rules.

It's time to live here and now!

Almost all activities, items and artifacts associated with time travel require energy. This also applies to the sphere of travel, the mechanism that allows the characters to move through time and space between the nodes of the continuum. If the player loses the last unit of energy his sphere stops working and he immediately finds himself in the place and time where he was at that moment. He can no longer move in space-time and is effectively out of the game. Nevertheless, this player can still win. It is possible to lose the last energy either by attack or by one's own deliberate decision.

A player's turn

General Approach

In his turn a player can perform the actions described below in any order. Including interspersing them with each other such as moving to the next node, get energy, move again and get energy again. A turn ends when the player can no longer perform an action or does not want to do so. When learning the available actions and their limitations, keep a hint on hand, it will make it easier to understand what it's about.

Different actions have different restrictions. There are three types of restrictions in total:

- By quantity
  For example, a player can only acquire items once per turn. And the movement can be made as many times as the player's speed.
- By energy consumption
  This refers to the cost you have to pay to perform an action once. For example, movement is limited not only by the number of times equal to the player's speed, but also by the need to pay 1 ⚡ for each movement.
- By Activity Units (AU)
  A player has 2 AU for each turn. It is not necessary to spend them, but units do not accumulate. Some actions require 1 AU and some require 2. For example, it is possible to take one turn to have a weak action (1 AU) and extract energy (1 AU). But it is impossible to extract energy (1 AU) and organize an event (2 AU) in one turn.

Movement 1 ⚡, ? times

The player can move to an adjacent unrealized node, spending 1 ⚡ to do so. In total, during one turn the movement can be made as many times as the character's speed. Initially the speed of all characters is 2, but it can be increased up to 5 with items.

Event organization 2AU, 13 ⚡

Organizing an event is practically the only way to score points. It is a costly and complicated action, many of the nuances of which depend on what kind of event the player is organizing. There is a separate section about this below.

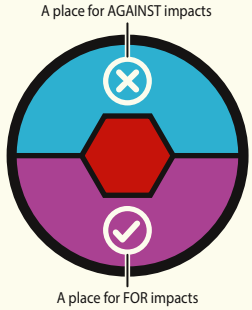
Energy extraction 1AU

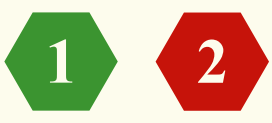
The player can extract energy with the help of the travel sphere. It's a pretty complicated activity that would require 1AU. The number of you get depends on the node where the extraction takes place. Each node notes how much you can get by being in it (this value is equal to 3 * node radius). In addition, if an event is located in a node, it can additionally increase the amount of energy received. The energy bonus is marked with blue circles on the event cards. Note that tokens of different denominations have slightly different colors.

Impact on the event

With the help of impact on the event, players can make it come true in a way that is beneficial to them (more details in the section on event realization). The impact is marked with special tokens, which players place on the green side near the symbol ✓ (to make the event happen) or on the red side near ✗ (not to make the event happen). The impacts balance each other out, so you may not add tokens but rather remove tokens already lying around. This would be the same as adding tokens to the opposite side. Reduce the impact on the opposite side of the card and use larger denominations of tokens so as not to clutter up the game.

Players have a weak impact, which costs 1AU and brings the player 2 ⚡ and a strong (double) impact, which costs 1 AU and 6 ⚡. When making a strong impact, put 2 ⚡ on the event card at once. The player may have a maximum of 4 effects per turn (strongest twice).





Impact Tokens:
Single for and double against

Item purchase ?, 1 time

The player doesn't actually buy the item, but gets it through a tunnel in space and time from a base located in his version of the future. The tunnel can be opened only once per turn and depending on the item it will take different amount of . Improving items is also considered a purchase. More information about buying, upgrading, and using items is given in a separate section.

Attack ?, 1 time

To attack another player you must have an Energy Gun. Different levels of weapon enhancement deal different damage and consume different amount of per shot. But regardless of the weapon you can attack another player only once per turn. But different players can attack the same victim.

Artifact Discharge 1 time

If a player received an artifact he doesn't need or badly needs energy he can discharge the artifact by taking 22 out of it. You can only do this with artifacts in your hand. Artifacts that are already in the game (lying on the table) cannot be discharged. After discharging an artifact goes to reset and the player must show which artifact he discharged.

Exchange

Being on the same square, players can exchange and artifacts during the turn of any of them. But you cannot exchange event cards. When exchanging artifacts, cards from hand are transferred to hand (and not shown to other players), and cards from the table are transferred to the table. The state of the played artifacts (tokens, etc.) is fully preserved. The exchange can be made only with mutual agreement.

Getting of event cards

If a player has less than 5 event cards in his hand after completing a turn, he must replenish them. To do this, the player takes 3 cards (4 if there are three players) from the event deck and chooses one without showing them to the others. The remaining cards are discarded. Filling up the cards occurs after the end of the turn - the next player can start walking. The final choice must be made before his next turn. If the cards in the deck come to the end, reshuffle the discard and use it.

Event Card Structure

Events are the main element of the game. There are quite a lot of marks on the event cards but several groups can be distinguished among them.

Causal relationships

Links are indicated by colored lines which can be located on either side of the map. Links have a type and a direction. The type of linkage is determined by its color. Green indicates cause and red indicates hindrance. The direction of the link is determined by the arrow entering or leaving the link. If the arrow enters the link, it is a forward link. That is, the event can affect some event in the future. If the arrow goes out of the link, it is a backward link. So, the event is affected by some event from the past.

Player Points

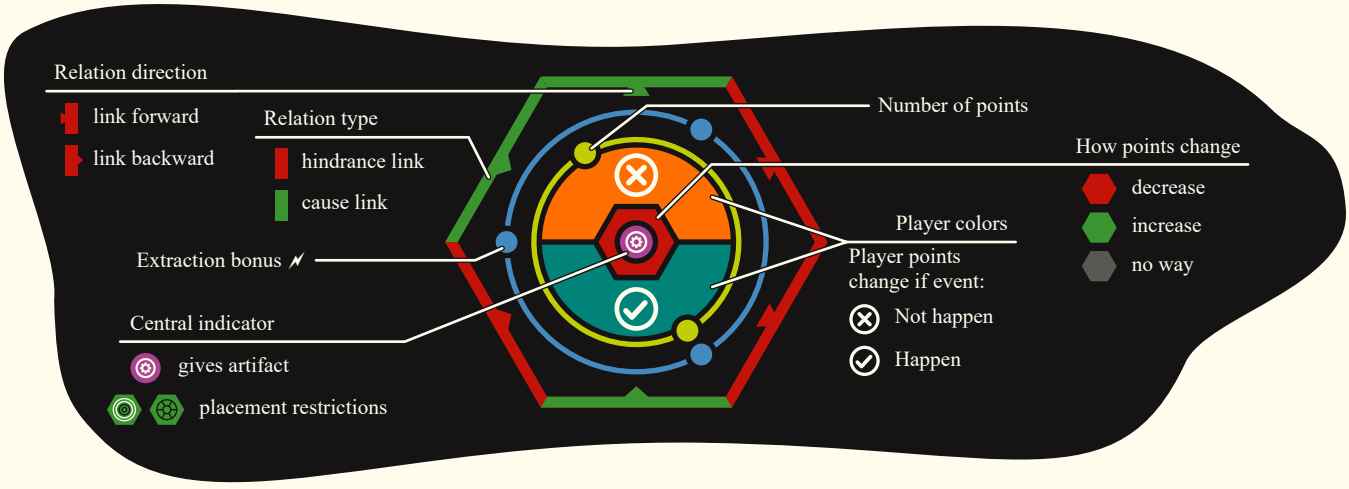
The color of the central hexagon determines whether players will lose points (red) or gain points (green). In rare cases the central hexagon may be gray. This means that the players' points will not change when the event is realized. The colored arcs in the center of the card correspond to the colors of the players whose points may change. As a rule there are two arcs. One is marked with ✓ - points of this player will change if the event does not occur. Another one marked with ✗ - points of this player will change in oppositve case. In rare cases cards have only one arc.

The yellow circles on the yellow orbit indicate the number of points a player will gain or lose. One circle is one point. Most often this mark is absent. In this case the points are increased or decreased by 1.

Other

In addition to links and points, there are marks indicating various additional nuances. In the very center of the map there may be an artifact symbol (a pinion) or two kinds of circular marks. The artifact symbol means that an artifact can be obtained by organizing an event (see the section about artifacts). And circle marks define at which nodes an event can be organized (see the section about organizing events).

Also on the map there may be blue circles in a blue orbit - loot bonus . When mining in the node where this event is organized, the player receives an additional 1 for each blue circle.



Events organization

The organization itself

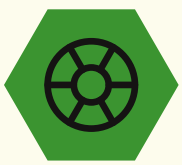
After spending 2AU and 13 the player can organize an event - put an event card from his hand to the node he is in. You can do this only if there is no event in the node yet. Laying the card the player can turn it at his discretion. But so that the forward links point to future nodes, and the backward links point to past nodes. Thus the event affects the later events and depends on the earlier ones. After laying out a card the player must put a token of his color near one of the ✓ or ✗ marks at his discretion. If all other factors balance out, this token will determine whether the event occurs or not. If the event has an artifact token in the very center, the player will probably receive an artifact at the time of organizing (see section on artifacts).

Special restrictions

Some events have an additional restriction in the form of concentric circles in the center of the map. One circle corresponds to one radius on the field. An event with this marking can only be organized on those radii that are marked in white. If there is no such marking, there is no restriction.

Also, some cards have a symbol of two black circles in the center, connected by jumpers. Such cards cannot be played in nodes which will be realized after the end of the current round.

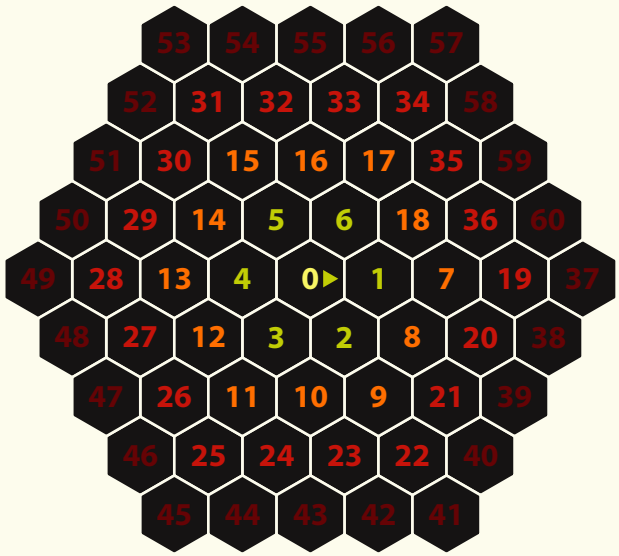
You can organize on radii 3 and 4 but not on 1 and 2.



You cannot organize in nodes that will be realized after the end of the current round.

Exact node time

It was said above that the closer a node is to the center, the earlier it is. But the nodes on the same radius are not exactly at the same time. They are arranged clockwise from earlier to later, as indicated by the arrows in the box. If organized events prevent you from seeing which node should be first in the radius, pay attention to the yellow pointer in the center node. There are nodes outside the playing field that are inaccessible to players which means that events can be arranged so that their links forward will point beyond the boundaries of the field.



The order in which the nodes are realized. Colors indicate nodes of different phases (radii).

Events realization

Completion of the phase

If the marker on the horizon track advances to the next phase after the completion of a round, all nodes on the radius of the completed phase must be realized. Note that the radius arrow on the field is the same color as the phase rounds on the track. But before you start events realization, put on the points track near each player's pawn token of his color, in case of a draw (more details in the additional rules). It is not necessary to do this at the end of the zero phase. Nodes are not realized all at once but one at a time (as above). If the node is empty, it's simple - go straight to the "consequences" point. If an event has been organized in a node, you need to understand whether it will happen or not - weigh the pros and cons by calculating the realization points. They are not marked anywhere - just count them in your mind. It takes a few steps (in practice it is not so long).

Impacts of events relationships

First, determine the relationship of the event to neighboring events that have already been realized. If there is a green mark on either side of the event map junction, it is a causal link, and if it is red, it is a hindrance link. If one of the event links is located at a junction with an empty node, simply ignore it. And if there are marks on both sides of the event junction and they are different colors, then the color on the already realized event is considered determinative.

Once we have defined the types of links, we need to define their strength. The default link strength is 2. But sometimes special tokens may be placed at the junction of events to strengthen the link . Tokens with one arrow give +1 to the link strength, and those with two give +2 (see example below).

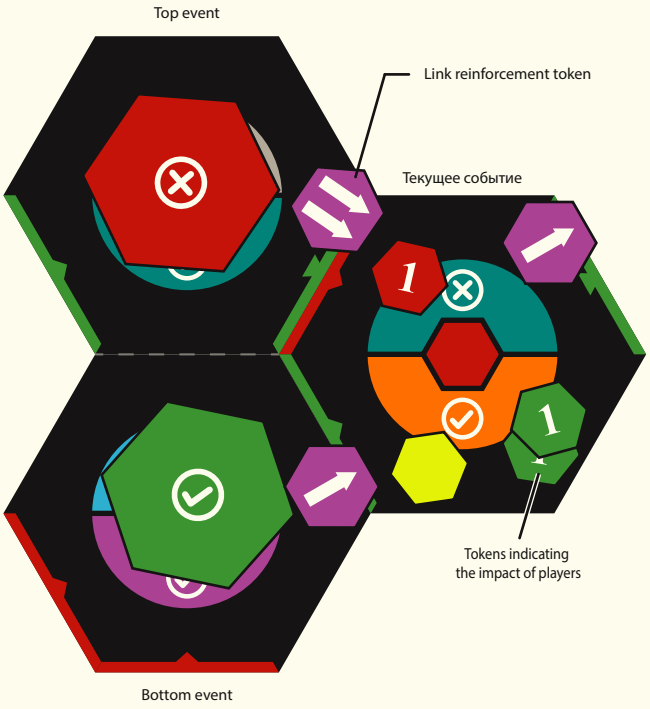
So we have identified how our event is linked to its neighbors. But what effect will these links have? Let's denote the strength of the link by "p". A cause gives +p if the linked event occurred and -p if it did not. Hindrance , on the other hand, gives +p if the associated event did not occur and -p if it did. If the cause occurred it is good for the event, as well as if the hindrance did not occur. You can formulate a formal rule simpler - if the color of the realization token on the neighboring event coincides with the color of the linkage, then +p, otherwise -p.

Impacts of players

We have evaluated the effects of the links, now it is time to evaluate the effects of the players. Impacts in support of the event are marked with green tokens near the ✓symbol, and impacts against are marked with red tokens near ✗. Simply add the numbers on the green tokens to the realization points and subtract the numbers on the red tokens.

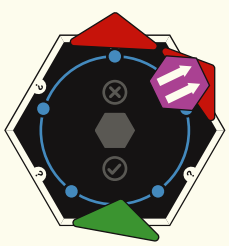
The final decision

We have considered all the factors that affect the realization of an event - it's time to determine its fate. If the result is more than zero realization points, the event occurred, and if less, it did not occur. If all factors are in balance and there are exactly zero points, then the outcome decides the token that the organizer of the event put up when he introduced it into the game (see the previous section). The original event which is in the center of the board, has no organizer. Therefore a neutral token is used instead of the organizer's token which is placed during the preparation for the game.



Attacking event
If the event occurs, the blue player loses a point, and if not, the purple player loses a point. If balanced, the event will occur (gray token).

Supporting event
The orange player will receive a point if the event does not occur. If it does, no one gets anything. If balanced, the event will not occur (turquoise token).



Logistic event
One cause backward link and two hindrance forward links are specified. One of the hindrancea is strengthened by 2. Thus all 3 conditions are fulfilled: there is a backward link, total strength of links does not exceed 8 (exactly 8), and there is no links whose strength exceeds 4 (links strengths are 2, 2 and 4).

Consequences

Now we know if an event has occurred or not. It is time to score or take away points from one of the players as described above. Then the players in the realized node must move to any neighboring unrealized node of their choice. The transition will not cost ↗ and is done in a round starting with the player who was first in the completed round.

It is time to finish realizing the node. If the node did not have an event, place a gray token marked ∅ in its center. If the node had an event, remove all tokens and other game elements from it, except for tokens associated with the future. These may be connection reinforcement tokens or logistic event connection tokens (see below). Then, if the event occurred, place an realization token in the center with the green side facing up, and if it did not occur, place it with the red side facing up.

Complex Example

The example shows a confusing game situation. Let's solve it!

First, let's define the effect of links. The current event has a link-cause back to the bottom event. The default strength of the link is 2, but the reinforcement token raises it to 3. The link is cause (green) and the event occurred (green), so the link to the lower event gives + power, i.e. +3. Also the current event has a link-hindrance back to the top event. But the upper one overrides this connection with its cause forward. The strength of this link will be 4 (2 by default + 2 from the token). The top event did not happen (red), but the link is the cause (green), so this link gives -strength, i.e. -4. Total, +3 from the bottom and -4 from the top, we get the effect of links equal to -1.

The players place 2 green tokens near ✓, giving +2. And 1 red token near ✗, giving -1. Thus the impact of the players is +1. Add up the effects of links and players and you get 0. In this case, the token of the player who organized the event (yellow) plays a decisive role. This token is near ✓ - the event occurs.

The color of the central hexagon is red so players will lose points. There is no yellow orbit that determines the number of points - 1 point will be lost. The event occurred and the color of the arc under the ✓ sign is orange. Therefore the orange player loses 1 point.

Now you must remove all tokens except one link reinforcement token that is facing the future and cover the event with the realization token with the green side up (as on the bottom event).

Flexible events

There are events that have additional flexibility. Some of their parameters can be adjusted during the organization. On the card this is marked with "?". There are 3 such events in total:

- Attacking
  When organizing this event, place tokens of the other two players in the game on the white arcs. In the future, assume that these are the colors indicated on the arcs.
- Supporting
  When organizing this event, place another player's token on one of the white arcs in the game. It is not forbidden to agree in advance with him to indicate you, playing a similar event. The second arc is considered empty.
- Logistic
  When organizing this event, the player may place links tokens and reinforcement tokens on the map edges as he sees fit. But so that the event has **at least one link back**, the total strength of the links does not exceed **8**, and the strength of any particular link does not exceed **4**. A link marked with a token is fully equivalent to the normal links on the event cards and its default strength is also 2.

When drawing the supporting and attacking events, place your color token away from the center so it does not get mixed up with the tokens of the selected players. Hurry up! If you don't draw them in time, they will remain in your hand until the end of the game!

Items

Items tablet

Each player has his own tablet noting the availability of items, their states and characteristics. Once per turn you can purchase an item by spending ↯ equal to the price indicated on the tablet. To mark the purchase, place a token of your color on the tablet over the indicated price.

There are items that have more than one level of improvement. An upgrade is also considered a purchase, so you cannot make two upgrades or an upgrade and a purchase within the same turn. There are several parameter values for items that can be improved. This includes the "Price" parameter. When improving an item, pay the price of the next step and cover it with a token (do not move the previous token, but add another one). When applying an item, don't forget to use the values corresponding to the improvement (located below the last closed price).

Sometimes the rules tell you to discard an item. In that case, remove all tokens associated with it from the tablet. You may buy the item again at a later date.

Combat Items

The **Energy Gun** allows you to attack another player who is in the same node as you during your turn. It costs you ↯ equal to "Expense" and the victim loses ↯ equal to "Damage". You may attack only once per turn.

The **Shield Generator**, unlike the energy gun, works with continuum energy, so you don't have to pay for its use. Every time you are attacked you lose less ↯. The "Defense" parameter shows exactly how much less ↯ you will lose.

Tools

The **Accelerator** increases the character's speed. You still have to pay 1 ↯ for each move, but the accelerator will allow you to make 3, 4 or even 5 moves in one turn.

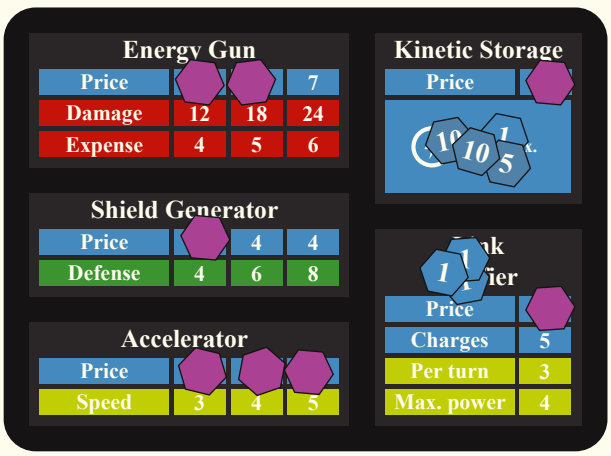
The **Kinetic Storage** is a device that stores energy as you move. But you can take it out only all at once and after that the accumulator will become unusable. After purchasing an item, put 1 ↯ on it each time your pawn moves on continuum map. At any moment of your turn you can take out all ↯ from the item, but you will have to discard it. The accumulator works any time you move, not just when you make a move at your turn. The energy in the accumulator is not stored indefinitely - the maximum can be 65 ↯.

The **Link Amplifier**, as you can guess from the name, allows you to amplify links. When you buy this item, put 5 ↯ on it - these are the amplifier charges. On your turn, you can strengthen any link going to or from the node you are in. To do this, place the link reinforcement token on the desired boundary, single arrow up so that it leads from the earlier node to the later one. At the same time remove 1 ↯ from the link reinforcer. You can do this no more than 3 times per turn. If the last ↯ token was reset, discard the amplifier itself as well. Item discarding doesn't reset «3 usage per turn» counter.

Reduce tokens - if there are two tokens with a single arrow on the same border, flip one of them with a double arrow up and remove the other. Note that you cannot reinforce links whose strength is 4 or more.

Example

Below is the purple player's tablet with items:
1. Energy gun (II). Improvement price 7, damage 18, expense 5.
2. Shield generator (I). Improvement price 4, defense 4.
3. Accelerator (III). Player speed 5.
4. Kinetic storage. Bought and charged at 26 ↯.
5. Link Amplifier. Bought and has 3 more charges.



Artifacts

Artifacts are rare objects entangled in space-time, fragments of vanished timelines. In a way, they are the remains of other characters, as the rewriting of time lines is going on all the time. You can get an artifact by organizing an event with the corresponding mark in the center, if the artifact availability period has already come: from round 6 to the end of the party (marked with a purple stripe with a gear on the horizon track). The artifact is obtained at the moment of organizing the event, not at the moment of realization. When receiving it, the player takes the top card from the corresponding deck into his closed hand.

At any time of his turn a player can cast an artifact from his hand by placing it on the table. But player cannot cast an artifact if he already has the same one casted. Also an artifact from hand can be discharged to receive the energy it contains. The player gets 22 ↯ and the artifact goes to the discard. The owner must show which item he dropped. The artifact can be obtained, cast and used within one turn. Once the artifact's capabilities are exhausted, it is not discarded (unless otherwise specified in the description). Thus, commonly, a player cannot use two identical artifacts in the same game, even alternately.

All artifacts are divided into three groups, which are marked with single-color circles on their cards. A player cannot use two artifacts from the same group during one turn. Artifacts belonging to the "Events" group (green marker) cannot be used in the last round of each phase. This is marked by a pre-realization period on the horizon track. A detailed description of exactly how each artifact works can be found in the Artifact Catalog.

- Movement group
- Energy group
- Events group

Additional rules

Draw
In case several players have the same number of points, the winner is the one who has more points after the first phase, as the earlier events have a greater influence on the future. If this does not resolve the dispute, compare the points after Phase 2 and then after Phase 3. Players colors tokens posted before each phase begins will allow you to reconstruct a points gathering history.

Perfect Balance
The game tries to maintain a balance between causes and hindrances. Therefore, when playing a non-full team, it is advisable to choose player colors so that the backward links on their attacking initial cards alternate. This is not a rule, just a recommendation. If you really like a certain color, don't deny yourself the pleasure of choosing it.

Too many points
If a player has to score the 15th point that is not on the track, place a token of the player's color marked 15 in front of the track and move the pawn to the 0 position.

Horizontal Surfing
When the player finds himself in a realizable event, he must move to any neighboring unrealized event. It is not forbidden to choose an event of the same radius, which should be realized next. In this way, the player can move around the circle up to the last event in the radius.

Link Amplifier and special links
The Link Amplifier can amplify any links. When reinforcing links created by a Logistic Event, place the reinforcement tokens on top of the link tokens. When reinforcing links created by the Lachesis Needle, place the reinforcement tokens under the target link marker. In either case, the maximum strength limit (4) is retained.

Kinetic Storage and special moves
As stated in the description of the Kinetic Storage, it is charged by any move. When a player moves to an adjacent event during the realization, the storage receives ↯ for each move. When moving with the Collapse Generator, the storage receives 1↯ regardless of distance. Even when moving to V616Mon or using a wormhole.

The Tangle of Destinies and getting the events
As long as the Tangle of Fates is not casted, it is considered an artifact in a player's hand. If a player has 4 event cards and the Tangle of Destinies in his hand after the end of the turn, he must gain one more event card.

Movement with the Coagulation Generator
Using a Coagulation Generator counts as movement. Both in the case of moving into a node (with artifact charge consumption) and in the case of passing through a wormhole. That is, these moves count towards the player's speed limit and, as stated above, charge the Kinetic Store.

Shields and Anti-charge Field
The field created when the Hole in the Box collapses has of a completely different nature than the Energy Gun - shields are useless against it. Players in any case will loses ↯ as long as all anticharges are compensated.

Deep draw
If the players scored the same number of points with the same dynamics, the winner is the one who retained the greatest potential (has the most). In this case, only ↯ the player has and ↯ in the Kinetic Storage are considered. If even an amount of energy left is same, then both of them are considered winners.

Public information
Players must keep their energy in such a way that others can see its amount. Or at any time they have to answer the question about it honestly. But this rule does not apply in the period between the cast of the Tangle of Fates and the opening of the players' bets.

Endless exchange
The exchange really has no limit on the number of times, AU or ↯. Therefore, it can be exchanged as many times as you want within one turn.

Use once per turn and exchange
If one player uses an artifact and then gives it to another player, they can also use it on their turn. Even if his turn is in the same round.

Discharged artifacts and exchange
Even discharged artifact may be exchanged. It may be an option to avoid a restriction to use another same artifact.

Lack of events to choose from
Theoretically, a situation is possible when a player cannot draw enough cards to select a new event to restore the hand. This can only happen if other players are already holding multiple cards in their hand while choosing from them. The game stops and all players holding cards must make a choice and discard the excess. Then this discard is shuffled and the player draws as many cards as he did not have enough to choose from.

A multiple amplification of one link in one turn
Each amplification occurs separately. So, you cannot find a link with the power of 3, and amplify it three times at once, getting 6. After the first amplification, its strength will become 4 and it will no longer be possible to carry out the second amplification.

Lachesis Needle and transit links
The Lachesis Needle cannot be used if the source and target are already linked. But this rule does not include a transit link - the case when the source is linked to a node, which in turn is linked to the target. However, if the source and target are already linked using this artifact, they cannot be linked again.

Using once per turn and the Hole in the Box
Unlike most other artifacts, in the case of the Hole in the Box, it is not entirely clear what counts as a use and what does not. During his entire turn, the player can draw ↯ from the artifact (no more than limit in total). But taking at least one ↯ the player loses the ability to use other artifacts from the "Energy" group. Similarly, by using another artifact from this group, the player loses the ability to take ↯ from the Hole in the Box. Returning a debt does not count as using the artifact.