

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



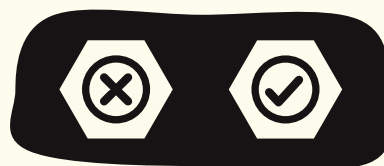
The wormhole symbol on the back of the items tablet



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.

