

Item purchase ? \mathcal{N} , 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 \mathcal{N} . Improving items is also considered a purchase. More information about buying, upgrading, and using items is given in a separate section.

Attack ? \mathcal{N} , 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 \mathcal{N} 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 \mathcal{N} 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 \mathcal{N} 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 \checkmark - points of this player will change if the event does not occur. Another one marked with \times - points of this player will change in opposite 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 \mathcal{N} . When mining in the node where this event is organized, the player receives an additional 1 \mathcal{N} for each blue circle.

