

# 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  $\wedge$  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  $\wedge$  equal to "Expense" and the victim loses  $\wedge$  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  $\wedge$ . The "Defense" parameter shows exactly how much less  $\wedge$  you will lose.

## Tools

The **Accelerator** increases the character's speed. You still have to pay  $1\wedge$  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  $1\wedge$  on it each time your pawn moves on continuum map. At any moment of your turn you can take out all  $\wedge$  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  $65\wedge$ .

The **Link Amplifier**, as you can guess from the name, allows you to amplify links. When you buy this item, put  $5\wedge$  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  $1\wedge$  from the link reinforcer. You can do this no more than 3 times per turn. If the last  $\wedge$  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  $26\wedge$ .
5. Link Amplifier. Bought and has 3 more charges.

Energy Gun			
Price			7
Damage	12	18	24
Expense	4	5	6

Kinetic Storage			
Price			
			10
			5

Shield Generator			
Price		4	4
Defense	4	6	8

Accelerator			
Price			
Speed	3	4	5

Link Amplifier			
Price			
Charges	5		
Per turn	3		
Max. power	4		

## 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 obtained period has already come: from round 6 to the end of the party (marked with a purple stripe with a gear on the Now 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  $22\wedge$  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 periods on the Now track (split gear). A detailed description of exactly how each artifact works can be found in the Artifact Catalog.

- Movement group
- Energy group
- Events group
- Pre-realization period