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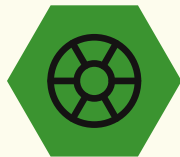
You cannot organize in nodes that will be realized after the end of the current round.

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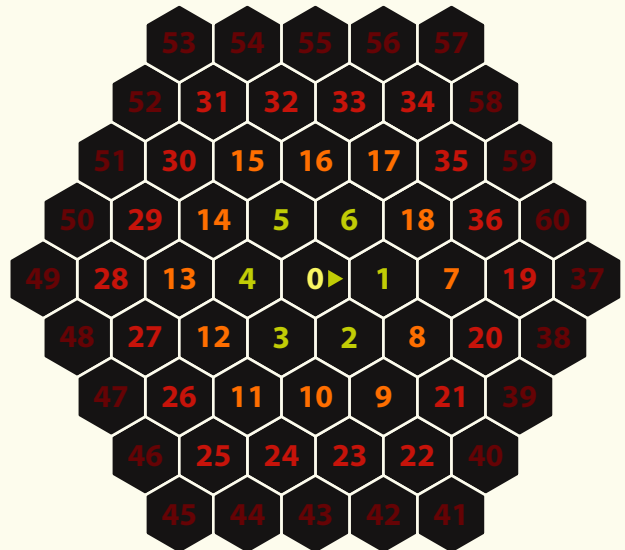
The order in which the nodes are realized. Colors indicate nodes of different phases (radii).

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 Ⅹ. Simply add the numbers on the green tokens to the realization points and subtract the numbers on the red tokens.